

Globetrotter

RULEBOOK



DISCOVER THE WORLD

审图号 GS(2020)3516号

 6-99
AGES

 2-6
PLAYERS

 10-15
MINUTES

环球旅行家™ Globetrotter

Earth is the only blue planet in the solar system. But when you look at the whole universe, our planet is small as dust. For us, it's so vast that there are too many places we've never been to and so many views we've never seen. If we were too young to explore this enormous planet, why don't we travel with our little monsters and pay a good visit to our home planet?



- World map board x 1 • Event cards x 18 • Monster meeples x 6 • Wooden houses x 6 • Tokens x 24
- Dice x 2 • Location cards x 81 • Travel tickets x 100 • Reference cards x 6 • Blister tray x 1


Set up

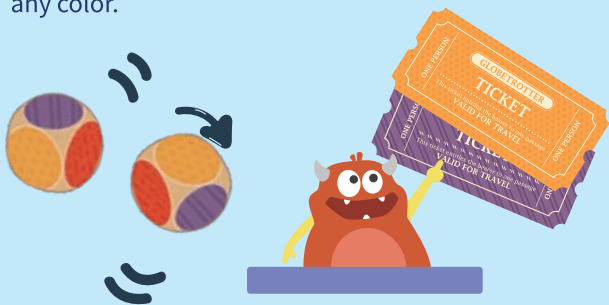
- Put the world map board in the center of the table, separate all the travel tickets by color, and put the tickets of the same color into the same slot of the blister tray.
- Each player takes 1 monster and 1 wooden house of the same color.
- Shuffle all location cards, and place them face down near the board to form a draw pile. And draw 1 location card from the pile for each player as their starting location.
- Each player places the start location card in front of themselves. Based on the card, put their monster meeple in the corresponding location on the board and put the wooden house on the start location card.
- The youngest player takes the first turn, flips 4 location cards from the draw pile, and places them face up on the 4 blank spaces on the board. Then continue the game clockwise.
- When using the advanced rule of special events, please make sure every kind of token is easily attainable.

Standard gameplay

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Step 1

- In each turn, the player should throw 2 dice and gain the corresponding travel tickets by the result of the dice (See pic-4).
If the result is , the player can choose 1 travel ticket of any color.

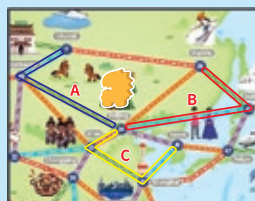


(pic-4)

pic-4 This player gains 1 purple ticket and 1 yellow ticket.

Step 2

- In each turn, the player can use any number of tickets in any color. The players should move their monster meeples along the path that has the same color that matches their travel tickets. (See Pic-5).
Place all used travel tickets back into the blister tray and ends this turn.



(pic-5)

pic-5 Player chooses to use 1 blue travel ticket, 1 green travel ticket and 1 red travel ticket. Starting from Peking, this player has 3 different paths to choose from, which are paths A, B, and C.

- Place all used travel tickets back into the blister tray and ended this turn.

Step 3

- After moving, if the monster stays at a location that matches one of 4 location cards on the board, the player can gain this location card. (See pic-6).

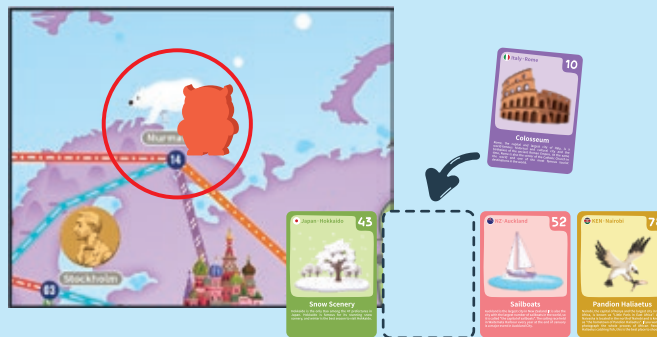


(pic-6)

pic-6 The player has arrived at Murmansk and gained the

Step 4

- When a card on the board was taken, flip a new card from the draw pile to refill those cards back up to 4. (See pic-7).



(pic-7)

pic-7 Refill the location cards on the board and place them in the blank space after the card has been taken.

Game end

- When any player has gathered 6 location cards and is back to their start location, the game ends, and this player wins.



Advanced rules

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A • Free market

After throwing the dice, the player can **exchange** 3 same-color travel tickets for 1 travel ticket of another color. The player can also **trade** with other players. Players are allowed to negotiate about how many tickets they want to **trade** but are forbidden from **giving their travel tickets for free**. (See pic-8).



(pic-8)

pic-8 A player, in turn, can exchange travel tickets with the bank; the player, in turn, can trade with other players by negotiation but is forbidden from giving their travel tickets for free.

B • Traffic jam

Players can't move their monster meeples through or stay at the location other players already occupied. (See pic-9).



(pic-9)

pic-9 Blue player can't pass through the location that the yellow player occupies. The purple player can't stay at a location that the yellow player occupies.

C • Special event

During set up, shuffle special event cards and location cards and place them face down near the board to form 1 draw pile. The youngest player flips 4 cards and places them face up on the blank space on the board. Then continue the game normally.

Each player can gain a reference card that matches their little monster's color. This reference card is a reminder of this advanced rule.

When the game starts, there shouldn't be any event card on the board. If an event card is flipped at the beginning of the game, but this event card at the bottom of the deck and flip a new one until all the cards on the board are location cards.

When an event card is flipped during the game, perform what is said on the card. Then discard this event card and relevant location cards. (See pic-10).

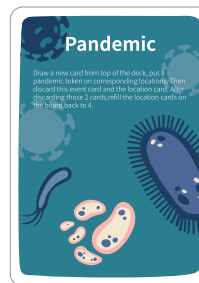
Put this event card at the bottom of the deck.



Flip a new one until all the cards on the board are location cards.

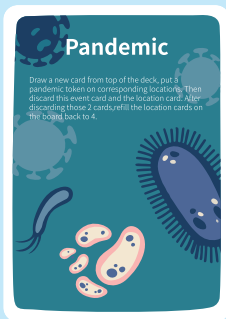
(pic-10)

Note!



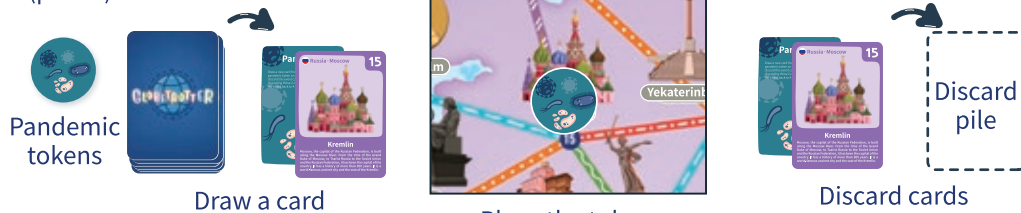
If an event card requires the player to draw a new card, and the newly drawn card is still an event card, discard the newly drawn event card and draw again until a location card is drawn.

Event cards



Draw a new card from the top of the draw pile, and put a pandemic token on the corresponding location. Then discard this event card and the location card. After discarding those 2 cards, refill the location cards on the board back to 4. (See pic- 11).

(pic-11)



When pandemic tokens are on the board, players should perform the following 2 actions after they usually take their turn.

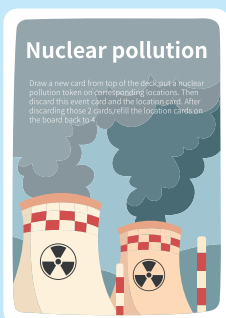
- ① The pandemic is spreading. Take 1 pandemic token and place it on a location that is adjacent to another pandemic token. (See pic-12).
- ② Check whether the location player is currently at already has a pandemic token. If there is, this player lost half of their travel tickets (rounded up).

Whenever a "🌍" is thrown, remove one pandemic token from the board by the player's choice. If any player throws 2 "🌍" at once, remove all the pandemic tokens from the board.

※ Number of locations that are affected by the pandemic will keep growing. If you are out of pandemic tokens, use other attainable objects as tokens.



(pic-12)



Draw a new card from the top of the draw pile, and put a nuclear pollution token on the corresponding location and all the areas that are adjacent to this location. Then discard this event card along with the location card. After discarding those 2 cards, refill the location cards on the board back up to 4 cards. (See pic- 13).

Every turn player passes through or stays at locations with nuclear pollution tokens, this player will lose an extra travel ticket.



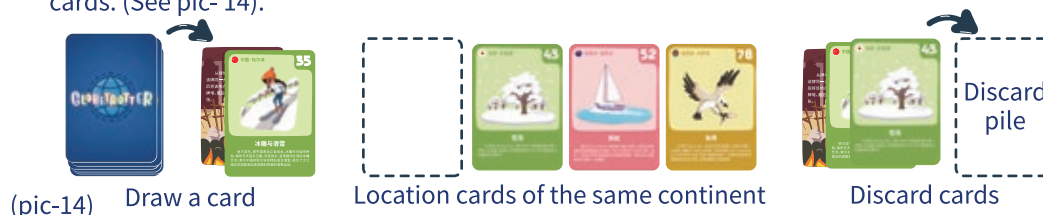
(pic-13)

Place the token

Discard cards



Draw a new card from the top of the draw pile, and discard all the cards on board that are in the same continent as this card's location. Then discard this event card along with the location card. After discarding those 2 cards, refill the location cards on the board up to 4 cards. (See pic- 14).

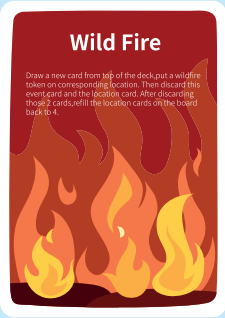


(pic-14)

Draw a card

Location cards of the same continent

Discard cards



Draw a new card from the top of the draw pile, and put a wildfire token on the corresponding location. Then discard this event card along with the location card. After discarding those 2 cards, refill the location cards on the board up to 4 cards. (See pic-15).
 Players can not use travel tickets to move through or stay at this location.

(pic-15)



Wildfire tokens



Draw a card



Place the token
 (can not pass through or stay at this location)



Discard cards



Draw a new card from the top of the draw pile, and put a meteorological disaster token on the corresponding location. Then discard this event card along with the location card. After discarding those 2 cards, refill the location cards on the board up to 4 cards. (See pic-16).
 It takes 2 travel tickets of the same color to pass through or stay at this location.

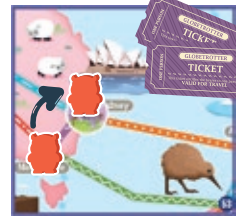
(pic-16)



Meteorological disasters tokens



Draw a card



Place the token (it takes 2 travel tickets of the same color to pass through or stay at this location)



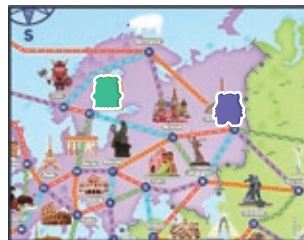
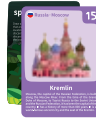
Discard cards



Draw a new card from the top of the draw pile. All players currently on the same continent as this location card should discard a travel ticket. Then discard this event card along with the location card. After discarding those 2 cards, refill the location cards on the board up to 4 cards. (See pic-17).

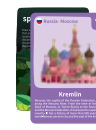


Draw a card



Players that are currently on the same continent as this location card discard a travel ticket.

(pic-17)



Discard cards

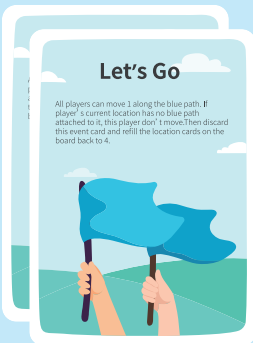




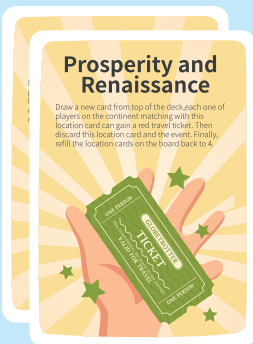
All the players that are currently in Antarctica could move their monsters to any location on board. If there is more than 1 player in Antarctica, players should move their monsters by turn order. Then discard this event card and refill the location cards on the board up to 4.



Target the continent with the most players on it, each player on this continent should discard a travel ticket from hand. If there is a tie, the player who flipped this card can choose one of the continents as the target. Then discard this event card and refill the location cards on the board up to 4.



All players can move 1 along the path matching the color of this event card. If the player's current location has no approach matching the color of this event card, this player doesn't move. Then discard this event card and refill the location cards on the board up to 4. (See the card on the left, this indicates that all players should move 1 location along a blue path.)



Draw a new card from the top of the draw pile, each player on this continent can gain a travel ticket matching this continent. Then discard this event card and refill the location cards on the board up to 4.

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