

Wanderlust



SOLO MODE

Want to go on a solo adventure?

You can choose to take part in the 'BIG RACE' competing against other trotters, where the Automaton would also try to capture the destinations and achieve the race objectives before you do.

The SOLO MODE is based on the BASE GAME RULES, with certain additional rules / changes. Please read the Base Game Rules before continuing to learn the additional rules.

The changes and additional rules for the Solo Mode:

- A. SETUP**
- B. AUTOMATON RULES**
- C. ENDGAME & SCORING**

A. SETUP:

First, you can set the game length by choosing how many trotters you would like to compete against in the race (Automaton trotters):

- 1 trotter for a short game (~20 mins)
- 2 trotters for a medium game (~25 -35 mins)
- 3 trotters for a long game (~45-60 mins)

Setup the game following the steps of the normal setup, with the following notes:

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Choose your favorite Trotter (skill side face up) taking all its components. Then set up the Automaton trotters:

Take all three objective markers and Travel Experience markers and place them next to the world map, leaving a space next to each player to later be used as their 'visited destinations area' (Check image for reference)

3

Draw your home town, then draw home towns (starting positions) for the Automaton trotters one by one, with the added rule:

Automaton cannot start in the same zone, if you draw a hometown (city or port) in the same zone as another Automaton, draw another card instead.

After placing all Automaton's hometowns, place all of the cards used (their hometowns) at the bottom of the destination deck.

7 Remove: "First to the finish" and "Around the World" objectives. Shuffle the rest and draw three as normal.

10 Skip this step (secret mission & personal goals).

B. AUTOMATON RULES

In 'The big RACE' you basically play the family friendly variant of Wanderlust, however you only score if you manage to finish the race (place at least 2 objective markers) otherwise you lose the race.

Follow the normal game rules:

2 actions per turn, choosing between the 3 available actions.

After you finish both your actions, then Automaton trotters will have their automated turns, and back to you.

Automaton players will also be working towards achieving the race objectives, if they do, they would trigger the end of game, and each trotter gets one last turn (where you can try to achieve your second objective) and ends the race.

AUTOMATA PLAYER GUIDE

On the Automaton's turn, you go through the following steps spending their action points:

1. GAIN COLLECTIBLES:

ONLY if the "Collector" objective is in play, the Automaton will spend their turn actions while visiting a destination to gain collectibles.

- 1 action point per souvenir
- 1 action point per postcard
- 2 action points per camera

Automaton players will always stay in their newly acquired destination to gain its max. Collectibles (3 souvenirs / 1 post card / 1 camera) before they start moving again. Remember! This happens ONLY if the "collector" objective is in play.

Once the Automaton player collects the required number of each collectible in the "collector" race objective, they will no longer gain more of that collectible type for the rest of the game.

Example: *in a 3 player game (playing against 2 trotters) players require 6 souvenirs, 2 post cards and 1 camera to achieve the "collector" objective.*

The Automaton player has already visited 2 cities, and gained 6 souvenirs, for the third city destination onwards, they will no longer spend action points to collect more souvenirs, as they have fulfilled the min. required souvenirs from the previously visited cities (6 souvenirs).

2. TRAVEL

The Automaton players will always be on the move to the 'nearest available destination', they do not acquire Tickets or spend them to travel, instead, they use their action points to move one step closer to the nearest available destination, regardless of the track type.

Move the Automaton player as many steps as their action points towards the 'Nearest available destination':

- 4 action points in a 2 player game
- 3 action points in a 3-4 player game

- If they fly through an airport, they still gain an encounter card, but they never gain the benefit. Whenever they fly through an airport, take an encounter card and place it face down next to their play area. This will count towards achieving the "Frequent Flyer" objective.

- if they reach an available destination during their turn, they will gain that destination card, and continue spending the remaining action points (if any) following the Automaton guide starting with step 1

THE NEAREST AVAILABLE DESTINATION

Always follow this guide to determine the nearest destination the Automaton player will head towards a destination:

1. WITHIN 3 STEPS WITHOUT USING AN AIRPORT

- The destination can be in a different zone
- In case of multiple Destinations available within 3 steps, the priority goes to the destination card furthest to the right (from the 3 available destinations)

2. IN THE SAME ZONE

- If another player is 1 step away from it, disregard this destination
- In case of multiple Destinations in the same zone, the priority goes to the destination card furthest to the right in the available destination's display

3. IN A DIFFERENT ZONE

If none of the above steps apply, Automaton players will first,

3. A. HEAD TOWARDS AIRPORT

- in the same zone they are currently in
- if the airport is occupied by another Automaton player the route is considered to be 'blocked'. instead they will head towards the second nearest airport connected by land, if possible (no ship cards) **

Once they reach an airport, determine the available destination with the highest priority

3. B. PRIORITY DESTINATION

Starting with the furthers on the right of the display,

- if another player is 1 step away from it, it is considered 'blocked'. Move on to the destination on its left
- if all three destinations are 'blocked', the Automaton player does not move and end their turn instead.

- Once the target destination is determined, Automaton players will fly to the new zone and continue spending their action points moving towards the target destination.
- if the "FREQUENT FLYER" objective is in play, when flying through airports, the Automaton player will gain one encounter card, placed face down in their play area.

REACHING A NEW DESTINATION:

When you or the Automaton reach a destination:

1. Add the card to the visited destination area.
2. Shift all remaining cards in the display 1 step to the right (if possible).
3. Reveal a new destination card in the leftmost spot of the display.
4. Gain Travel XP points
 - **For you:** number of tickets excluding Wild Tickets
 - **For Automaton:** they will always gain 3 Travel XP points for each new destination reached.

C. GAME END AND SCORING:

Gameplay continues until one trotter manages to achieve their second objective. This triggers the end of the game. All players get one last turn and the race ends.

Then check if you:

1. DID NOT ACHIEVE TWO RACE OBJECTIVES?

- Tough luck but you have lost the race. Do not continue to the scoring phase.

2. ACHIEVED (at least) TWO RACE OBJECTIVES:

- Great! Congratulations on finishing the race. You get to move on to scoring phase, as described in the base game rulebook. Score only Points A, B and C.

The trotter with the most points wins the Race!