

Wanderlust

Did someone say *TRAVEL*?.. Take part in a world-wide race and become the fastest Globetrotter among fierce competitors. Will you be the first to finish the race objectives? You need to plan your journey, acquire transport tickets and form strategies to be the first to travel to the available destinations and achieve the Race objectives. Collecting souvenirs, taking pictures and sending postcards back home, make new friends through your encounters, and spread your travels across the globe.

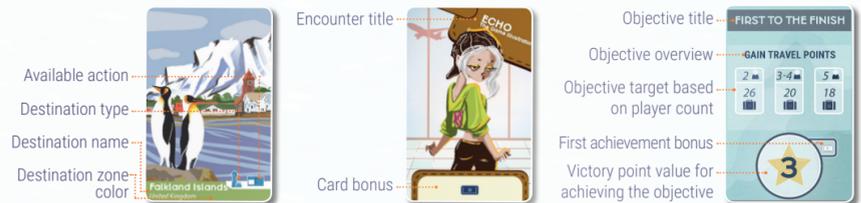


GOAL OF THE GAME

WANDERLUST is a fast-paced racing game for 2-5 players. Players will be acquiring tickets, spending them to travel to different destinations, collecting souvenirs, sending postcards and taking photos, all the while, encountering new people and making friends that will help them achieve their goals.

The first player to achieve two objectives triggers the end of the race. The player with the most Victory points is declared the winner!

Cards Anatomy:



COMPONENTS

4x Rulebook (8 pages)
4x Reference sheet



Score sheet



5 Double-sided player boards (Passports)



Playing board (World-map)



30 City tokens



20 Postcard tokens



12 Camera tokens



80 Transport ticket cards



68 Destination cards



29 Encounter cards



7 Personal Goals cards



7 Secret Mission cards



7 Race Objective cards



3 Destination markers



20 Objective & Travel experience markers



5 Character meeples



GAME SETUP

- Place the *World-map* in the middle of the table.
- Each player choose a *trotter* randomly and take all the matching color components:
Meeple - Passport - Experience marker - 3 objective markers

Place the player passport with 'Special Skill' side up.
The other side is only used for the 'Family-Friendly Variant'.

- Shuffle the *Destination Deck* and deal each player 1 card to be placed on their passport as their 'Hometown' 🏠
If any player draws a *Natural wonder* 🏞 as their Hometown 🏠, deal them another card instead, repeat this until they receive either a *City* 🏙 or a *Port* 🚢 card. Return all Natural wonders back and shuffle the Destination Deck afterwards.

- Draw 3 *Destinations* and place them face up on the board. These are the *Available Destinations* 📍. Place the deck face down next to them. Place the *Destination Markers* on the corresponding locations on the map 📍.

- Shuffle the *Transport Tickets* deck and deal three tickets face-down to each player. These tickets should be kept hidden from other players.

- Fill the available *Ticket display*, and place the remaining tickets face down on the designated space.

- Shuffle the *Race Objectives*, reveal 3 objectives and place them on the designated spaces on the board. Return the remaining objectives back to the box.

For your first game, we suggest playing with the following objectives:
First to the finish - *Collector* - *Around the World*

- Shuffle the *Encounter Deck*, and place it on the designated place on the board.
- Create supply piles for Souvenirs, Postcards and Camera tokens within reach of all players.

If you run out of tokens during the game, use any suitable replacement.

- Shuffle both the *Secret Mission & Personal Goal* decks, deal 1 of each to all players secretly. Return the remaining cards back to the box without looking at them.

*Skip this step when playing the 'Family-Friendly Variant'.



- Each player places their trotter in the corresponding location of their *Hometown* on the World-map, their *Travel experience marker* on the zero space on the track and their 3 *objective markers* in their personal items area on their passport.

The starting player is the one who traveled most recently.

....AND THE RACE BEGINS!

TURN OVERVIEW

Starting with the first player, Players take turns performing exactly 2 actions (⚡) on their turn then next player in clockwise order perform their 2 actions and so on. Play continues until one player achieves their second *Race Objective*. This triggers the end of the race, Each player gets one more turn (including the player who triggered the end of the race), and then move on to final scoring.

There are **THREE AVAILABLE ACTIONS** in the game:

1. ACQUIRE A TICKET
2. TRAVEL
3. GAIN COLLECTABLES

Players **MUST** spend exactly 2 action points (⚡) to perform actions each turn. You are allowed to use the same action twice on your turn, but you **CAN'T** skip an action point.

1. ACQUIRE A TICKET



For 1 action point ⚡, Players can take one Ticket, either from the Tickets display or from the face-down pile. There is no limit to the amount of tickets players can have in their hand.

If you take a ticket from the display, directly fill in a new one instead; So if you decide to acquire another ticket as your second action, you would always have 5 tickets in the display to choose from. If the deck is empty, shuffle and place the discard pile.

There are 5 different types of tickets: Cars 🚗, Trains 🚂, Ships 🚢, Charter Flights ✈️, Airline tickets 🛫 and Wild tickets 🎫. Wild tickets can be used as any type of ticket but they will not gain you any travel experience.



SAM decides to use both action points on his turn to gain tickets. He spends his first action point to take the train Train ticket from the display, refilling the empty slot. For his second action he decides to take one blind ticket, ending his turn.



JACKIE has two tickets in her hands, 1 Car and 1 Ship ticket. For her first action point she takes a train ticket from the display. For her second action point, she decides to travel from Denver to Anchorage, spending a car ticket to go to Mexico City, a train to Los Angeles and finally a ship ticket to Anchorage.

She could have also reached Bogotá by using a car, a ship ticket to 'Auto stop' (white track) and finally a train to reach Bogotá instead.

2. TRAVEL



For 1 action point ⚡, Players can spend tickets to travel from their current location to one of the 3 displayed Available Destinations 📍 **ONLY**. Players can not stop in Airports or any destination in-between.

Players travel by spending the required Tickets between their current trotter's location on the World-map and their aimed destination. The tracks on the map correspond to the Tickets required to travel along that track.

There are 4 different tracks on the board, The Grey track 🚗 requires Car tickets to travel through, Green tracks 🚂 require Trains, Blue tracks 🚢 are for Ships, Purple tracks ✈️ are for Charter flights and White tracks 🛫 are 'Hitchhikes' any transport ticket can be spent to use them.

Airline Tickets 🛫 are used to travel between any two airports 🏠 on the world map. There is one Airport in every zone, and Airline tickets make it easy to travel across the continents of the world, Encountering new fellow travelers.

Whenever a player uses an airport 🏠 during traveling, either by using an airline ticket 🛫 or a wild ticket 🎫, they Gain 1 Encounter card 📄, taking it from the top of the deck and keeping it hidden from other players.

Encounter Cards will provide you with a one-time bonus that will help you during the race. Whenever you gain an Encounter card 📄, You may use its effect at any time during your turn. It doesn't require any Action Points to play, however you are limited to playing 1 Encounter card per turn. There is no limit to the amount of Encounter Cards you can have in your hands.

Airline tickets used for 'Auto-stop' (the white tracks on the board) do not gain you an Encounter Card when played, but it still provides you with one travel experience point.

After performing a Travel action 📍, proceed with the following steps:

A. Gain Encounter cards 📄

For every Long flight (between airports) in this trip, if any.

B. Gain Travel Experience Points 📊

Players will then gain Travel Experience for their trip. The longer the trip is, the more tickets spent and more places you go through to reach your destination, the more Travel experience points you will earn!

Players then gain Travel Experience points 📊 for every ticket used for the trip except for wild tickets 🎫, moving their counter on the Travel Experience track.

C. Clean-up

Discard all tickets spent for the trip to the ticket discard pile.

Take your new Destination card from the display and place it next to your passport, in the 'Visited destination area'.

Finally, refill the Available Destinations 📍 and move the destination marker 📍 to the new location shown on the card.

An **important rule** to note when traveling, It is **NOT** possible to use the same route or airport twice in the same trip, so you are not able to keep going back and forth between two destinations to earn travel experience points or get rid of tickets.

At any point during the race, and regardless of the number of players, there will always be only 3 available destinations to travel to. Easily identified by the white markers on the world-map 📍.



LAURA wants to travel to Victoria Falls from New Delhi, She spends a Airline ticket to reach Kabul via an 'Auto Stop'. She use another airline ticket to fly to N'Djamena Airport, earning her an Encounter Card 📄, afterwards she spend a Wild ticket to reach Kinshasa, and finally a car ticket to reach her destination, Victoria Falls.



She decides to directly play her Encounter card and gains a free postcard from the general supply and places on her passport.



LAURA also gains 3 travel experience points from this trip for spending 4 tickets. Wild tickets do not earn any travel experience points! She moves her marker on the travel experience track.

3. GAIN COLLECTIBLES

There are three types of Destinations in the game. As long as the player's trotter is visiting a destination (standing on it on the world-map), They are allowed to perform the destination's action. Only as long as they are visiting (currently standing on) that destination.

Once they travel to a new destination, moving their trotter to a new place on the world-map, they will no longer be able to do that destination's actions; Since players can not travel back to an already visited destination.

When visiting Cities players can get souvenirs , in Ports they can send postcards , and in Natural wonders they can take photos .

GET A SOUVENIR (MUST BE LOCATED IN A CITY)



Players can spend **1 Action point** in a City to gain 1 souvenir.

You can get up to 3 souvenirs in each city (1 action point for every souvenir). When you get a souvenir token, place it directly on the city card you acquired them from.

Every collected souvenir gains you **1VP** at the end of the game.

SEND A POSTCARD (MUST BE LOCATED IN A PORT)



Players can spend **1 Action point + 1 Ticket** in a Port to gain 1 postcard.

You can send only 1 postcard from each port. When you do, place the postcard token directly on the Port card you acquired it from.

Every sent Postcard gains you **2VP** at the end of the game.

TAKE A PHOTO (MUST BE LOCATED AT A NATURAL WONDER)



Players can spend **2 Action points** at a Natural Wonder to take 1 photo.

You can take only 1 photo from each Natural wonder. When you do, place the camera token directly on the Natural Wonder card you acquire it from.

Every Camera token (photo) gains you **3VP** at the end of the game.

Every set of collectibles, 1 souvenir, 1 postcard and 1 camera will earn you an additional **3VP** at the end of the game.



SCOTT is currently visiting Cairo, he decides on his turn to use both his action points to gain souvenirs from Cairo. He takes 2 souvenir tokens from the general supply and places them on his Cairo card, ending his turn. Remember, you can gain up to 3 souvenirs from cities.



SCOTT has his eyes on Darvaza, as it would enable him to complete a race objective, as well as gaining a camera token from there, enabling him to receive the 'collectibles set bonus'

He uses his first action point to travel from Cairo to Darvaza, spending six tickets, gaining him an encounter card and 4 travel experience points, reaching 23 points on the track. He has no tickets left in his hand.

Since he has only 1 action point left, he is not able to take a photo since it requires 2 action points. Instead he has to spend his second action point to acquire a ticket, ending his turn. SCOTT doesn't gain the 'Efficient Planning' bonus since he still ended his turn with a ticket in his hand.



SCOTT manages to achieve 2 Race objectives on this turn, 'FIRST TO THE FINISH' having more than 20 travel experience points, and 'AROUND THE WORLD' having visited 5 different Continental zones, triggering the end of the race. All players will get one last turn.

Players not only need to be fast! but a great deal of strategy and planning is required, deciding which Race Objectives to go for, when to travel, plan long or short trips, and deciding to spend time to gain collectibles or jump on to the next destination!

FULFILLING A RACE OBJECTIVE

When a player fulfills the requirements of a Race objective they place their objective marker to mark its completion. Multiple players can achieve the same Race Objective.

Only the first player who achieves a Race objective earns the printed bonus immediately, Later players do not gain the bonus. All players receive the VP at the end of the game.

EFFICIENT PLANNING

If a player manages to efficiently use all their tickets at the end of their turn (this means only after performing the second action), they gain 2 Blind tickets as a reward for their Efficient planning. This can become very useful if well planned!

RACING STRATEGIES

At the end of the game, Players will gain **VP** for the visited destinations, the more you visit of one type (/ /), the more points you will earn. This can help you decide which destination to visit next, not just to achieve the race objective but focus on visiting more of a specific type.

This is a traveling game after all! So players will earn more points the more they see from the world, and gain **VP** equal to the number of continental zones you have visited in this race. These can be easily identified by the bottom color of the destination cards. ()



SCOTT uses his last turn spending 2 action points to gain a camera token from Darvaza, Completing one Collectibles set, earning him a bonus 3 VP at the end of the game. Players move to final scoring.

GAME END AND SCORING

Once a player achieves their second Race Objective, it triggers the end of the race. After that, each player performs one last turn (including the player who triggered the end of the race), before moving on to final scoring.

Using the score sheet provided with the game, players will go through each scoring aspect in the game, scoring all 6 points, A to F.

For a Family Friendly Variant, only score points A, B and C.

The player with the most points wins the game! In case of a tie, the tied player with the most destination cards wins the game. and in case of a further tie, The player with the most collectibles wins, If still tied, both players share the victory.

A. COLLECTIBLES:
1 VP for every Souvenir
2 VP for every Postcard
3 VP for every Camera
3 VP bonus for every set

B. TRAVEL EXPERIENCE:
Gain x-VP equal to your travel experience marker score.

C. RACE OBJECTIVES:
Gain x-VP corresponding to the achieved Race Objectives. Players may still achieve Objectives after the game end has been triggered.

D. DESTINATION POINTS:
Gain x-VP for the number of visited destinations of each type as seen in the scoring sheet.

E. ZONE POINTS:
Gain x-VP for the number of visited zones all over the world, regardless of the destination type (city, port or Natural wonder) and score according to the scoring sheet.

F. SECRET MISSIONS:
Gain 2VP if you managed to achieve your Secret Mission during the race.

PERSONAL GOALS:
Players reveal their Personal Goals to check if they managed to achieve it. Gain 4VP corresponding to your goal if you achieved its requirements.

ADD THE TOTAL SCORE:
A + B + C + D + E + F

During the game set-up for the Family Friendly Variant, skip the secret mission and personal goals as they are not used in this variant, and player passports should be set on the 'Neutral side' with no player abilities on it.

FAMILY FRIENDLY VARIANT: AGES 8-12

Only score **A + B + C**



PLAYER ABILITIES



When traveling with **JACKIE**, you can spend Airline tickets as Charter flights, and vice versa.

Charter tickets used to fly between airports do **NOT** earn you Encounter cards.



When traveling with **CAPTAIN SCOTT**, each Ship ticket you spend can take you up to 2 steps in water (blue) routes.

Even though you traveled further, each ship ticket will still only earn you 1 travel experience point.



When traveling with **SAM**, you can spend 2 similar tickets as a wild ticket, You can do it multiple times.

Even though you spend 2 tickets, It will still only earn you 1 travel experience point. When used to fly, earn an Encounter card.



When gaining collectables with **LAURA**, gain 1 bonus blind ticket for every second collectible (pair) you gain.

Collectables from *Encounter cards* also count. For example, if you have 5 collectables, your 6th will earn you the bonus blind ticket.



When Acquiring tickets Blind with **CINDY**, draw 2 tickets from the deck, choose one and discard the other.

If you gain Blind tickets from other effects as *Encounter cards* or *Efficient planning*, only draw it once.



Character skills adds another layer of strategy. Adjust your play style and orient your goals according to your character's ability to gain the most advantage out of them!

SECRET MISSIONS & PERSONAL GOALS

SECRET MISSIONS are specific conditions that if a player manages to achieve during the race will earn them victory points. If you manage to achieve this during the race, reveal your secret mission to show that you have fulfilled its requirements, and keep the card face up next to your passport. This will earn you an additional 2VP at the end of the game.

PERSONAL GOALS are End game objectives, these cards are only revealed at the end of the race, and will earn you victory points if you manage to fulfill your personal goal. in case of a tie you do not gain the bonus, you have to have the most. Note that this *personal goal* objective only applies to you, so if you do not have the '*most-X*', the player with the '*most-X*' will not earn these points.



Travel using at least a combination of 4 Train and Car tickets.



Travel using at least 4 Ship Tickets.
*SAM doubles count as 1



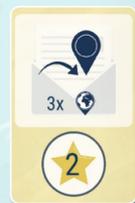
Travel using at least a combination of 3 Charter and Airline tickets



Travel using all transport types at least once and no wild tickets.



Travel to a destination using at least 8 routes, including flights.



Travel to at least 3 destinations in the same zone.



Have at least 10 tickets in your hand.



Have the most Port Destination cards at the end of the game.



Have the most City Destination cards at the end of the game.



Have the most Collectables at the end of the game.



Have the most Travel Experience points at the end of the game.



Have the most Encounter cards at the end of the game.



Have the most different continental zones visited at the end of the game.



Have the most tickets in your hand at the end of the game.

ENCOUNTER CARDS

There is no limit to the amount of Encounter cards a player can hold in their hand, but you are only allowed to play 1 Encounter card per turn. Playing an Encounter card does not cost any action points.



When traveling, you can play this encounter card at the beginning of your trip to fly first to the mentioned destination on the card for free and continue your trip from there to reach your final destination. You can only play this encounter if the mentioned location is not an available destination. You are not allowed to remain there or preform the destination action.



Consider all Train tickets as wild tickets for one travel action. you still earn travel experience points.



Consider all Charter tickets as wild tickets for one travel action. you still earn travel experience points.



Consider all Ship tickets as wild tickets for one travel action. you still earn travel experience points.



Consider all Car tickets as wild tickets for one travel action. you still earn travel experience points.



Gain 1 ticket from the display.



Gain 2 blind tickets.



Gain 1 Photo.



Gain 1 Postcard.



Gain 2 Souvenirs.



Gain 2 Travel experience points.



Exchange as many Tickets from your hands with blind tickets.



Exchange as many Tickets from your hands with the displayed tickets.



Spend 2 Travel experience point to gain 1 photo.



Spend 1 Travel experience point to gain 1 postcard.



Spend 1 Travel experience point to gain 2 souvenirs.



Spend 1 Postcard to gain 3 Travel experience points.



Spend 1 souvenir to gain 1 postcard.



Spend 1 souvenir to gain 2 Travel experience points.

OBJECTIVE CARDS

Multiple players can achieve the same Objectives. It is possible that one player can achieve multiple objectives on the same turn, sometimes resulting in achieving all three objectives by the end of the game. Only the first Player to reach an Objective earns the extra bonus on that card.



Reach at least the stated number on the Travel experience track.



Played Encounter cards only. Cards in hands don't count.



Visit destinations from 6/5/4 different continental zones (colors).



Visit 4/3/3 destinations from the same continental zone (color).



Collectables from your visited locations and encounter card.



Visit at least the stated number of destinations.



Visit at least the stated number of Cities.

ICONS OVERVIEW



Home town



Travel to a destination



Race Objective



Travel experience point



Acquire ticket from display



Acquire ticket blind



Acquire ticket (display or blind)



Spend tickets from hand



Discard a ticket from hand



Tickets in hand



Encounter card



Different zones



Same zone



Collectables



Secret Mission



Personal Goal



Exchange



Car ticket



Train ticket



Ship ticket



Charter flight ticket



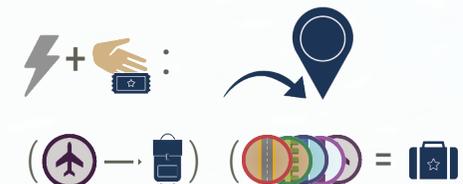
Airline ticket

AVAILABLE ACTIONS ⚡⚡

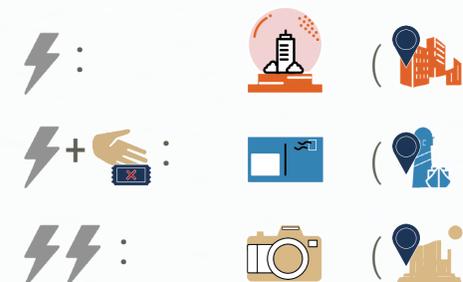
1. ACQUIRE A TICKET



2. TRAVEL



3. GAIN COLLECTABLES



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