

THE AMAZING JOURNEY



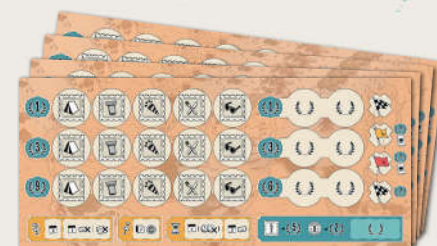
1 Map board
(double-sided)



40 Objective cards



42 Ticket cards



4 Travel boards



36 point tokens



16 player pawns
(in 8 colors, 2 of each color)



1 Exploration die



3 Checkpoint tokens
(in 3 colors)



4 Journey tokens



70 Location tokens
(in 7 colors, 10 of each color)



8 Traveler cards

GOAL OF THE GAME

Ready for the adventure of a lifetime? You have 80 days to travel across the globe and return to your starting point—but this is more than just a race! Along the way, you'll visit remarkable destinations, enjoy unforgettable experiences, and create memories to treasure forever. After all, the true purpose of a journey is not only reaching the destination, but the adventure itself.

The Amazing Journey is an exciting travel-planning game for 2-4 globetrotters where players compete to plan the perfect trip around the world, using an innovative travel system where trains, ships, and balloons **depart only on specific days**. Compare your planned

route with the **daily departure schedule**, catch the right connection, and carefully plan every step of your adventure. Miss a departure, and you may need to change your plans, **buy tickets** to speed up future travels, or spend time **exploring the city** you're in.

Complete objectives, visit key checkpoints at the right moment for bonus points, and collect unforgettable experiences along the way. But be careful: You only have **80 days** to complete your journey and return home before time runs out!

Pack your bags and plan your route—an *Amazing Journey* awaits!

GAME SETUP

1. Take the **Map board** and place it on the table, in reach of all players. Choose whether to play on the **Regular** or **Fast** side and place the board with the chosen side up. The Fast side includes longer routes crossing multiple cities, allowing for quicker travel.
2. Give **1 Travel board** to each player. Put any unused boards back into the box, they won't be needed.
3. Place **1 Journey token** on the first space of the Journey track on each player's Travel board.



4. Assign each player a **Traveler card** (either randomly or by choice). Each player takes the **player pawns** that match their Traveler card. Put any unused Traveler cards and pawns back into the box.



Place your Traveler card with the front side **facing up**. Each Traveler has a unique ability that can be used during the game. You can find a detailed description of all Traveler powers on page 12.

5. Each player places 1 pawn on **day 0** of the Timeline (the track around the outside of the Map board). This will be your **Timeline pawn**.

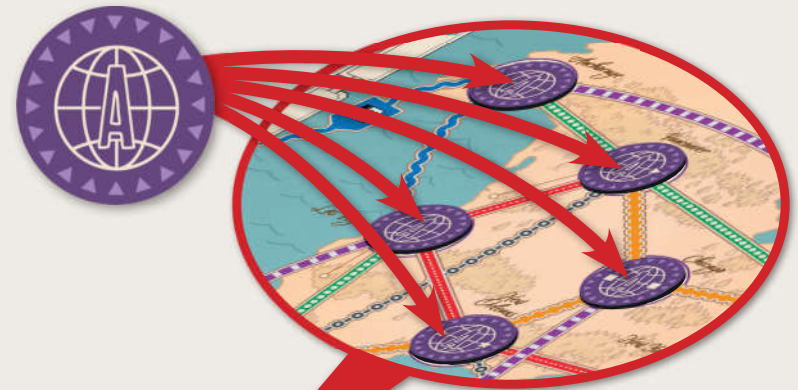
6. Take the **Location tokens** and divide them by color (each color corresponds to one of the 7 Regions on the Map).



There is exactly 1 Location token of each kind for each Region, for a total of 10 unique tokens per set.



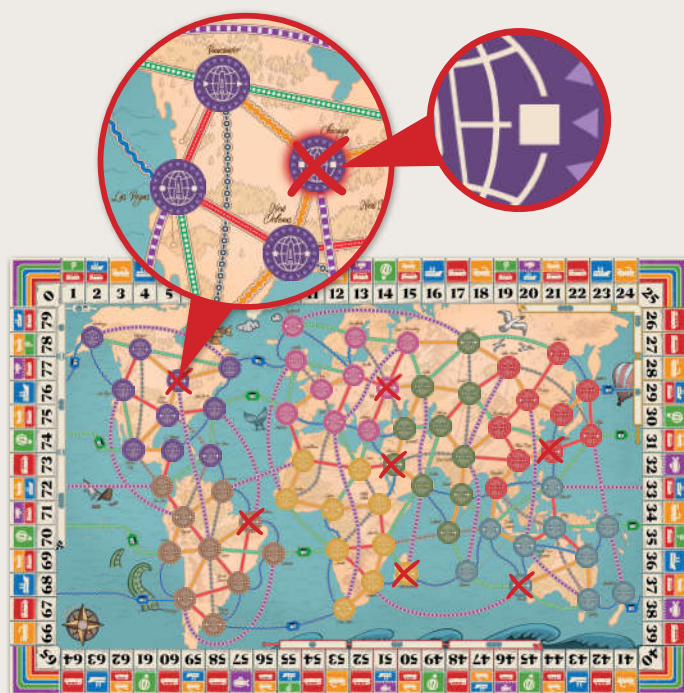
7. **Shuffle each group** of Location tokens separately, then randomly place one token, **face down**, in each city space in the corresponding Region.



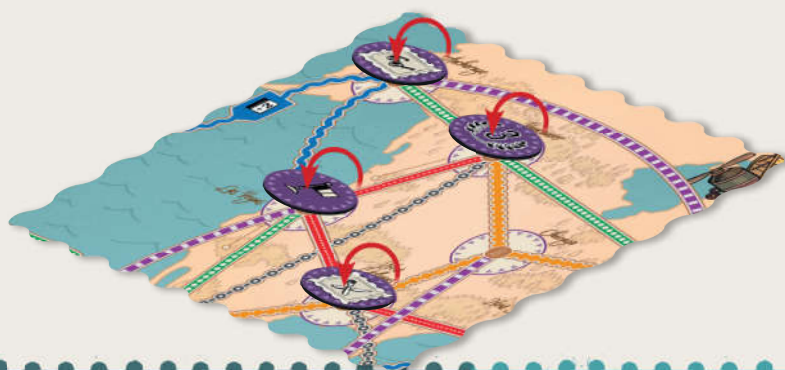
8. Some Location tokens are marked with **one of four symbols** (triangle ►, circle ●, square ■, or star ★). Depending on the number of players (see table below), a certain number of symbols must be discarded before starting the game. To do so, randomly choose one symbol and **discard all tokens with that symbol** from every Region of the map, without looking at them. Repeat this process until you have removed the **required number of symbols** indicated for the current player count.

4 PLAYERS	3 PLAYERS	2 PLAYERS
Discard 1 symbol	Discard 2 symbols	Discard 3 symbols

Put the discarded Location tokens back into the box.



9. Flip the remaining Location tokens **face up**.



10. Randomly determine the **first player** and give them the **Exploration die**.



11. The **last player** (the one sitting to the right of the first player) chooses any city on the board that has a Location token marked with a **flag** (the flag can have a dark vertical stripe in the left, center, or right).



The Map is roughly divided into 3 “bands”, a western one, a central one, and an eastern one. All the Flag tokens in the same band are marked with a dark stripe in the corresponding position: left (west), center, or right (east).

Remove the Flag token from the chosen city and place the **white Checkpoint token** in its place. This will be the **Starting City** for this game (as well as the **Final Checkpoint** you have to get back to). Then, remove all other Flag tokens from that band and discard them all back into the box.



12. Then, the last player chooses another city that has a Flag token, removes the token, and replaces it with the **yellow Checkpoint token**. This will be the **First Checkpoint**. Discard all other Flag tokens from that band back into the box.



13. Finally, the last player chooses one of the remaining cities that has a Flag token, removes the token, and replaces it with the **red Checkpoint token**. This will be the **Second Checkpoint**. Discard all remaining Flag tokens back into the box. At this point, there should be no Flag tokens left on the map, and there should be 1 Checkpoint token in each band.



14. Shuffle the **Objective cards** and place them face down on the table, in reach of all players.

15. Each player **draws 2 Objectives** and adds them to their hand.

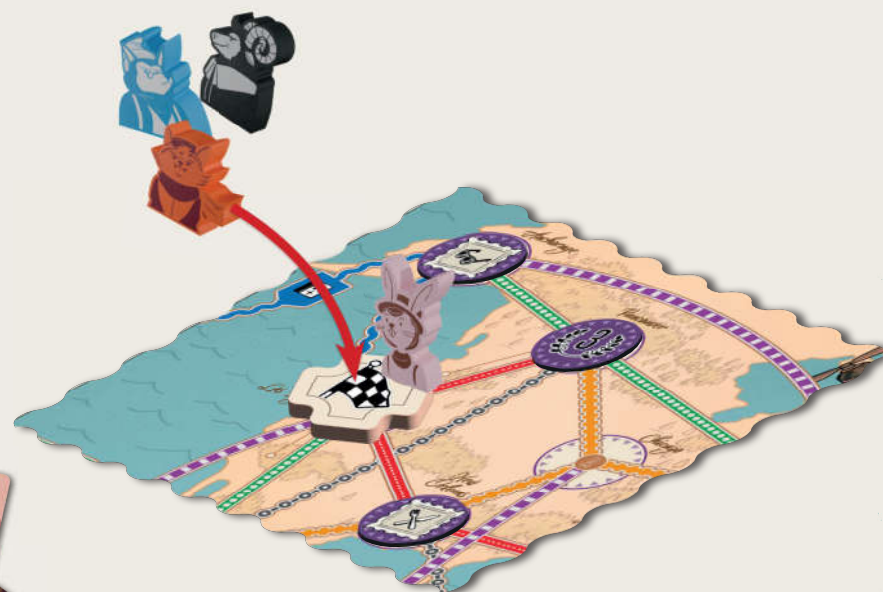


16. Shuffle the **Ticket cards** and place them face down on the table, in reach of all players.
17. Depending on their **position in turn order**, players draw Tickets as shown in the table below and add them to their hands:

1 ST PLAYER	2 ND PLAYER	3 RD PLAYER	4 TH PLAYER
0 Tickets	1 Ticket	2 Tickets	3 Tickets



18. Each player places their remaining player pawn on the **Starting City**. This will be your **Traveler**.



RUNNING OUT OF CARDS

If you need to draw an Objective or Ticket but the deck is empty, shuffle the corresponding discard pile to form a new deck and then draw.



HOW TO PLAY

In *The Amazing Journey*, your goal is to travel around the Map, go through the mandatory checkpoints, and get back to the Starting City in no more than 80 days.

The track around the outside of the Map is the **Timeline**. Each “day” on the Timeline shows 1 or 2 **transportation types** that will **depart** on that day, except for the **corner spaces** of the board, where **all 5 types depart**.



Each city on the Map is connected to other cities by **routes**. A route is a continuous path of the same type that connects one or more cities. **Transportation routes** are associated with a specific transportation type (**bus, train, ship, balloon, or airship**), indicated by the color and texture of the route. To travel along one of these routes, that transportation type must be departing on your current day (i.e., the day your Timeline pawn is on). There are also **Secret routes** that are not shown on the Timeline and can only be used by spending Tickets (see page 6).

Bus			Balloon		
Train			Airship		
Ship			Secret		

GAME TURNS

A game of *The Amazing Journey* is played in turns, starting with the first player and going clockwise. A turn consists of performing a series of **actions** chosen from the 3 available: **Travel**, **Explore**, or **Wait**.

You may also use **your Traveler's unique power** at any point during your turn—see page 12 for details. Unless stated otherwise, using your power counts as an action.

Most actions **take time** and move your Timeline pawn forward along the track. On your turn, you must perform actions until your Timeline pawn is the **furthest ahead** (or **tied for the lead**) AND you have performed **at least 2 actions**.



TRAVEL

Travel actions allow you to **move your Traveler** along a route. A single route may pass through several cities and may even branch into multiple paths.

When you perform a Travel action, you do not always have to stop at the first city you reach. You may **continue along the same route** and stop in **any city of your choice** connected by that route UNLESS you reach a city along your path that contains a **Location** or **Checkpoint** token—in that case, you **must end your Travel action there** and cannot pass through that city. Passing through multiple cities **does not increase the duration in days** of the Travel action.

There are two ways to travel: by using the transportation departing on the current day shown on the **Timeline** or by spending **Tickets**.

2 TIMELINE DEPARTURE (DURATION: 2 DAYS)

You can travel along a route if the matching transportation type is departing on your **current day** (the day indicated by your **Timeline pawn**). This Travel action always **takes 2 days**.



Lisette departs from Madrid by ship and passes through Rome, but then decides to stop at Athens even though it does not contain a token and the route goes on, because she intends to take a bus to Warsaw as her next action.

1 TICKET DEPARTURE (DURATION: 1 DAY)

You may discard 1 Ticket to travel along a route of the type shown on that Ticket, even if there is no matching transportation departing on your current day. This Travel action always **takes 1 day**, as shown on the Ticket.



You may also **discard any 2 Tickets** as a wildcard, allowing you to **take any route**, including Secret ones. This still **takes 1 day**.

Route type
(Transportation
or Secret)



Travel duration
(in days)



Carlo wants to take the route to Perth, but the train does not depart on his current day. He therefore decides to use a Train Ticket: this not only allows him to take that route even though the train is not departing that day, but also reduces the duration of his Travel action to 1 day.

SECRET ROUTES

Secret routes are special routes that have no departures on the Timeline and can only be taken using Tickets (or Traveler powers, see page 12). There are specific Tickets that allow you to take a Secret route, or you can always discard any 2 Tickets to take any route, including a Secret one.

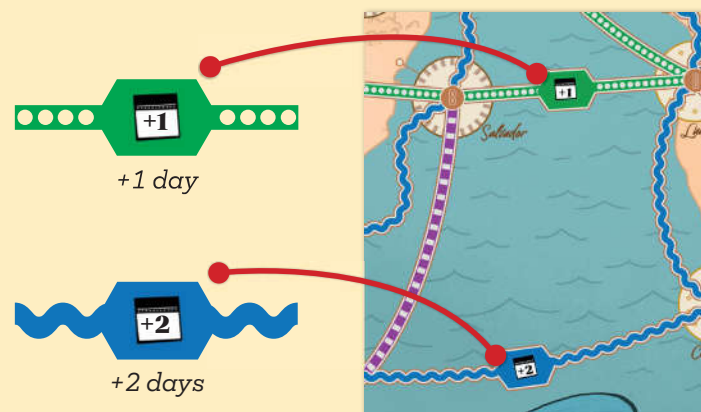
Secret route

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LONG ROUTES

Travel actions using certain routes may take longer than normal, as indicated on the route itself. Add the indicated number of days to the action's duration. Note that for side-crossing routes split across the edge of the map, the increased duration is shown on both segments as a reminder, but is paid only once.



If your Traveler is in a city that has a **Location token**, the Explore action allows you to **collect it**.

? EXPLORE (DURATION: ROLL THE DIE)

To collect a Location token, you must roll the Exploration die. The result determines the action's duration in days and may trigger additional effects:



Takes 4 days, draw 1 Ticket



Takes 3 days, no additional effect

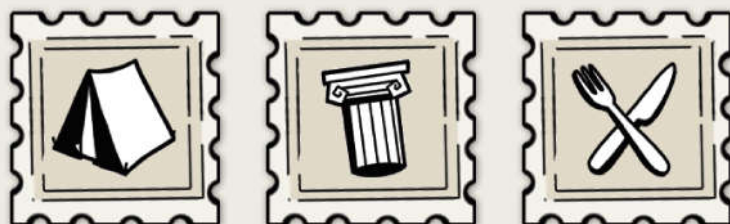


Takes 2 days, discard 1 Ticket of your choice (if you have no Tickets, no additional effect)

There are 2 main kinds of Location tokens to collect:
Experiences and **Souvenirs**.

EXPERIENCES

There are 5 types of Experience tokens:



Adventure

Culture

Food



Party

Relaxation

When you collect an Experience token, place it face down on a matching space in the **Experience area** of your **Travel board**. If there is **no empty space available**, you must either discard the token you just collected or discard one of your existing Experience tokens to make room for the new one.

When you collect an Experience token, you may also play **1 Objective** that matches its symbol, if you have one in your hand; whenever you play an Objective, you immediately draw another one from the deck (see *Objectives*, page 8).

SOUVENIRS

Souvenir tokens all have a value in points ranging from 0 to 3, but may also have additional effects:



These tokens are worth **3 points**.



These tokens are worth **2 points**; you also **draw 1 Ticket** when you collect them.



These tokens are worth **1 point**; you also **draw 2 Tickets** when you collect them.



Cursed Souvenirs: These tokens **are worth no points** but are “forced stops”: if you enter a city containing a Cursed Souvenir, you **must Explore** as your next action and collect that token before you can continue with your journey. When you do, you also **draw 2 Tickets**.

Souvenir tokens must be placed face down in an empty space in the **Souvenir area** of your **Travel board**. You must fill each row from left to right, starting from the top row, before placing tokens in the next row. If there is **no empty space available** (all 6 are full), you may either discard the token you just collected or discard one of your existing Souvenir tokens to make room for the new one.





Often, the transportation type you want to use will not be departing on your current day. Wait actions allow you to advance on the Timeline while gaining useful benefits.

There are two possible Wait actions:

1 (🕒) **REFRESH** (DURATION: 1 DAY)

Wait for 1 day. In addition, you may choose to discard both of your Objectives and draw 2 new ones.



2 (🎫) **PLAN** (DURATION: 2 DAYS)

Wait for 2 days and draw 1 Ticket.

For more details, see *Ticket Departure*, page 6.



OBJECTIVES

Objectives represent **outstanding experiences** that you wish to have during your journey. During the game, you will always have **2 Objectives in your hand**.

When you collect an Experience token, you may **play 1 Objective** from your hand that has the matching Experience symbol. Place it face up next to your Travel board.

Whenever you play an Objective, remember to **immediately draw a new one** from the deck to replenish your hand of 2 Objectives.

Each Objective you play is **worth 1 point** at the end of the game (see *Scoring*, page 11).



Hendrika collects a Culture Experience token and plays an Objective with the matching symbol. This card will be worth 1 point at the end of the game. She then immediately draws another Objective to maintain a hand of 2 Objectives.

CHECKPOINTS

Checkpoints are **mandatory stops** on your journey. All players must pass through the **First Checkpoint** (marked with a yellow flag), then the **Second Checkpoint** (marked with a red flag), before finally **returning to the Starting City** to end their journey. However, each Checkpoint can only be completed starting from its **activation day**, marked with the corresponding flag on the Timeline track. Reaching a Checkpoint too early has **no effect**. Completing a Checkpoint is **not an action**. A Checkpoint is **automatically completed** if, after performing any action, you are in the required city and your Timeline pawn has reached the **activation day** for that Checkpoint (see figure).



Cannot complete the First Checkpoint yet

Activation Day

Can complete the First Checkpoint

Each player may only complete each Checkpoint **once**. To show that you have completed a Checkpoint, move your **Journey token** forward onto the matching space of the Journey track on your Travel board.



Completing Checkpoints is **mandatory** and must be done **in order**: You may only complete the Second Checkpoint after completing the First, and the Final Checkpoint only after completing both the First and the Second.

The position of your Timeline pawn when you complete a Checkpoint determines how many **points** you earn for it, as shown on the bars matching the color of that Checkpoint below the days on the Timeline. Take the number of point tokens shown and place them in the Points space of your Traveler board. If your pawn is past the end of the third matching bar, you earn no points for completing that Checkpoint (but you still have to complete it!).



Completing a Checkpoint also allows you to **refresh your Traveler's power** (see page 12).



Wolfgang's Traveler is already at the First Checkpoint, but he cannot complete it yet because his Timeline pawn has not reached the activation day for that Checkpoint yet. Yuki's Timeline pawn was on the last day of the first yellow bar when she completed the First Checkpoint, so she gained 3 points. Carlo completed the First Checkpoint as well, but he took a bit longer to get there—his Timeline pawn has already entered the second yellow bar—so he only gained 2 points. Paulo's Traveler is still far from the First Checkpoint, but his Timeline pawn is already quite advanced on the track: if he arrives after day 30, completing the First Checkpoint won't give him any points.

END OF THE TURN

Your turn ends after your **Timeline pawn is the furthest ahead** on the track (or tied for the furthest position) and you have **performed at least 2 actions** (if you already performed 2 actions but your Timeline pawn is not the furthest ahead, you must keep playing). Pass the Exploration die to the player on your left, who begins their turn.

1st Action:
PLAN (2 DAYS),
draws 1 Ticket

2nd action:
TRAVEL (2 DAYS),
still not furthest
ahead, needs to take
more actions

3rd action:
TRAVEL (2 DAYS),
now furthest ahead
(even if tied), turn ends

ENDING YOUR JOURNEY

Your journey ends when your **Traveler reaches the Starting City** and you **complete the Final Checkpoint**. As explained earlier, this cannot occur before your Timeline pawn has passed the activation day for that Checkpoint and you have completed the two previous Checkpoints.

After you complete the Final Checkpoint, **lay your Timeline pawn on its side** next to the track and **remove your Traveler from the Map** to indicate that your journey has ended in the number of days shown by your current position on the track. Remember to **take the point tokens** awarded for the Final Checkpoint. Keep your Traveler handy, as it will be used to record your score at the end of the game (see *Scoring*, page 11).

You take no further actions, and your turn is skipped while the others continue traveling. Sit back and relax!

Note that the Timeline pawns of players who have already finished are **no longer considered** when determining which pawn is the **most advanced** on the Timeline to check whether your turn has ended (If you are the last player still moving, simply keep playing—your turn never ends until you reach the Final Checkpoint!).



ENDING YOUR JOURNEY IN MORE THAN 80 DAYS

If your Timeline pawn passes the 80th day of travel (i.e., completes a full loop back to day 0 on the Timeline and then advances further), you must still continue playing until your Traveler reaches the Starting City. However, when you finally complete the Final Checkpoint, you gain no points for that Checkpoint. In addition, at the end of the game you will **lose 1 point** for each additional day you needed (see *Scoring*, page 11).

END OF THE GAME

The game ends once all players have completed the Final Checkpoint. It is now time to calculate the final score and determine the winner!

SCORING

Your final score is the total of the points you have earned from the **Experience**, **Souvenir**, and **point tokens** you collected, the **Regions** you visited, and the **Objectives** you played. If it took you more than 80 days to complete your journey, you'll start with a **penalty**.

USING THE TRAVELER PAWNS FOR SCORING

Place your Travelers on space 0 of the Timeline; they will now be used to calculate your score. Before proceeding, any player who took more than 80 days to complete their journey must **move their Traveler backward 1 space for each additional day taken**, as a penalty for arriving late.



Catalina ended her journey in 83 days, so her Traveler is moved back 3 spaces as a penalty.



VISITED REGIONS

The Map is divided into **7 Regions**, roughly (but not exactly) corresponding to the continents of the real world.

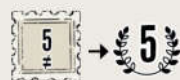
You earn **2 points for each Region** from which you have collected **at least 1 Location token** (either Experience or Souvenir) during the game.

Each token shows a letter on its back (from A to G) corresponding to one of the 7 Regions; this can help you track how many different Regions you have visited.

EXPERIENCE TOKENS

For each Experience type, you earn points based on **how many tokens of that type you collected** during the game:

1 TOKEN	2 TOKENS	3 TOKENS
1 point	3 points	9 points



In addition, you earn **5 bonus points** if you have **at least 1 Experience token of every type**.

SOUVENIR TOKENS

Reveal all of the face-down Souvenir tokens on your Travel board. You gain points equal to the value shown on each Souvenir token you collected (each is worth from 0 to 3 points).

In addition, you earn points based on the number of **completed rows of Souvenir tokens** you have on your board:

1 ROW	2 ROWS	3 ROWS
1 point	3 points	6 points

POINT TOKENS

Add to your total any points gained from resolving Checkpoints (those you placed in the Point space of your Traveler board).

OBJECTIVES

You only gain points for the Objectives you played (see page 8). Any unplayed cards in your hand must be discarded.

For each played Objective, you gain **1 point**, as shown in the top-left corner of the card below the Experience type symbol.

DETERMINING THE WINNER

The player with the most points wins!

In case of a tie, the one who took **fewer days** to get back to the Starting City wins.

If the tie persists, the victory is **shared**.



SCORING EXAMPLE



Buck has collected at least 1 Experience token of every type, earning 5 points. He has also collected 1 (1 point), 2 (3 points), 1 (1 point), 3 (9 points), and 1 (1 point), for a total of 15 points. He then gains 4 points from his 3 Souvenir tokens plus a 1-point bonus for completing the first row.

He has collected tokens from 5 Regions, earning an additional $5 \times 2 = 10$ points. He also gained 5 points for completing Checkpoints. Finally, he gained 4 points from the Objectives he played.

Buck's final score is $5 + 15 + 4 + 1 + 10 + 5 + 4 = 44$ points!

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TRAVELER POWERS



When a power is used, it becomes **exhausted**: flip the card face down as a reminder. An exhausted power is **refreshed** whenever that player **completes a Checkpoint** (see page 9), after which the card is flipped back face up.

Here is an explanation of each Traveler's power:



Paulo Papagaio: Perform a Travel action along a **Train** route even if it is not departing on that day. This action **takes 0 days**.



Lisette Lézard: When you perform an Explore action to collect a **Souvenir**, draw twice as many Tickets as that token would normally grant you.



Catalina Cazadora: Perform a Travel action along **any** route even if there is no matching transportation type departing on that day. **You must stop on an empty city**. This action **takes 0 days**.



Buck Puggins: Perform a Travel action along a **Ship** route even if it is not departing on that day. This action **takes 0 days**.



Carlo Caproni: When you perform an Explore action to collect a Cursed Souvenir (0-point), do not roll the die. This action **takes 1 day**.



Yuki Usagi: Move your **Timeline** pawn back **1 day**. This **does not count as an action**.



Wolfgang Entdecker: Perform a Travel action along a **Secret** route. This action **takes 0 days**.



Hendrika van Dwalen: When you perform a **Travel** action, you may **pass through cities containing tokens** as if they were empty.

