

Postcards

Designed by Ellie Dix

2-4 players | 30 minutes | Age 7+

Overview:

Travel the world, take holidays, collect postcards and gain points from completing tours.

Components:

- 60 destination postcards
- 20 travel article cards
- 7 traveller suitcases
- 1 tourist token
- 4 first class tickets
- 1 starting player token

Set up:

- Split the **destination cards** into five piles - one of each colour. Shuffle the **cards** in each pile.
- Take the pile of **red destination cards**. Create a column of 4 face-up **red destination cards** (Americas). Place the rest of the red **destination cards** in a face down deck at the top of the column. Do the same for the other four colours. The colours should go in this order from left to right: Red (Americas), Purple (Europe), Yellow (Africa), Green (Asia) and Blue (Oceania). You should now have a tableau of 20 face-up **destination cards** (5 columns, 4 rows).
- Create the tour deck by shuffling all the **tour cards** of the same value together in separate piles then assembling the deck face down with the highest value cards at the bottom and the lowest value cards at the top.
- Reveal the top four **tour cards** of the tour deck and put them face-up in a line next to the **tour card** draw deck.
- Each player takes a **traveller token** at random.
- Randomly decide who will be the starting player and give them the **starting player token**.

Aim:

Get the most points from completing tours.

How to play:

These are the rules for the 4-player game. Changes for the 2 and 3 player game are at the end.

The game is turn-based. Turns proceed in a clockwise direction.

First turn only: On your first turn start by placing your **traveller token**, with the 'closed suitcase' side up, on any available 1 cost **destination card**, then proceed as usual.

On your turn:

You may spend up to 4 coins (action points) each turn. Coins are virtual. If you don't spend all four each turn, you lose them. Coins may not be banked from turn to turn. There are two things to spend coins on - Holiday or Travel. You may take the same action multiple times.

1. **Holiday:** Take a holiday at your current location by spending the coins shown on the **destination card**. Cost 2 and 3 **destination cards** have requirements that you must meet before you are able to holiday at the destination. To meet a requirement you must already have the icon/colour on collected cards or on your **traveller token**.

To show that you are taking a holiday, flip your **traveller token** over to the 'open suitcase' side.

2. **Travel:** Travel from the **destination card** you are currently on to any orthogonally adjacent **destination card**. The cost to make that journey is shown on the arrow that points in that direction. Journeys cost 1-4 coins.
 - If you leave a **destination card** where you have taken a holiday (as shown by an open suitcase), you now take that **destination card** and put it on the table in front of you.
 - Place a new **card** from the top of the appropriate deck in the space you just created.
 - After travelling, always make sure your **traveller token** is showing the 'closed suitcase' side.

Note:

- You may travel through a **destination card** that another **traveller** is on. But you may not end your turn in the same place as another **traveller token**. You may not take a holiday in a space that another **traveller** is on.
- If there is a gap in the tableau that can't be filled because that colour **destination deck** is empty, players may travel over this space as if there is nothing there. In the later game, it may therefore be possible to skip a whole continent by travelling across a gap.

Additional Action

If you meet all the requirements of a **tour card** in the face-up display, (through icons on collected **destination cards** and on your **traveller token**) you may take a single **tour card**.

Note:

- Each icon may only be used once. If you have a sun icon on a blue card, that icon can be used to represent 1) a blue sun, a sun or a blue card. It cannot be used to represent a sun AND a blue card, when those two requirements are different.
- You may use multiple icons on the same **destination card**.
- You may only take one **tour card** each turn, even if you fulfil the conditions for multiple tours.

- You do not lose **destination cards** that you have used towards a tour. You keep these and they may be used towards future tours (you always have your travel memories!)

End game:

The game end is triggered when either of the following occur, whichever happens first:

- There are spaces in the tableau in two separate continents which cannot be filled with **destination cards** as both draw decks are empty.
- The face down **tour card** deck is empty and the line cannot be refilled.

After the game-end is triggered, keep playing until all players have had an equal number of turns (as shown by the **first player token**).

Scoring:

Count up the points on your **tour cards**. The player with the highest points wins. Ties are friendly, share the victory.

Rules for the 3-player game

Follow the set up and rules for the 4-player game, with the following additions.

- During set-up, after setting up the **destination cards**, place the **tourist token** on the 3-point destination card that is closest to the top left of the board.
- At the end of each turn, each player moves the **tourist token** once. The **tourist** may move to any unoccupied **destination card** orthogonally adjacent to its current location.
- The **tourist** imposes the same restrictions as another **traveller** in that space would. You may not end your action point expenditure on a **destination card** where the **tourist** is. You may not purchase a **destination card** where the **tourist** is. You may travel through that **destination card**, if you can afford to do so.

Rules for the 2-player game

Follow the set up and rules for the 4-player game, with the following amendments.

- Each player has a team of two **travellers** (of the same colour token)
- On their first turn they place and move their first **traveller** token only.
- From their second turn on they may place their second **traveller**, who starts on any available (unoccupied) 1-cost **destination card**.
- Once both **traveller tokens** are on the tableau, the player may split the four action points across the two **travellers** as they wish on each turn.