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# NAJAZD TURYSTÓW

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## COMPONENTS

**50 tourist cards** (10 cards in each colour)



**5 hotels** (each colour represents a different hotel chain)



**5 holiday homes** (each with different quality standards: from 1 to 5 stars)



**one 5-point token**



**ten 1-point tokens**



**4 player markers**



## OBJECT OF THE GAME

During the game, you will send your family on holiday to various resorts. Some tourists prefer staying at a hotel, while others prefer staying in villas of different standards. All tourists, however, prefer sharing the accommodation with their own family and not with strangers.

Try to organise the holidays of your family in the best way to collect **as many points as possible**:

- for each **hotel** where the members of your family are in the majority, you receive **5 points**;
- for each **holiday home** where the members of your family are in the majority, you receive **a number of points equal to the number of stars** of the holiday home.

### **Example:**

*For each hotel (regardless of its colour), you gain 5 points.*



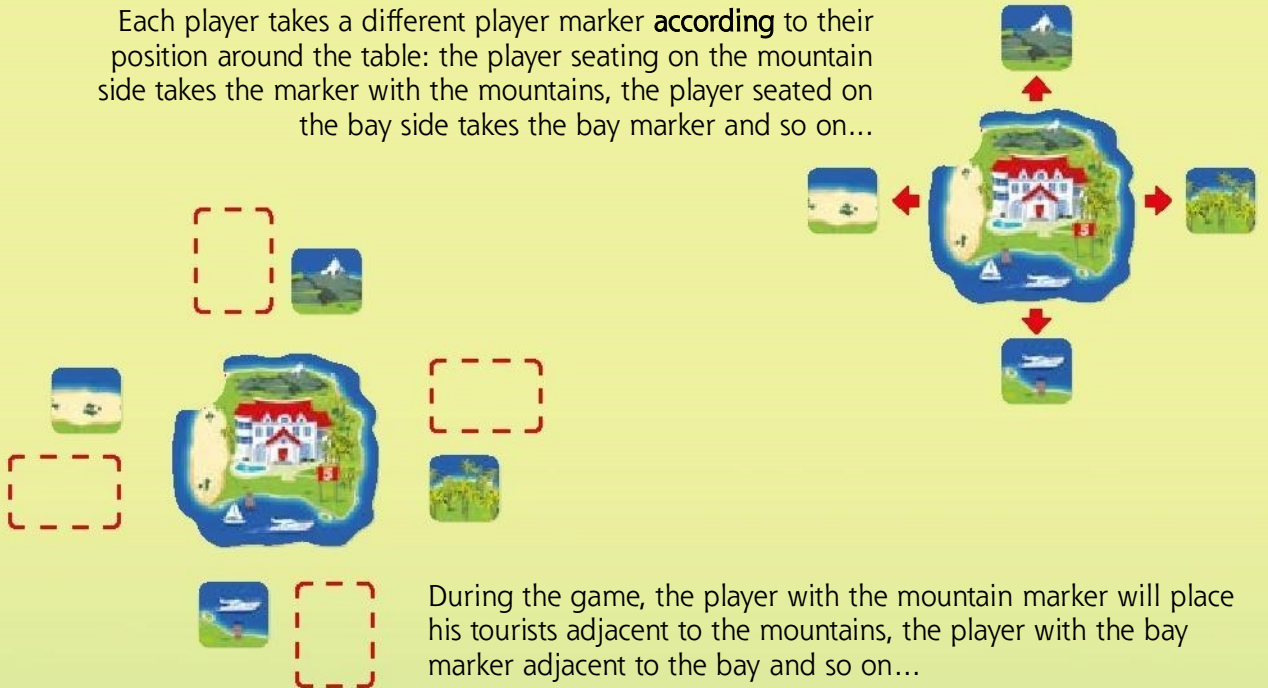
*For each holiday home, you receive a number of points equal to the number of stars.*



## GAME SETUP

- A Shuffle **the tourist cards** and place them in a face-down deck in the middle of the table.  
Throughout this rule book, **tourist cards** will be simply called **Tourists**.
- B Remove the first 2 **tourists** from the deck and put them back in the box without looking at them.
- C Each player draws **8 tourists** from the top of the deck. Keep the cards in your hands without showing them to the other players.
- D Place the **holiday homes** in a row. Arrange them in order from left to right according to their number of stars, from the lowest, 1 star, to the highest, 5 stars.
- E Place the **hotels** in a row in any order.
- F Place a **1-point token** on each hotel and on each holiday home.
- G Keep the **5-point token** aside for now (it will be awarded at the end of the game).
- H Each player takes a **player marker** and places it on the table in front of himself.

Each player takes a different player marker **according** to their position around the table: the player seating on the mountain side takes the marker with the mountains, the player seated on the bay side takes the bay marker and so on...



## HOW TO PLAY

### THE CARDS

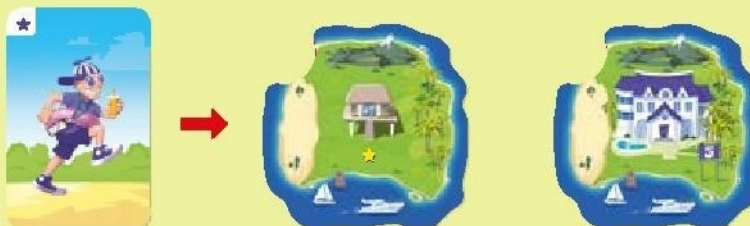
Each card gives you information on the expectations of each tourist:

- the **number of stars** corresponds to the **holiday homes**,
- the **colour of the cards** corresponds to the **hotel chain**.

**Example A:** This tourist will only go to a **5-star** holiday home or to a **red** hotel. So, he can be accommodated in one of the resorts shown below.



**Example B:** This tourist would be happy to spend his holiday in a **1-star** holiday home or in a **purple** hotel. So, he can be accommodated in one the resorts shown below.



In short, each tourist card can be played **in one of two ways**:

- next to a holiday home with the same number of stars
- or
- next to a hotel of the same colour.

The player with the best tan (or the youngest one) starts the game. On each turn, a player **carries out the 2 following actions**:

- 1. Send a Tourist on holiday.**
- 2. Draw a new Tourist.**

## 1. Send a tourist on holiday

The player chooses **one** tourist from his hand and sends him/her on holiday in one of the two corresponding resorts (hotel or holiday home).

**Important!** Each player must play the cards on his side of the resort – corresponding to their marker.

### **Example:**

*The player sends a tourist to the red hotel.  
The player marker shows the bay, so the tourist must be placed next to the bay.*



## 2. Draw a new tourist

The player draws a new tourist card from the top of the draw deck.

**This ends the turn of the player.** Then, it is the turn of the player to his left who will also send a tourist on holiday and then draw a new card from the deck.

**Important!** Once the **draw deck is exhausted**, players cannot receive any new tourists and can only play the cards already in their hand until the end of the game.

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## END OF THE GAME

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The game ends when all players have played all cards in their hand. Then, players calculate their score.

**Calculate points for the holiday homes first and then for the hotels.**



## POINTS FOR THE HOLIDAY HOMES

Each holiday home is scored **separately**, from the 1-star holiday home to the 5-star one. For each holiday home, the player who has accommodated **the most tourists** takes the **corresponding tile** – it is worth a number of points equal to its number of stars:

- 1-star holiday home = 1 point,
- 2-star holiday home = 2 points,
- 3-star holiday home = 3 points,
- 4-star holiday home = 4 points,
- 5-star holiday home = 5 points.

For each holiday home, the player on **second place**, takes the 1-point token and places it in front of himself. This player has scored 1 point. The other players don't receive any points.

### Example of scoring for a 3-star holiday home:

- **player A** has accommodated the highest number of tourists. He receives 3 points (places the tile in front of himself),
- **player B** took second place, so he receives 1 point (takes the tile and places it in front of himself),
- **player C** doesn't receive any points.



**Important!** In case of a **tie**, all players involved in the tie do not get any points! They are ignored for scoring purposes. This allows players who took third or fourth place to score points.

### Example of a game with 2 players:

Both players have sent a tourist to this holiday home, so none of them gets the 3 points for the holiday home nor the 1-point token.



### **Example with 3 players:**

*Players A e B tie for first place, so they are ignored.  
Thus, **player C** takes first place and receives 3 points  
(places the holiday home in front of himself).  
No player receives the 1-point token.*

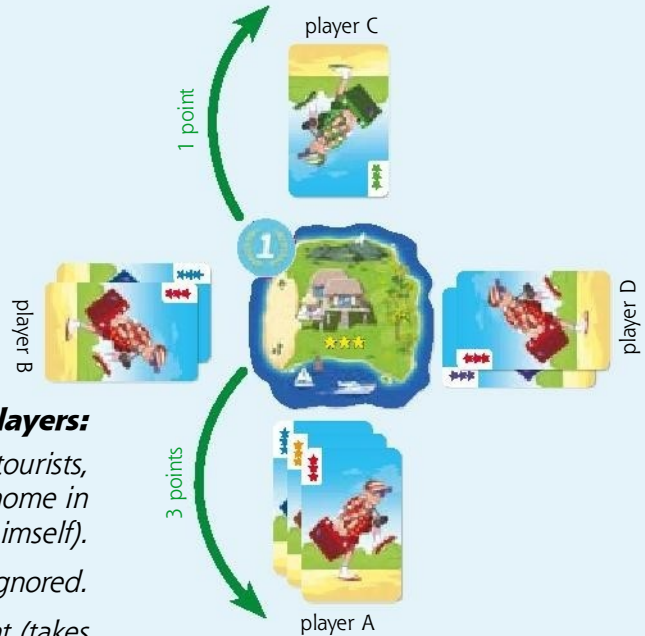


### **Example with 4 players:**

*Player A has accommodated the most tourists,  
so he receives 3 points (places the holiday home in  
front of himself).*

*Players B and D have tied, so they are ignored.*

*Player C takes second place – receives 1 point (takes  
the token and places it in front of himself).*



**Important!** The **first player to collect 2 holiday homes** receives 5 bonus points!

The player takes the 5-point token and places it in front of himself.

For this reason, it's important to calculate points for holiday homes in order, starting from the lowest one, 1 star, and continuing to the highest one, 5 stars.



**Example:**

*Player A* is the first player to collect 2 holiday homes (the 1-star and the 4-star ones), so he receives 5 extra points (he can take the 5-point token). Also *player B* has 2 holiday homes, but *player A* got the bonus first.



**Example:**

*In this example, the 5 bonus points are awarded to player D who receives then the 5-point token.*



**Example:**

*If none of the players has 2 holiday homes, the 5 extra points are not awarded. This may happen if, for example, none of the players sent their tourists to a specific holiday home or if one or more of the holiday homes are not scored because of a tie.*





## POINTS FOR THE HOTELS

Calculate points for each hotel **separately**.

The player with **the most tourists** in a specific hotel **takes the corresponding tile** and places it in front of himself.

**Each hotel is worth 5 points.** As a reminder, all hotels have a sign with the number 5.



### Example:

The players calculate points for the red hotel:

- **player A** has accommodated the most tourists, so he receives 5 points (takes the hotel and places it in front of himself),
- **player C** is in second place, so he receives 1 point (takes the token and places it in front of himself),
- **player B** did not play any tourist on this hotel, so he is ignored.



**Important!** The bonus 5-point token is only awarded when calculating points for the holiday homes. **No extra points are awarded for the hotels.**



After all points for holiday homes and hotels have been awarded, players calculate their score. The player with most points is the winner. In case of a **tie**, the winner is the player who has the holiday home with the lowest number of stars.

**Example:**

Both players have 17 points. Player A wins the game because he has the holiday home with the lowest number of stars (1 star).

Player A



Player B



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