

ITCHY FEET THE TRAVEL GAME



RULEBOOK

Goal

The first player to "travel" to the center country wins. But first, each player must travel through their own country.

Each country requires 3 items. You must have these items, and your passport, to travel there. Your hand is like your backpack - pack what you need!

To get these items you **draw**, **recycle**, **trade** or **steal** from other players.



First you must travel to your own country...



Then you travel to the center country!

The first player to travel to the center country wins

Base Card Types

COUNTRIES (x13)



The 3 items required to travel to a country

ITEMS (x32)



Items are drawn from the deck

PASSPORTS (x6)



Passports are required to travel

Game Setup

1. Passports

Every player takes a **passport** to their **hand**. Put away the **remaining passports**.

2. Countries

On the table, place 1 random **country card** in front of **every player**.

Place 1 random **country card** in the **center**.

Put away the **remaining countries**.

3. Draw Pile & Starting Hand

Shuffle all "Item" cards to form the draw pile.

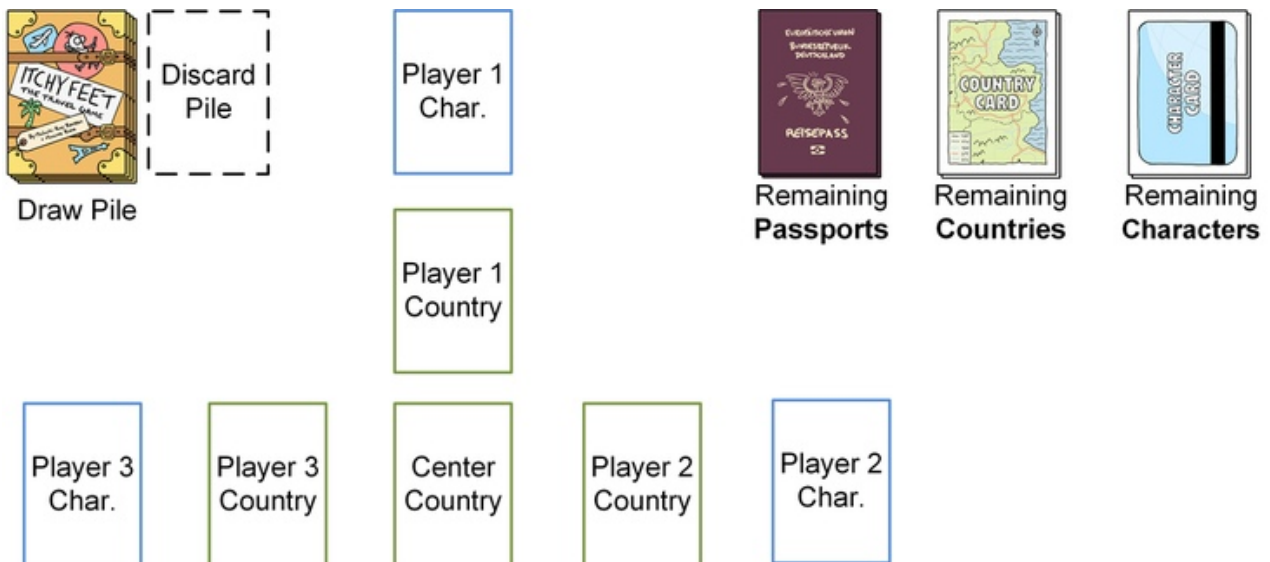
Every player **draws 3 cards** from the draw pile.

4. Extensions

Shuffle any desired **extension cards** in the draw pile.

(We recommend playing your first game without extensions).

EXAMPLE SETUP FOR 3 PLAYERS:



START

The player whose country card is closest (in the real world) to the one in the center starts.

The game continues **clockwise**.

Actions

On your turn, you must perform **one** of the following actions:



1. DRAW

Take 1 card from the **draw pile**.



2. RECYCLE

Cost: Discard **2 cards** from your hand.

Take 1 card of your **choice** from the **discard pile**.



3. TRADE

Trade **1 or more cards** with 1 other player. Face up!

Bonus: Draw 1 card if you complete a trade **you** initiated on your turn.



4. STEAL

Cost: Discard **1 card** from your hand.

Take **1** random **card** from another player's hand.



5. TRAVEL

(See: "Traveling" section below)

After an action is completed, your turn is over.

Other Rules

Hand Size Limit

You can have a **maximum of 7 cards** in your hand (including passports & special items).

If **at any point** you have **more than 7** cards, **discard down** to 7.

Empty Hand

If at the **start** of your turn your hand is **empty**, **draw 3 cards**. This doesn't count as an action.

Empty Draw Pile

Once the final card in the draw pile is taken, the game enters **Free-For-All Mode**. In this mode, **Recycling** is **free**. On your turn, you may take any item (apart from Events) from the discard pile without paying any cards into it. This counts as an action.

Traveling

On your turn, you can travel to a country when you have:

- **All items** required for the country
- A **passport**

When you travel:

- **Show** your full **hand** to the other players.
- **Discard** the 3 items used to travel. Keep your passport and the rest.
- **Remove** the completed **country** from the play area.
- Draw **1 free card** from the deck.

If you are the first to **travel to the center country**, congratulations! **You win!**

Extensions

Add one, some, or all the following card types to your game to extend the fun!

EVENTS (x4)

- After setup phase 3, shuffle all events **into the draw pile**.
- Must be played immediately when drawn.
- Affects **all** players.
- **Cannot** be **recycled** from the discard pile.



Play the event immediately and end your turn.

SPECIAL ITEMS (x8)

- After setup phase 3, shuffle all special items **into the draw pile**.
- Use the items as described on the card.
- Some Special Items take one of your actions. Others can be played at any time. This is written on the card.



Keep the card in your hand. Use it when appropriate.

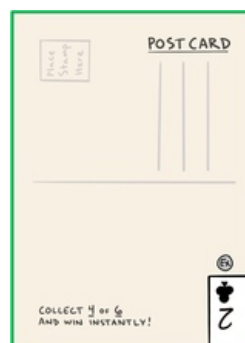
FORBIDDEN ITEMS (x3)

- After setup phase 3, shuffle all forbidden items **into the draw pile**.
- A player **cannot travel** with a forbidden item in hand.
- To get rid of a forbidden item, you must discard 1 other card, and put both in the discard pile.
- **This counts as your turn.**



POSTCARDS (x6)

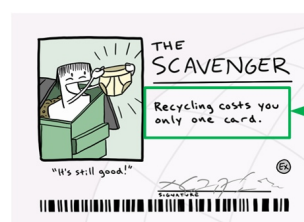
- After setup phase 3, shuffle all postcards **in the draw pile**.
- Alternative win scenario!
- A player with 4 Postcards wins **instantly** - this is not an action that needs to happen on a player's turn.



Collect 4 postcards in your hand to win instantly.

CHARACTERS (x6)

- During **setup phase 1**, Place 1 character in front of every player, face up.
- Put away the **remaining characters**.
- Characters cannot be traded.



This ability remains active the whole game.

FAQ



Rules

Drawing

- You **can** draw if your hand is full, but you must discard down to 7 afterwards.

Recycling

- You **can** look through the discard pile to see if there's anything you need or want.

Trading

- You **can** lie about what you have in your hand, but the cards exchanged must be the agreed cards.
- The trade action is only completed after cards are exchanged. If an offer is made but the other player doesn't accept, you may choose another action.
- You only draw a bonus card if the trade is successful. Only the player who initiated the trade draws the bonus card.

Forbidden Items

- You cannot discard a forbidden item to pay for the Recycle or Steal actions.
- If you have too many cards in your hand and must discard down, you cannot discard a forbidden item.
- You cannot discard a forbidden item to discard another forbidden item.
- Forbidden items **can** be stolen from you.
- You **can** trade a forbidden item with another player, if they accept the trade.

Special Items

- If you interrupt another player's action with a special item (such as the Mousetrap), this ends their turn.
- Mom's Credit Card cannot replace a passport or a postcard.
- The Local Guide and Trading Post only apply to the draw pile, not the discard pile.
- The Poorly Drawn Map cannot be used on the center country, only on player countries.

Misc.

Postcards

- Played with someone special? Ask the person to write a little message on one of the postcards! It'll always be a reminder of good times had with good people.

Standard Suits and Numbers

- Normal "white" items, events, special items, forbidden items and postcards all feature standard French suits and numbers in the bottom right corner. This is so you don't have to pack more than one deck of cards when traveling! Just turn them around and play any standard card game.

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