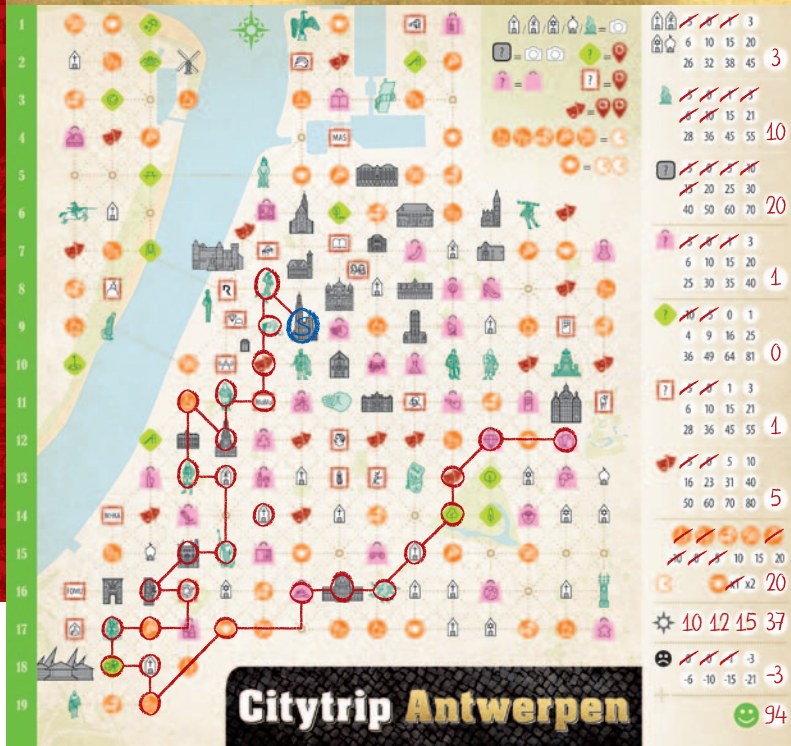


Citytrip Antwerpen



R U L E B O O K



Designer's note

To my great shame, I only knew the city of Antwerp through the Zoo and the annual board game fair. This triggered me to create a game about the many historical gems and tourist treasures to be discovered here.

At the start of each game you'll find out more in a nutshell about a certain building or museum. I hope this will arouse your interest to ever visit this piece of world heritage.

Hereby I would like to thank the guides and employees of the tourism department Antwerp for the additional information I received.

A warm round of applause goes to all game testers for their patience, input and humour. Your help has perfected this game.

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Goal

In Citytrip Antwerp you take on the role of a tour guide. You try to put together an unforgettable day trip, taking account of the wishes of the tourists. The player with the highest rating wins this game.

During the game each player draws a tourist trail on his map. This route consists of a continuous line starting from a joint starting point. This line must have no interruptions and must not touch or cross itself.

Each player tries to fulfill as many of the tourists' wishes as possible: collecting souvenirs, photographing statues, religious and famous buildings, visiting parks, museums and attractions, attending theater plays, films, concerts and events and of course tasting the specialties of the Antwerp bars, bistros and restaurants. Optional missions, which reflect the group preferences of the tourists, give some direction to your trip and bonus points in the final score.

Game components



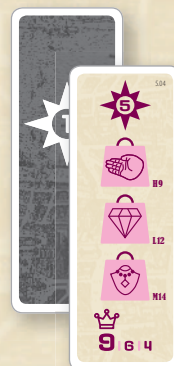
Start locations

23 cards with famous buildings, museums or squares. These contain the starting position of the citytrip as well as some background information of that location and a QR-code which provides additional info.



Action cards

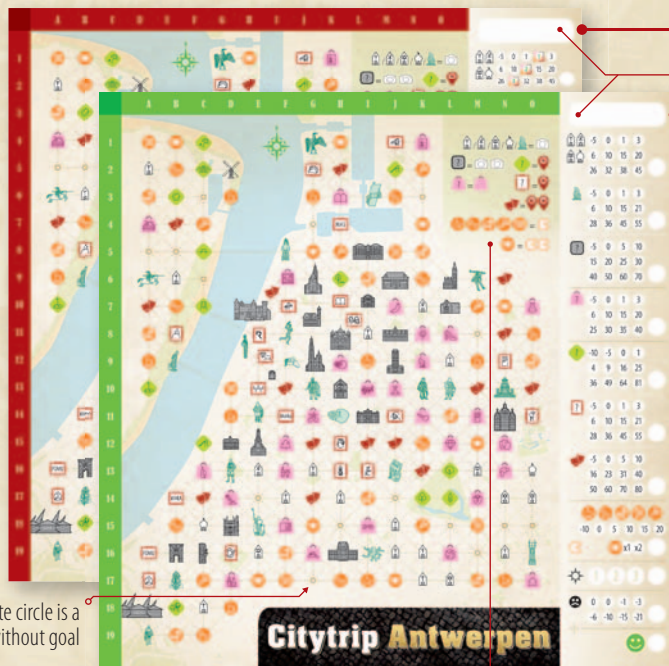
20 double-sided cards showing the wishes of your tourists. For a short game (20 minutes) you only use 16. The small icon on the left tells you what kind of action you can expect on the back.



Mission cards

44 cards divided into 6 types. They are common wishes of the tourists who are highest on their wish list.

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an white circle is a location without goal

the legend that shows the necessary actions to score a goal

scoring strip

50 player sheets advanced game

player name

50 player sheets basic game

goal: photographing religious buildings

goal: photographing statues/squares

goal: photographing famous historical buildings

goal: buying souvenirs

goal: recreation

goal: visiting museums/attractions

goal: attending theatre/concerts/events

goal: eating/drinking

bonus points via missions

optional 'rush'-action once per turn (with minus points as a result)

the rating, whoever has the highest wins this game

Setup of the basic game

A. Each player receives a player sheet and a pencil.

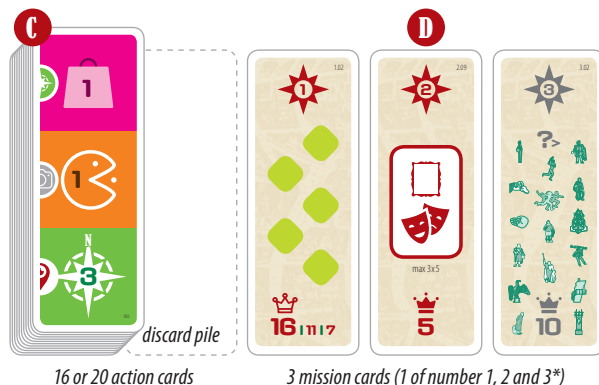
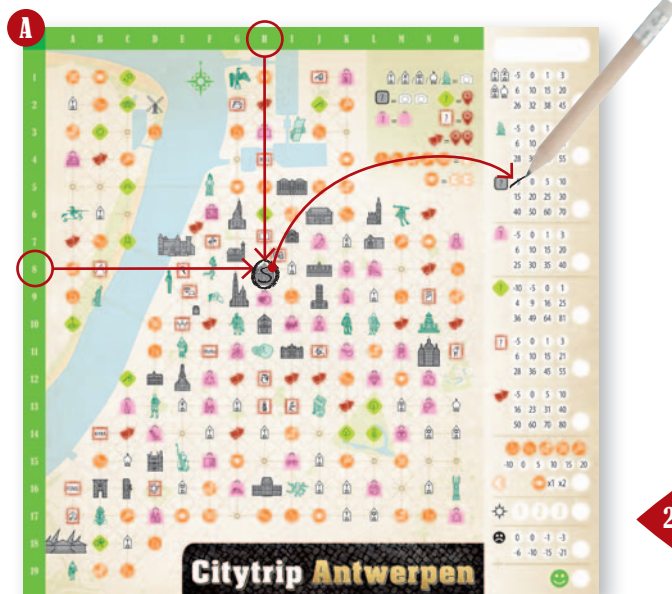
B. Draw 1 start location. Everyone circles this location on their player sheet and writes in it the letter S. The coordinates on the starting map will help you find this place more easily. Then the first number of the corresponding goal is deleted.

C. Take 16 of the 20 action cards and place them in the middle of the table. If you wish to play longer, take 20 cards.

D. Once the basic game is known, you can increase the difficulty level and player interaction by drawing or choosing 3 mission cards: 1 of number 1, 2 and 3*. Place these next to each other in the middle of the table.



B
In this example the starting map has the St. Charles Borromeo's Church as starting point with H8 as coordinates. Each player circles the church, writes the S in it and deletes the lowest number of the goal 'photographing famous historical buildings'.



*Once you know the game well, you may replace mission cards 1 and/or 2 with 4 and/or 5.

Game overview

1. Flip 1 action card

A random player turns over the top action card of the pile and places it next to it.

2. Choose actions, achieve goals.

Every player simultaneously chooses 2 actions, each for himself, and draws them. All players circle achieved goals on their cards and delete the lowest number in the scoring strip. Repeat steps 1 and 2 until the last 2 action cards have been played.

End of the game

When the last 2 action cards have been played, the game ends. The player with the highest rating wins.

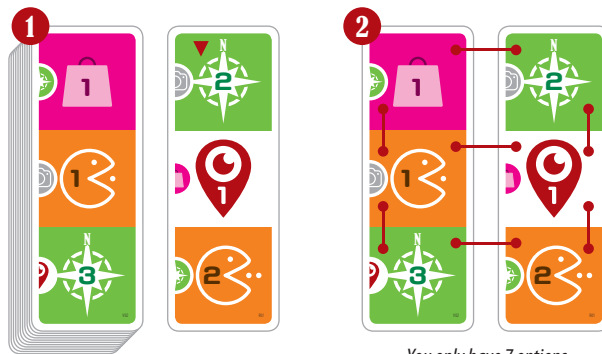
Course of play

1. Flip 1 action card

A random player turns over the top action card of the pile and places it next to it.

2. Choose actions, achieve goals

All players simultaneously choose, each for himself, **2 actions** from the open cards, provided that these sections are **connected horizontally or vertically**. In this way you try to plan the trip and achieve goals. You are not obliged to use your chosen actions (in full).



You only have 7 options when choosing your 2 actions.

KINDS OF ACTIONS



A. Planning the trip

Depending on the value of the action, this allows you to connect your path 1, 2 or 3 steps with a symbol or white circle in a horizontal, vertical and/or diagonal direction. You may extend less than the number. Your road must not touch or intersect itself.

Note: it is most convenient to mark your extensions with 1 or 2 dots and connect the dots to a line once you are sure of all your actions.

B. Buying souvenirs

On the day trip you give tourists the opportunity to buy local specialties, keepsakes or objects. The higher the number in the action, the more shops you can schedule in your turn.

C. Taking photos

You give them time to take pictures of famous statues, squares and buildings. With 2 or 3 steps and 3 photo actions you can achieve up to 3 photo goals.

D. Visiting

You reserve tickets and give your customers the time they need to visit their favourite buildings, museums, attractions, theatres, cinemas or attend concerts.

E. Eating/drinking

The opportunity to taste the local cuisine, satisfy a small hunger or quench a thirst should certainly not be missed when travelling.

**optional
'rush'-action**



You are allowed to increase the pace of walking, shopping, photographing, visiting and eating to a limited extent. You can perform **a third horizontally or vertically adjacent action** once per turn (with minus points as a result). Delete one 'rush action.'

TIP

With action **B, C, D** or **E** you can achieve one goal at your starting point. However, if you combine action **A** with actions **B, C, D** and/or **E** you can achieve goals at your starting point, intermediate point(s) and/or end point.

KINDS OF GOALS

A. Random goals

Activities that you schedule for the trip.

-  photographing religious buildings
-  photographing statues/squares
-  photographing famous historical buildings
-  buying souvenirs
-  recreation
-  visiting museums/attractions
-  attending theatre/concerts/events
-  tasting specialties of bars, bistros and restaurants

The **number of actions** required to circle a goal and delete it on the scoring strip is determined by the **legend** on the player sheet.



Buying a souvenir costs 1 action.



Photographing a religious building or statue costs 1 action.



Photographing a historical building costs 2 actions.



Recreation or visiting a museum/attraction costs 1 action.



Attending a theatre/film/event costs 2 actions.



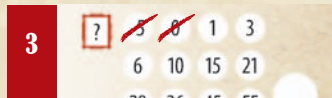
The 5 types of short drinking and eating establishments cost 1 action. A restaurant costs 2 actions and doubles the final eating score. You can achieve each icon once, in any order.

Geert has already achieved the icons 'aperitif', 'fast food' and 'ice cream'. As a result, the numbers '-10', '0' and '5' have been deleted. If he also obtains the 'restaurant' icon, he scores 20 points (10 x 2).

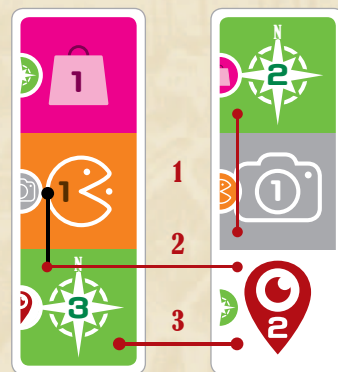
Below are some examples of a turn using the 2 open action cards on the right in combination with the legend of the basic game.



In example 1, Wim chooses to extend his route with 2 squares and to have 1 statue photographed along the way. He sees that in the next turn at least one visiting action will be available. Because of this he chooses to end his line at a museum.

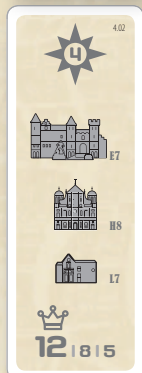
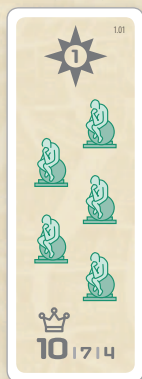


In example 3, Dave chooses to lengthen his route with 3 squares and to have 2 museums visited along the way. He sees that in the next turn at least one photographic action will be available, so he ends his line at a religious building.



In example 2, Sien decides to extend her route with 3 squares and to have 2 museums visited along the way. On top of that, she chooses to let the tourists have a quick snack and therefore needs to delete a rush action.


bonus points
during the game




bonus points
in the end



B. Missions

Jointly selected tourist activities.

Fulfilling a mission during or at the end of the game adds **bonus points** to your rating.

In the **basic game**, you may **draw 3 mission cards** during the game setup:

1 of number 1, 2 and 3 (or 1 of 3, 4 and 5). In the **advanced game**, depending on how challenging you want to make the game, you can choose between **mission 1 to 6**.

Missions 1, 4 & 5 earn bonus points during the game (see left in column 1).

The first player(s) fills in the number under the crown on his scoring strip. Those who are second get the middle points and the other players get the lowest value.

Missions 2, 3 & 6 give bonus points at the end of the game (see left in column 2).

Mission 1: achieve 5 goals of the specified type as quickly as possible

In the example, the goal is to be the first to draw a picture of 5 statues and the first player(s) scores 10 points on mission 1 in the scoring strip.

Mission 2: each player receives the number of points per set obtained

In the example, each set of a visited museum and event is worth 5 points (maximum 3 x 5 points). Lies obtained 5 museums and 2 events. Mission 2 earns her 10 points (2 x 5 points).

Mission 3: achieve most goals of the specified type

In the example, anyone with the highest number of museums visited may write 15 points for mission 3.

Mission 4: achieve the 3 specified goals as quickly as possible

The example shows 3 historic buildings. Whoever has them photographed first on his trip can immediately write 12 points for mission 4.

Mission 5: achieve the 3 specified goals as quickly as possible

The example shows 3 souvenirs. Whoever buys them first on his trip can immediately write 9 points for mission 5.

Mission 6: achieve as many extra goals as possible

Draw 6 starting locations and lay them partly on top of each other with the goals and their coordinates visible. The more goals each player achieves, the higher their score for mission 6.

End of the game

Citytrip Antwerp ends as soon as the last 2 action cards have been played: after 15 turns with 16 action cards (19 with 20 cards). Everyone adds the lowest undeleted number of each goal to their scoring strip (example see p.25). The player with the highest rating wins. In the case of a tie, victory goes to the player(s) with the lowest number of rush actions.

VARIANT

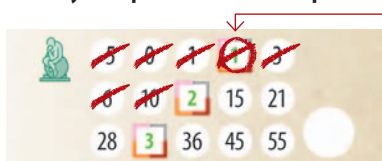
In the **basic game or advanced game** you can **connect a second road to the starting position** during the planning of the trip. You can plan your route in 2 directions and divide your chosen actions between the two directions. This way of playing reduces the luck factor. It will usually result in a higher rating with possibly a longer game duration.



BONUS ACTIONS

In the **advanced game** you can **earn bonus actions in the scoring strip**. Each time you have achieved 3 goals of the same type, you will receive a bonus action of value 1, 2 or 3 (of 1 type). This random action can be used immediately or in one of the following turns at a starting point, an intermediate point and/or an end point (whether or not split over multiple locations).

You may use up to 2 bonus actions per turn (by deleting them).



Bonus actions can be added to your chosen actions as long as they are of the same kind.

OTHER LEGENDING

For the **advanced game**, the goals 'visiting museums' and 'attending theatre/movies/events' cost 1 more action.



Visiting a museum costs 2 actions.



Attending theatre/film/events costs 3 actions.

Summary

SETUP

(p. 27, 30)

TURN

(p. 28-29)

LEGEND

(p. 29)

END

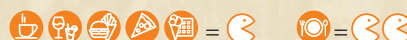
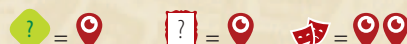
(p. 30)

VARIANT

(p. 31)

BASIC GAME

- 1 player sheet of basic game per player
- 1 start location + 1 stack of 16 or 20 action cards
- 3 missions: 1 with number 1, 2 and 3 (or 3, 4 and 5)
- flip 1 action card
- choose 2 actions (horizontally/vertically connected)
- optional 1 rush action (horizontally/vertically connected)

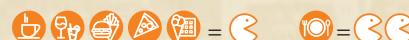
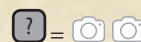
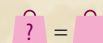


- after 15 turns with 16 action cards (19 with 20 cards)

- planning your way and actions in two directions

ADVANCED GAME

- 1 player sheet of advanced game per player
- 1 start location + 1 stack of 16 or 20 action cards
- missions with number 1, 2, 3, 4, 5 and/or 6
- flip 1 action card
- choose 2 actions (horizontally/vertically connected)
- optional 1 rush action (horizontally/vertically connected)
- optional 1 or 2 bonus actions



- after 15 turns with 16 action cards (19 with 20 cards)

- planning your way and actions in two directions

Solo variant

Choose a level and take the given start and mission cards and the correct colour of player sheet. All previous rules shall apply. In the solo variant, however, you may connect a second road to the starting position while planning your trip (e.g. p.31) and divide your chosen actions between the two directions.

For each successful task 1, 4 and/or 5, you write down the highest value. Task 2 is achieved with at least 1 set and is only scored at the end.

You win by completing all tasks of the chosen level and matching the corresponding rating.

level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
start location	03	02	01	05	04	20	8	9	10	15	17	14	18	21	6
mission 1	1.03	1.01	1.02	1.05	1.04	1.02	1.01	1.04	1.05	1.03	1.04	1.03	1.01	1.02	1.05
mission 2	2.03	2.01	2.02	2.05	2.04	2.07	2.06	2.04	2.05	2.03	2.09	2.04	2.08	2.03	2.05
mission 4	/	/	/	/	/	4.02	4.06	4.04	4.05	4.08	4.01	4.06	4.03	4.04	4.05
mission 5	/	/	/	/	/	/	/	/	/	/	5.01	5.07	5.03	5.10	5.11
rating	65	70	75	80	85	90	100	110	120	130	130	130	130	130	150

The fewer action cards, the more challenging the solo variant: 20 = easy, 16 = normal