

Bon voyage CROATIA

Rulebook



Diana and Žarko Pintar



Bon voyage!

Game design:
Diana and Žarko Pintar

2 - 4 players

Playing time: 30 min.

Age: 10+

Introduction

In "Bon Voyage", players will take on the role of tourists trying to collect the best memories of their trip through Croatia. Your travels will become joyful memories that bring you victory points at the end of the game.

We love Croatia

The various regions of Croatia are represented by card suits and valued with hearts. While each card has its own heart value for game purposes, we believe that all of Croatia is equally valuable. We cannot represent the true beauty of the region with the current amount of cards. When visiting beautiful Croatia you are able to see that yourself!



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Game Overview

As with any trip, the journey is the destination. Your destination is the beautiful regions of Croatia, represented by the suits of the cards.

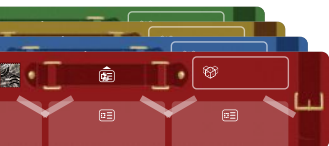
Your journey begins with a roll of the dice. The dice are used to perform the various actions you will need for your trip: booking travel destinations, gearing up, and—of course—saving up.

Business cards will help you finance your trip, while attraction cards will help you collect souvenirs that you'll place on your refrigerator to remind you of happier times come Monday morning.


At the end of the travel season, the player that has managed to collect the most hearts of joy in different ways will win the game.

Components

- 56 travel cards, including:
 - a) 8 tours,
 - cards in 6 colors, each color contains:
 - b) 2 business
 - c) 6 leisure trips
2. 4 suitcases
3. 4 refrigerators
4. 12 dice (3 per player)
5. 9 magnets - souvenir tokens
6. 1 workplace card
7. 28 money cards (16x 100 €, 8x 200 € and 4x 500 €)
8. 1 scoresheet
9. 4 rules summary cards
10. rulebooks (HR, ENG, DEU)






Setup

1. Shuffle the travel cards to form the travel deck and place it face down in the middle of the table. In a 2-player game, remove all cards showing the  3+ players symbol.

2. Draw cards equal to 2 + the number of players and place them face up next to the deck (ex: you will draw 6 cards in a 4-player game). These cards represent the **tourist offer**.

3. Place the workplace cards and money cards next to the tourist offer. Place the souvenirs face up near the tourist offer as well.

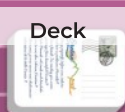
4. Each player chooses a color, then takes the matching suitcase, refrigerator, rules summary card, and dice (placed on the suitcase in stock), as well as 400  (2x100  + 1x200 ).

5. Each player should place their suitcase far enough from the tourist offer to create space for the **field of memories**.

You are now ready to start your journey!



Field of memories

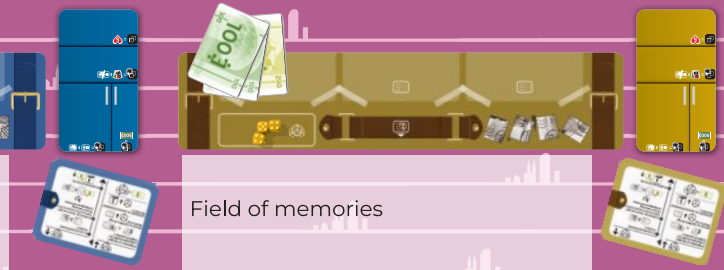


Money



Field of memories





Field of memories

Tourist offer

Workplace



Souvenirs



Field of memories

Component anatomy

TRAVEL CARDS

Card name

The card name represents which Croatian tourist location is shown on the card.

Above the name of the card is a QR code and the name of the photographer.

Following the QR code will direct you to a description of the destination.

Luggage requirement

Price



3+ players symbol

Reward

Suit symbol

Suit symbols

All travel cards have a suit symbol: the suit represents the region of Croatia where the destination on the card is located. "Bon Voyage" divides Croatia into these six regions:

East Croatia



North Croatia



Central Croatia



Mountain Croatia



North Adriatic



South Adriatic



You will also find an additional type of card:

Tour



Tour cards are not considered suits and are scored depending on the number of tour cards at the end of the game.

Rewards

Visiting Croatia is its own reward, but there are also mechanical benefits.

Hearts of Joy 

Scored at the end as victory points.

Money 

Supports the work action.

Attractions

Allow you to collect souvenirs. Their types are:



historic



adrenaline



nature

Tours:

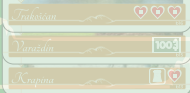
Cumulative end game points.



SUITCASE

Field of memories

The area above your suitcase is your field of memories. Place all played cards here in groups according to their suit. This will make it easier to score points at the end of the game.



Field of memories marker

Dice stock



3 slots for booked travel cards

REFRIGERATOR

SOUVENIRS



Zones for used souvenirs

Zone of hearts
 Unused souvenirs go here and count as hearts of joy.



Used side



Unused side

How to play

Every game round consists of two phases:

- A. Planning phase
- B. Execution phase

A. PLANNING PHASE

This phase is played simultaneously. Each player rolls their 3 dice, then choose and place them (without changing their value) on the actions they wish to execute in the next phase. Choose from the following actions, you may place multiple dice in each action space:

- **Pack:** Place on suitcase card(s)
- **Book:** Place on tourist offer card(s)
- **Commute:** Place on the workplace card

The order of placing the dice is completely arbitrary, and during this phase a player is allowed to withdraw and change their move **exactly one time per die**.

Before placing any dice, a player may purchase rerolls for 100€. After paying, the player may reroll any number of their 3 dice. You can buy any number of rerolls until you've placed a die.



Luka is not satisfied with his initial roll and spends 100€ to reroll all his dice. Afterwards, he decides to reroll again, paying another 100€ but chooses not to reroll his 5 this time.

After all players have placed their dice on the actions they plan to execute and agreed that they are done with the planning phase, the execution phase begins.

Note: If none of the players want to place their die first, the player with the highest sum total of their three dice goes first, then all other players take their turns in clockwise order. In case of a tie, all players reroll until one player has the highest total.

B. EXECUTION PHASE

All players perform their actions simultaneously. Each player performs their actions **one by one in this exact order**:

1.Travel → 2.Confirm booking → 3.Work

1. Travel

Any players that packed their luggage for the cards in their suitcase travel to their destination by moving those cards to their field of memories above their suitcase. Then return the dice to the stock and, potentially, gain souvenirs (see p. 12).

2. Confirm booking

Any players with dice on cards in the tourist offer must pay the price of the card. Cards with multiple dice go to auction. Players may choose to pay the price of the uncontested cards either before or after the auction.

When you buy a trip card, move it to an empty slot of your suitcase. Four cards are moved directly to your field of memories. Return your dice to the stock and refill the empty space of the tourist offer with a new card from the deck.

WARNING! If you don't have the required money or empty slots in your suitcase, you lose this action.

Marko is going on an amazing trip to Ozalj. Earlier, he packed his suitcase using two dice. Now he moves the card to his field of memories (1) and his dice to the stock (2). Since placing this card gives him a new matching pair of attracting symbols, he gains a souvenir to place face down at the bottom of his refrigerator (3).





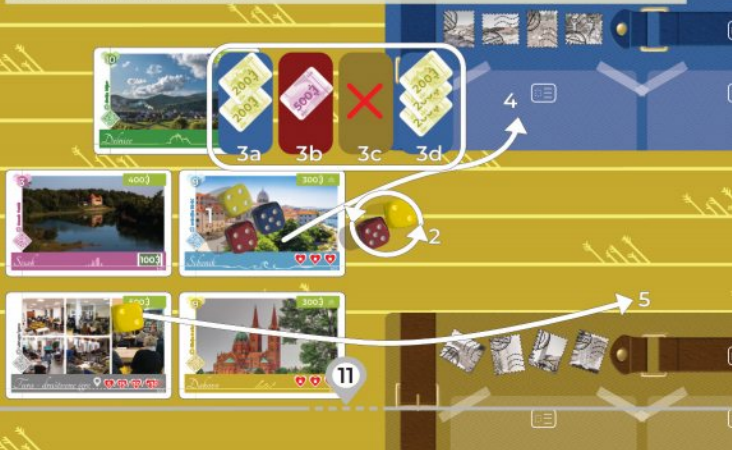
AUCTION

When a travel card is contested, the players enter an auction. Place the dice in a row from largest to smallest. All tied players have a roll-off to determine their placement in the order, maintaining the original order (ie. If two players tied with 4s and one re-rolls a 6 in the roll-off, that player still has a 4, but they have the "higher" 4). This row of dice is the turn order for the auction.

The first player must bid the value of the card plus any amount of extra money (including zero) for the right to buy the card. Each player after that in turn order must bid more, or drop out of the auction. The winner of the auction must pay that extra amount plus the price of the card itself in order to claim it.

Players cannot bid more money than they have, but they can bid in a way that would cause them to not be able to afford other tourist offer cards they claimed for the book action (causing them to lose that action).

(1)Marko (4 red), Luka (4 yellow) and Diana (5 blue) auction for a travel card that costs 300 €. Since Marko and Luka are tied, they roll their dice to break it. (2)Marko rolls a 5 and Luka rolls a 2, so the turn order will be: Diana, Marko, and Luka. (3)Diana starts the bidding at 400 € (300 € for the cost of the card and 100 € extra), and Marko raises to 500 €. Luka decides to drop out and moves his die to his stock, losing the action. Diana bids 600 €, and Marko passes as well. (4)Diana wins the card and must pay 600 € in total to place it in her suitcase. (5)Luka was not sure he'd be able to afford his tour if he won the auction, so he waited to buy it afterwards. Once he dropped out, he bought his tour and moved it to his field of memories.



3. Work

For each die you placed on the workplace, take 100€.

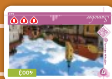
Additionally:

- If you placed **2 dice with a same number** take an extra 100€.
- If you placed **3 dice with a same number** take an extra 200€.
- For every **business trip** card you have in the field of memories take an extra 100€.

A **business trip** card is a card with money as a reward. Each business trip provides a bonus only once, no matter how many dice you place here (1, 2, or all 3).

Then return your dice to your stock.

Note: Money in the bank should be considered limitless. In the rare event that you run out, use an appropriate substitute, or keep track with pen and paper.



Luka (yellow) has placed dice of values 2 and 3 in the workplace. He has no business trip cards in his field of memories, so he only gains 200€ (100 per die). Diana (blue) has been on two business trips, and all three of her dice are value 2. This nets her a total of 500€.


Marko (red) has been on business trips, but because he didn't place a die here he earns nothing.

END OF ROUND

After the execution phase is finished, start a new round by repeating the planning phase. This continues until the last travel card is drawn from the deck.

Gaining Souvenirs

Some travel cards have attractions at their locations, identified by their attraction symbol. Whenever you move a travel card to your field of memories, if you complete a new matching pair of symbols (ie. the same symbol 2, 4, 6... times), you gain a souvenir.

Choose a souvenir from the face-up collection near the tourist offer. Then place it face down in the zone of hearts section of your refrigerator. ( = )

Each souvenir that remains in the zone of hearts at the end of the game will bring you 5 points.

Using souvenirs

At any time during the game you may use a souvenir by announcing it and turning the souvenir face up. Move the souvenir to one of the three used sections of your refrigerator and performing its effect.



Take 500 



Move a travel card from your suitcase to your field of memories without spending dice on luggage.



Draw two cards from the travel deck. Choose one, then put the other on the bottom of the deck. You may then do one of the following:

- Put the chosen (non-tour) card in a free slot of your suitcase.
- Discard a card in your field of memories and place the chosen card in the field. (Discarded card goes to the bottom of the deck)

WARNING! If you choose the second option, you must end this action with the correct number of gained souvenirs according to your new attraction total. If you should now have less souvenirs, discard an unused one. If you don't have any unused souvenirs, you **cannot** choose this option (or must choose a different card to swap). In the rare event you can't choose either option, you lose this bonus and discard both drawn cards to the bottom of the deck.

Game end

The end of the game is triggered when the last travel card is drawn from the deck of cards.

Players finish the round they started.

At the end of the current round, return all cards still in the tourist offer to the deck and return the deck to the box, the season has ended and you are no longer able to book further trips (neither with an action nor with the souvenir).

Players will play one final round of the game without the booking action available. Players will still be able to travel (with already booked trips in their suitcase) or use the workplace action.

At the end of that round, the game ends and players calculate their scores.

The player with the most points is the winner. In case of a tie, the player with the most cards in their field of memory wins, then a tie is broken again by most souvenirs.

Scoring

Cards in your field of memories score in multiple ways.

· By region:

- Add up all the hearts of joy from the cards in a single suit, then multiply it by the number of your cards in that suit. (including cards in suit that do not have hearts).
- Repeat for each suit.

· Throughout Croatia:

- In each suit, find the single card with the most hearts. Add those hearts together and multiply it by the number of suits you've collected.

· Tour cards:

- Tours are scored as a collective whole. A single tour is worth 5 points, 2 is worth 15, and 3 is worth 30. Each tour after that is worth an additional 30 points.

· Souvenirs:

- Each unused souvenir is worth 5 points.

· Money:

- Every 300 ₧ is worth 1 point

Attributions

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Special mention:

We would like to dedicate this game to Luka and Marko, our sons and travel companions through life.

Playtesters:

Vjeko Martinjak, Marin Subanović, Sonja Kuzmanić, Jerko Penić, Marko Radelić, Ante Kaloper, Marina Kozina, Slavica Farkaš, Filip Jakovac, Ivan Kokić, Tomislav Mikuljan, Marijan Mihić, Roman Lončar, Edin Mujadžević, Sven Nemet, Luka and Marko Pintar, Maja Škripelj, family Smetiško, Blanka Hazulin, Anita and Davor Ambreković, Vedran Palajić, Jakov Puceković, Tina Toplak Bažulić, Mirta Mesić, Martina Galeković, Fran Bažulić, Branimir Jurić, Želimir and Dunja Gantar, Boris Fistrić, Ivana Potočić

Product name:

Sretan put! - društvena igra

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Skockane igre, Obrt za proizvodnju, prodaju i usluge

Skockane-igre.hr

Manufacturer:

Grafika-grafoprint d.o.o.

Country of origin: Croatia (EU)



WARNING:

Choking hazard
SMALL PARTS
Not for infants 0-3



EN 71-1, EN 71-2, EN 71-3
2009/48/EEC, (88/378/EEC)



Keep package for storage of game elements.