

# Explore NEW YORK

A ROUTE CHARTING GAME



**VIDEO RULES**

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MORE**

# ★ BRIEF SUMMARY OF THE GAME PROCESS



## GAME SETUP

1. Give each Player a City Map.
2. Shuffle the Tourist Deck. For 3 Players, use the entire deck. For 2 or 4 Players, remove 3 cards from the deck.
3. Give each Player a marker.
4. Randomly choose the First Player.

## PLAYER'S TURN

- STEP 1.** The First Player reveals 3 cards from the Tourist Deck, chooses and discards 1 of them, and keeps 2 cards as the Turn Cards.
- STEP 2.** Each Player chooses a city block based on the coordinates on the Turn Cards.
- STEP 3.** Each Player draws tourists from the Turn Cards in their chosen city block on their City Map.
- STEP 4.** Each Player draws route links on their City Map:
- a) Either two route links:
    - The first route link should be placed along any side of the chosen city block.
    - The second route link must extend from the first one. It can continue straight ahead, or turn left or right.
  - b) Or just one route link, but alongside any city block on the City Map.
- STEP 5.** The Turn Cards are discarded. Turn passes clockwise to the next Player. The game continues from STEP 1. Players continue taking turns until the end of the game.

## END OF THE GAME

When the last 3 cards in the Tourist Deck are revealed, the final turn begins. After the final turn is over, the game ends.

## BEFORE SCORING DETERMINE THE FINAL ROUTE

The Final Route is a single continuous line made up of route links drawn during the game that brings Player the most victory points. To determine their Final Route, each Player must erase from their City Map:

- a) Route links that are not a part of the Final Route.
- b) Branching and/or alternative route links that connect to your Final Route, but provide you with fewer victory points.
- c) All tourists that are not in one of the city blocks alongside the Final Route.


## CALCULATING VICTORY POINTS

Victory points are earned from city blocks that are located alongside the route links of the Final Route. Players calculate their victory points by filling in scoring boxes at the bottom of the City Map.

### SPECIAL SYMBOLS ON TOURIST CARDS:

- \* Each Player can select any number from 1 to 6 as their X or Y coordinate.
- + Each Player must draw 1 additional route link.

### CAFE BONUSES:

-  Each Player must draw two additional tourists of the given type in the same city block where this Player just placed tourists this turn.

# Explore NEW YORK

A ROUTE CHARTING GAME

## OBJECTIVE OF THE GAME

In this competitive game for 2–4 Players, chart your own route through New York City and place tourists into different city blocks. Your goal is to create a long, continuous route that passes by numerous attractions of interest to the tourists you have placed. At the end of the game, only tourists and attractions in city blocks that are **alongside your route** will earn you victory points. The Player with the most victory points wins the game!

## COMPONENTS

1. 4 City Maps, schematically depicting a section of New York City.
2. Tourist Deck of 27 cards.
3. 4 Dry Erase Markers of different colors.
4. Rules of the game.

## GAME SETUP

1. Give each Player a City Map.
2. Shuffle the Tourist Deck. For a game with 3 Players, use the entire deck. For games with 2 or 4 Players, remove 3 random cards from the deck and return them unseen to the box.
3. Give each Player a marker of any color.
4. Randomly choose the First Player.



Instead of giving a marker to each Player, Players may agree to share all the markers, in order to draw tourists in red, green, and blue colors. Use purple color for the route links.

City Maps



Tourist Deck  
(27 cards)

4 Markers

## GAMEPLAY

The game takes place over 9 turns in a 2– or 4–player game, or 8 turns in a 3–player game (until the deck runs out of cards). Each turn, the First Player reveals 3 cards from the Tourist Deck, chooses and discards 1 of them, and keeps the other 2 revealed for all Players to use. These cards show X and Y coordinates for a city block. Each Player then chooses a city block, draws tourists in that block, and draws route links on their City Map. Then, the next Player in clockwise order becomes the First Player and a new turn begins.

## PLAYER'S TURN

Player's turn consists of 5 steps:

1. The First Player reveals 3 cards from the Tourist Deck, chooses and discards 1 card, and keeps 2 cards revealed as the Turn Cards for all Players to use.
2. Each Player chooses a city block based on the coordinates on the Turn Cards.
3. Each Player draws tourists in their chosen city block on their City Map.
4. Each Player draws route links on their City Map.
5. The Turn Cards are discarded. The next Player in clockwise order becomes the First Player.



In the beginning, your tourists and route links may be scattered across the City Map, not connected. Your goal is to connect them during the game by adding route links, forming a long, continuous path.



**STEP 1.** The First Player reveals 3 cards from the top of the Tourist Deck and puts them face up in the middle of the table.

The First Player chooses and discards 1 of those 3 cards, placing it into the discard pile. The remaining 2 cards become the Turn Cards.



**EACH TOURIST CARD INCLUDES**

- a) **2** Number, from 1 to 6, which represents an X or a Y coordinate on the City Map.
- b) **\*** Some tourist cards have a \* symbol instead of a number. This means that each Player can select any number from 1 to 6 as their X or Y coordinate.
- c) **+** Some tourist cards have a plus 1 additional route link symbol (see pg. 5).
- d) **□** One or two tourist symbols. There are 3 types of tourists in the game:

- – These tourists like lively locations: busy public squares, stadiums, and shopping malls (red circle attractions).
- – These tourists prefer parks, arboretums, and other urban green spaces (green square attractions).
- △** – These tourists enjoy cultural attractions: museums, art galleries, and theaters (blue triangle attractions).



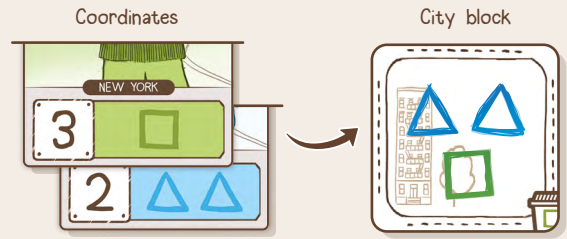
**STEP 2.** Each Player chooses a city block on their City Map according to the coordinates shown on the two Turn Cards. Each Player must choose **an empty** city block (empty meaning it has no tourists drawn there). Here is how to choose a city block:

- a) If both Turn Cards show the same number, for example, 2 and 2, there's only one city block available, and it must be selected.
- b) If the numbers on the two Turn Cards are different, each Player can decide which number to use for the X coordinate and which for the Y coordinate. For instance, if the Turn Cards display the numbers 2 and 1, the Player can select either the city block at coordinates (2, 1) or (1, 2). If one of the two available city blocks is occupied (containing tourists from previous turns), the Player must choose the other available city block.
- c) If there's a \* instead of a number, each Player can choose any number from 1 to 6 for one of their X or Y coordinates. If both cards have \* symbols, each Player can pick any city block on the City Map.
- d) If all city blocks with the available coordinates are occupied (they already contain tourists from previous turns), a Player must choose any other city block with no tourists and draw only one tourist of any type in it during STEP 3.



**STEP 3.** Each Player draws tourists in their chosen empty city block on their City Map.

- Each Player draws tourists from both Turn Cards within the chosen city block.
- If a Player did not use the provided coordinates to choose a city block (see STEP 2.d), this Player must draw only one single tourist of any type in the chosen city block.



**STEP 4.** Each Player draws route links on their City Map.

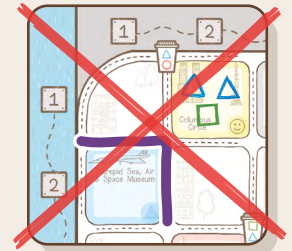
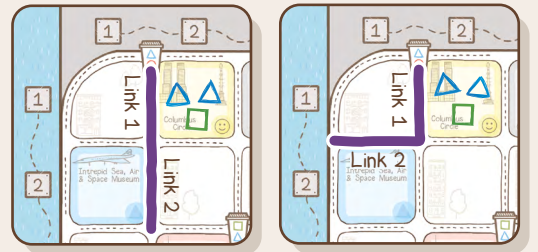
Route links must be drawn on roads, which are located between city blocks. Roads are marked by a dotted line. Each Player must draw route links in one of three ways:

a) Two route links.

- Link 1.** The first route link must be drawn along any side (left, right, top, or bottom) of the city block where the Player just placed tourists.
- Link 2.** The second route link must extend from the first one. It can continue straight ahead or turn left or right. The second route link is not required to be alongside the city block where a Player just placed tourists.

b) Only one route link, but anywhere on the City Map. If a Player prefers not to draw the route link next to the city block where they just placed tourists; they have the option to draw only one route link, but next to any city block on the City Map.

c) If a Player drew a single tourist (see STEP 3.b) they must draw only one route link, but alongside any city block on the City Map.



**Plus 1 additional route link.**



*This symbol on a tourist card means that each Player must draw one additional route link alongside any city block on their City Map. This route link doesn't have to continue the route drawn by the Player during this turn. If both Turn Cards have this symbol, each Player must draw two additional route links, each alongside any city block on the City Map.*

**STEP 5.** The Turn Cards are discarded. Turn passes clockwise to the next Player.


Once all Players finish drawing their route links, the First Player's turn is over. The Turn Cards are placed in the discard pile, and play passes clockwise to the next Player. The game continues from STEP 1. Players keep taking turns until the end of the game.

### END OF THE GAME

When the last 3 cards in the Tourist Deck are revealed, the final turn begins. After the final turn is over, the game ends, and Players calculate their victory points.

## CITY MAP

City Map is a schematic section of New York City, consisting of  $6 \times 6$  squares. These squares represent the city blocks of your City Map. During the game, Players draw tourists  $\triangle$   $\square$   $\circ$  in the city blocks of their City Map.

Roads, marked by a dotted line , are located between city blocks. During the game, Players draw route links on top of these printed roads.

On the left side of the City Map, there are Y coordinates, from 1 to 6. On top of the City Map, there are X coordinates, from 1 to 6. During the game Players will use those coordinates to choose a city block.

## TYPES OF CITY BLOCKS



**Red Circle** attractions draw tourists who enjoy lively locations such as busy public squares, stadiums, and shopping malls. These tourists are represented by the  $\circ$  symbol.



**Green Square** attractions entice tourists who prefer parks, arboretums, and other urban green spaces. These tourists are represented by the  $\square$  symbol.



**Blue Triangle** attractions appeal to tourists who enjoy cultural attractions: museums, art galleries, and theaters. These tourists are represented by the  $\triangle$  symbol.



**Yellow Smiley Face** attractions are interesting for everybody. **Each** Smiley Face attraction along your Final Route gives you 6 victory points.



**Grey Star** attractions are important for tourists to see as many as possible. You gain more victory points if you have a greater number of these on your Final Route: 4 victory points for 1 attraction; 12 for 2 of them; 24 for 3; and 36 points for 4.



**White City Blocks** do not yield victory points. However, tourists in these blocks will contribute victory points if they are included on the Final Route.



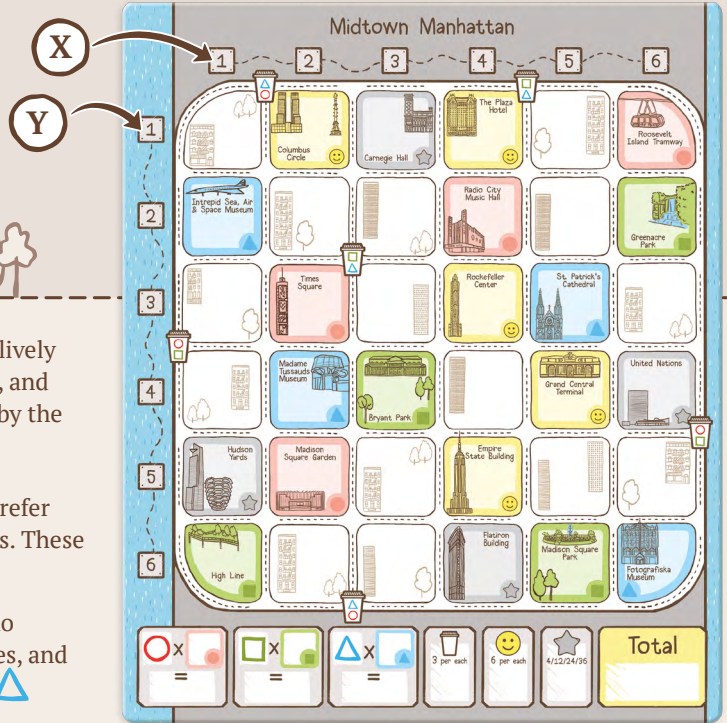
Please be aware that roads in the corners of the City Map are rounded. These rounded corners symbolize only one route link in the corners of the City Map.



**Cafes** are located at some road intersections on the City Map. If any route link touches (is drawn up to or past) the cafe symbol, a Player must promptly draw the two tourists shown on the cafe symbol in the same city block where they just placed tourists during their turn. As soon as you get the cafe bonus, circle the used cafe on your City Map.

In certain situations, you may have the opportunity to reach multiple cafes during the same turn. In such instances, all additional tourists must be placed in the same city block where a Player just placed tourists during their turn.

Each cafe yields 3 victory points at the end of the game if it is located on your Final Route.





## BEFORE SCORING DETERMINE THE FINAL ROUTE

After the game ends each Player must determine their Final Route. The Final Route is a single continuous line made up of route links drawn during the game that brings Player the most victory points.

The Final Route must adhere to these rules:

1. Each route link of the Final Route can only be used once when passing through it.
2. The Final Route may cross itself.
3. The Final Route can start and end at the same point, forming a loop.

First, each Player must erase route links that are not a part of the Final Route:

1. Route links that are not connected to your Final Route (A).
2. Branching and/or alternative route links that connect to your Final Route, but provide you with fewer victory points (B).
3. All tourists that are not in one of the city blocks alongside the Final Route (C).

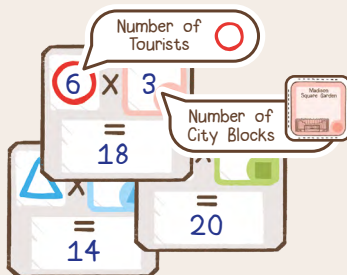
## CALCULATING VICTORY POINTS



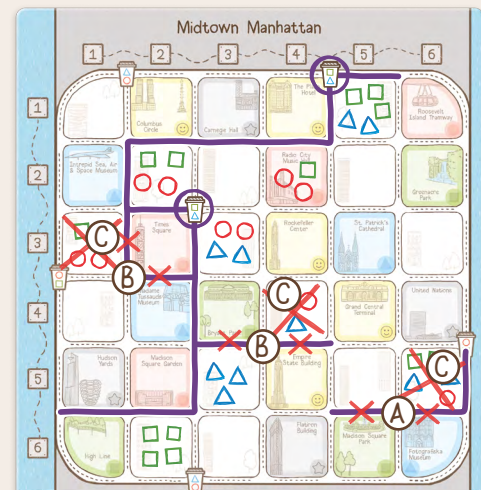
Victory points are earned from city blocks that are located alongside the links of the Final Route. Please note that if the Final Route only touches a corner of a city block, that block is not considered to be along the Final Route.

Each Player calculates their victory points by filling in scoring boxes at the bottom of the City Map.

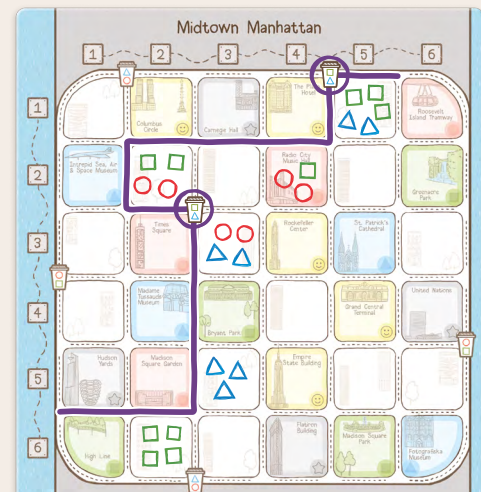
1. Count the number of red circle tourists on your Final Route and record it on the left side of the corresponding scoring box. Count the number of red circle attractions on your Final Route and record it on the right side of the corresponding scoring box. Multiply these two numbers together and record the result.
2. Similarly, complete the following two scoring boxes for green square and blue triangle types of tourists.
3. Count the number of cafes along your Final Route, then multiply this total number by 3, and record the result in the appropriate scoring box.
4. Count the number of yellow attractions along your Final Route, multiply this total number by 6, and record the result in the appropriate scoring box.
5. Count the number of grey attractions along your Final Route and gain points based on the total number as follows: 4 victory points for 1 grey attraction; 12 for 2 of them; 24 for 3; and 36 points for 4. Record the result in the appropriate scoring box.
6. Add up all resulting numbers and record the total number of victory points.



ROUTE EXAMPLE



FINAL ROUTE EXAMPLE



The Player with the most victory points wins the game!



The tourists were deeply impressed by the fantastic sightseeing tour you organized for them. They will certainly recommend it to their friends and plan another visit to New York in the future!

## EXAMPLE OF A 2-PLAYER GAME

Max and Lina each take a City Map. They agree to share all markers, taking turns to draw tourists and roads in their respective colors. They shuffle the Tourist Deck and remove 3 cards from it. Max is chosen to be the First Player.



## FIRST TURN

Max reveals 3 cards from the Tourist Deck. After looking at his City Map, he decides to keep cards with coordinates 4 and 5 on the table as the Turn Cards. He discards the card with the \* coordinate. Max chooses the city block with  $X = 4$  and  $Y = 5$  coordinates. Max draws 3 tourists in his chosen city block and 2 route links: the first one alongside his city block, and the second link extending straight down from the first one.



Lina selects the city block with  $X = 5$  and  $Y = 4$  coordinates. She draws 3 tourists in her chosen city block and draws 2 route links: the first one alongside her city block, and the second link extending rightward (straight) from the first link. Since Lina's second route link reached a cafe — she immediately adds 2 tourists from the cafe symbol to the city block that she already added tourists to. Lina then circles the cafe to show that it has already been used. Lina becomes the next First Player.

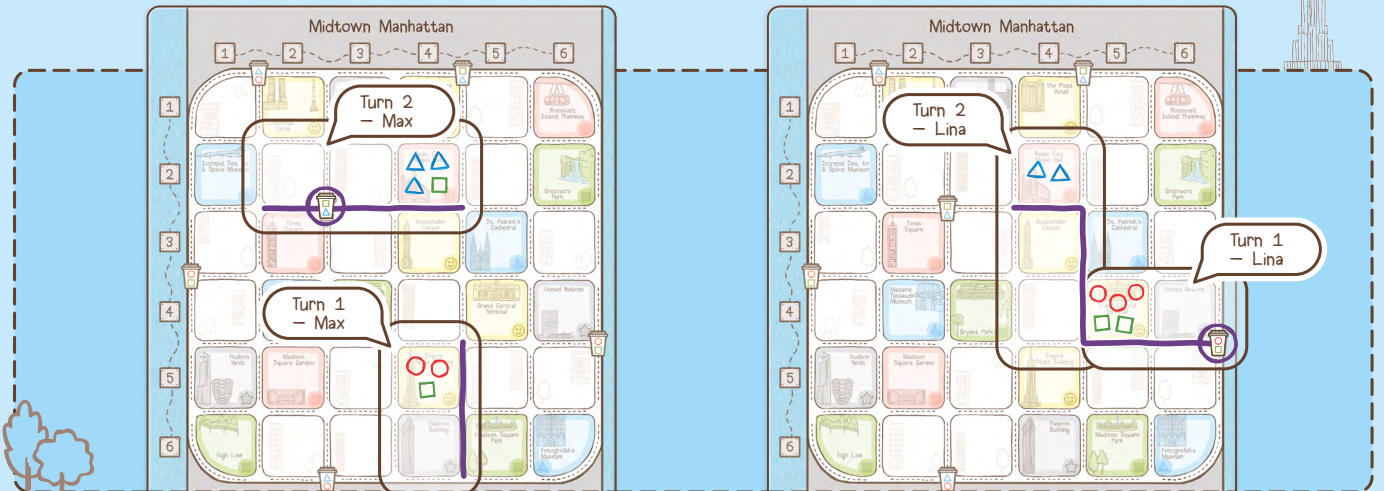
## SECOND TURN

Lina reveals 3 cards from the Tourist Deck. She discards the card with coordinate 1 and selects cards with coordinates 2 and 4 as the Turn Cards. Both Players select the city block  $X = 4$  and  $Y = 2$ . This choice lets Lina draw 2 tourists and 3 route links, 1 more than usual due to the + route link icon showing on the card.



Max also draws 2 blue triangle tourists in the chosen city block. However, he drew his 3 route links differently to reach a cafe. He circles the cafe and adds a green square and blue triangle tourist to his chosen city block. The Turn Cards are discarded, and Max becomes the next First Player.

Players keep taking turns until the end of the game.





# Explore NEW YORK

A ROUTE CHARTING GAME

- ▶ Engaging Game
- ▶ Simple Rules
- ▶ Easy To Learn
- ▶ Fast Gameplay
- ▶ Lots Of Fun
- ▶ Very Replayable
- ▶ Captures Memories
- ▶ Great Gift

Share the magic of your trip to New York with your family and friends! In this engaging game for 2–4 Players, you will chart tour routes through New York City, showing eager tourists the city's most beloved attractions.

Plan the perfect tour, visit iconic landmarks, and score victory points. Are you ready to craft an exciting New York journey and have a great time?

**LET THE ADVENTURE BEGIN!**



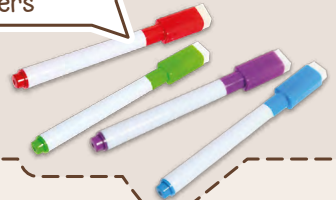
Laminated  
City Maps



Tourist Deck  
(27 cards)



4 Dry-Erase  
Markers



2-4

13+

20-30'



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WARNING: CHOKING HAZARD  
SMALL PARTS. Not for children  
under 3 years.

Made in China  
CGA17001

