



PHOTO TOUR

★ NORTH AMERICA ★

GAME RULES

PHOTO TOUR: NORTH AMERICA

You are photographers embarking on a journey through Canada and the USA by plane, bus, and car. Your task is to capture the most beautiful landmarks and place the photos in a traveler's journal. Improve your skills by using better equipment and participating in photo contests. Which photos will set you apart from the competition?

OBJECTIVE

To earn the most points on your journey. Points are awarded for photos of Landmarks in your Traveler's Journal, Photography Equipment, Photo Contests, and bonuses as outlined in the Scoring section.

COMPONENTS



1 GAME BOARD

1 TOKEN BAG

2





58 LANDMARK CARDS



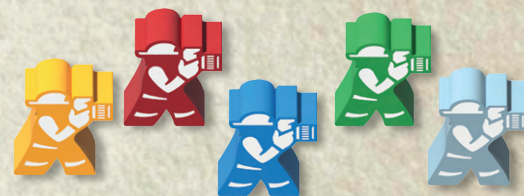
1 FIRST
PLAYER TOKEN



17 PHOTO CONTEST CARDS



5 TRAVELER'S JOURNALS



5 MEEPLES



1 SCORE PAD



65 PHOTOGRAPHY EQUIPMENT
TOKENS (5 TYPES)

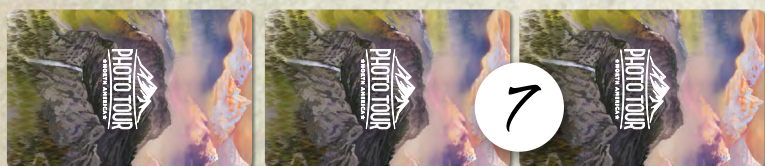


5 TRANSPORT DICE

3

[SETUP]

JAMES



- 1 Place the game board in the center of the table.
- 2 Shuffle the Landmark deck and place it on the game board, then place 5 cards face-up in the slots to the left of the deck.
- 3 Put all Photography Equipment tokens into the bag. Draw 5 tokens from the bag and place them in the photography equipment slots on the game board.
- 4 Roll 5 Transport dice and place them in the transport die slots on the game board.
- 5 Shuffle the Photo Contest deck and place 3 cards face-up on the game board in the associated slots.
- 6 Each player takes a Traveler's Journal and a Meeple of a matching color.
- 7 Each player draws 3 Landmark cards. They choose 2 to keep and 1 to discard. They will place their Meeple on their starting location which will be the location shown on their discarded card.
- 8 The player with the highest number on their starting location will take the first player token and start the game.



MARIA

GAMEPLAY

On their turn, a player performs one of the following Main actions:

- PLAN
- RENT EQUIPMENT
- MOVE
- TAKE A PHOTO

At any time during their turn, they may also Refresh, and use Journal or Landmark bonuses.

When their turn is over, play passes to the player to their left.

MAIN ACTIONS

PLAN

Landmark cards represent popular destinations that you can visit.



When you Plan, you choose 1 of the available Landmark cards and add it to your hand. There is no limit to the number of cards you can have in your hand. When the last card is taken, replace them with 5 more from the top of the deck.

Landmark Bonuses



Most Landmark cards have bonus abilities that players can use as specified on each card. A Landmark ability becomes available when a Landmark card has been placed in your Traveler's Journal, after you Take a Photo. In other words, you cannot use the abilities of cards in your hand. Activating a Landmark bonus is optional, even if the condition is met.

Landmark Bonuses can be used at 3 different times as indicated by these icons:


ON YOUR TURN:

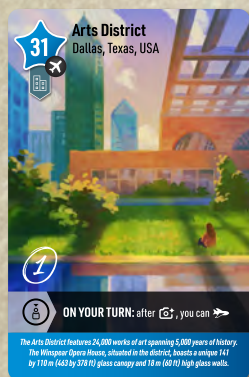
-  These bonuses enhance or add to the result of an action.
-  These bonuses stand alone and are not associated with your turn's action.

BETWEEN YOUR TURNS:

-  These bonuses trigger when the **opponent to your left** performs a specific action.
-  These bonuses trigger when **any opponent** performs a specific action.

GAME END:

-  These bonuses can provide points during Scoring.



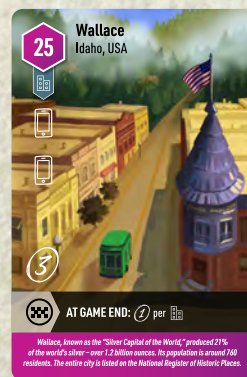
After performing the Take a Photo action, you can Move by Plane. A Transport die is not needed for this bonus action.



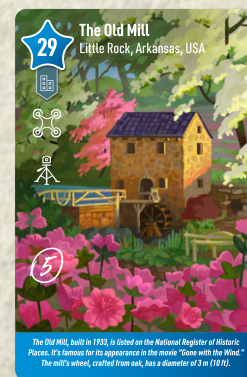
At any time during your turn, you may discard a token from your Reserve to draw a Landmark card.



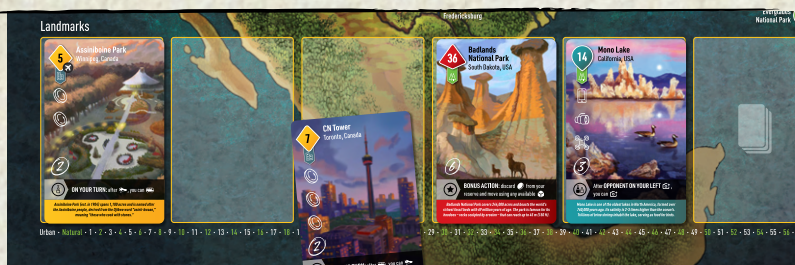
If the opponent to your left Moves by Car, you can immediately Move by Car as well. A Transport die is not needed for this bonus action.



During Scoring, score 1 extra point for each Urban type Landmark card in your Traveler's Journal



This card does not have any bonuses.



ALEX takes card #7 from the game board into his hand. A new card is not revealed to replace the one taken.

You can only activate 1 Landmark bonus on your turn, and another 1 between your turns (on either opponent's turn but not each opponent's turn).

RENT EQUIPMENT

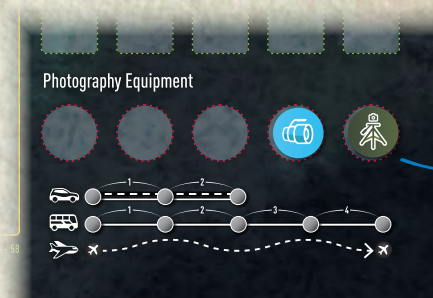
Photography Equipment tokens represent the extra equipment a photographer might want to use to capture that perfect shot. Photography Equipment tokens can be placed on Landmark cards when they are put into your Traveler's Journal for extra points if the icons match.

When you Rent Equipment, you choose 1 of the available Photography Equipment tokens and place it in one of the free slots on your Traveler's Journal. These 3 slots are called your Reserve.

If you have no free slots, you must discard a token to take this action.

When the last token is taken, replace them with 5 more from the Token bag.

If the bag is empty, put all the discarded equipment tokens back into the bag



JAMES takes the "Tripod" token and places it in his traveller's journal.



ALEX wants to take the "Lens" token from the game board **1**, but his Reserve is full. **ALEX** discards the "Film" token **2** and places the "Lens" token in its place.

ALEX has taken the last token and needs to add 5 new tokens to the game board, but the bag is empty. **ALEX** returns all the tokens from the discard to the bag **3**, then refills the slots **4**.



MOVE

Transport dice represent the methods you can use to travel on your journey. Each method allows you to move differently on the game board.

When you Move, you choose 1 of the available Transport dice and move your meeple on the game board in a way that matches the icon on the die. After a Transport die is used, it is placed off of the board, out of the die slot. This shows it is no longer available.

When the last die is used, roll all 5 dice again and place them back into the transport slots.



ALEX moves from location #21 to location #28. They use the Transport die and move 2 path segments: first on a highway and then on a dirt road.

JAMES moves from location #34 to location #35. They use the Transport die and move 4 path segments only on highways.

MARIA moves from location #19, which has an airport, to location #39 that also has an airport. They use the Transport die.



CAR: Move from one location to another up to 2 path segments away. You can use both highways and dirt roads.



BUS: Move from one location to another up to 4 path segments away. You can only use highways.



PLANE: Move from one location with an airport to any other location with an airport. The type of line or number of path segments separating the locations does not matter.

MAIN ACTIONS

TAKE A PHOTO



Placing Landmark cards into your Traveler's Journal represents taking a picture while being at that physical location. You can use Photography Equipment tokens from your Reserve to earn extra points by placing them on Landmark cards as they are added to your portfolio.

When you Take a Photo, you follow these steps in order.

1st CHECK LOCATION

Your meeple must be on the game board location whose number matches the number on a Landmark card that you have in your hand. If you cannot satisfy this condition, you cannot Take a Photo and will instead choose a different action to perform.

2nd PLACE THE LANDMARK CARD

Put the Landmark card in your Traveler's Journal. You can choose any of the 7 slots. These 7 slots (as well as the Landmark cards) are divided into 2 types:  Urban and  Natural. Additionally, these slots feature a bonus at the bottom called Journal Bonuses which will state a condition and/or benefit. For a bonus to apply, a Landmark card of a matching type must be placed in that slot.

If you lay a card into a slot that doesn't match, cover the bonus text with the placed card to show it does not apply.





If the Journal Bonus applies, then you may take that specified action immediately or at any time on your future turns.



Journal Bonuses in the top row are one-time bonuses for use throughout the game

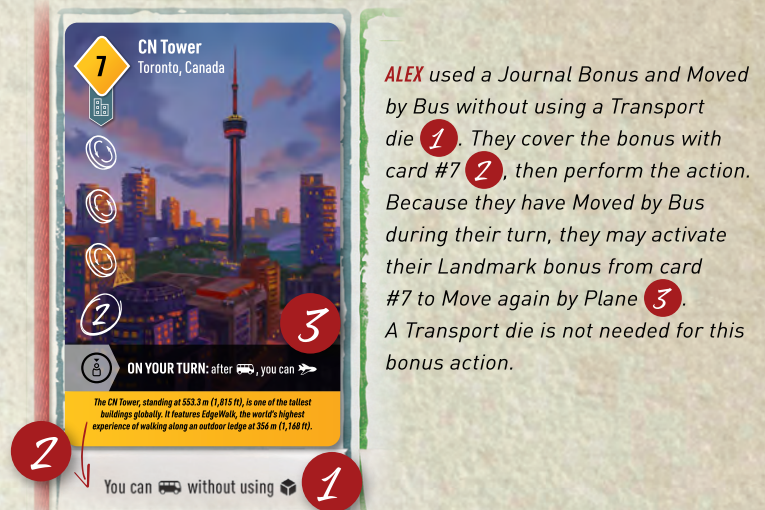
Journal Bonuses in the bottom row are for Scoring at the end of the game



Card #15 has an  icon and is in an  slot, so the bonus is open and will apply. Card #39 has an  icon but is in a  slot, so the bonus is covered and doesn't apply.

Once used, move the Landmark card in that slot down to cover the bonus to show it is no longer available.

You can activate multiple Journal bonuses in a turn and can combo them together with other Journal bonuses as well as with a Landmark bonus.



3rd USE PHOTOGRAPHY EQUIPMENT

If your Landmark card has icons on it that match any of your Photography Equipment tokens in your Reserve, you can place them onto the card to gain additional points at the end of the game. You may only place 1 token per matching icon shown on the Landmark card and you may only place tokens on the card you have just placed into your Traveler's Journal. If a card has a camera icon, it means that any token can be used to match that icon.



ALEX just placed card #22 and can place tokens on it. Among his tokens, he has a matching one — "Tripod". The tokens "Lens" and "Film" do not match this card. "Tripod" matches card #17, but it was already in his journal and tokens cannot be added to it anymore.

[EXTRA ACTION]

Refresh

In addition to taking a Main action, at any time you can perform an extra Refresh. Discard 1 Photography Equipment token from your Reserve or 1 Landmark card from your hand to replace any available Landmark cards, Photography Equipment tokens, or Transport dice (Choose 1 type).

You may move any amount of the chosen component to the associated discard pile while leaving any number of them on the table.

Then, refill all open slots of that type. As long as you pay the cost each time, you can Refresh as often as you like.

MARIA discards a token 1, then chooses to move 4 available Landmark cards into the discard pile 2, and will then place 5 new cards into empty slots from the deck 3.



[PHOTO CONTESTS]

Photo Contest cards are objectives available to all players that can provide points during Scoring. In a two-player game, 1st place earns 10 points, and 2nd place earns 2 points. In a 3–5 player game, 1st place earns 10 points, 2nd place earns 6 points, and 3rd place earns 2 points.

If players tie for an award, those players split the combined points of that award and subsequent awards equal to the number of tied players evenly, rounding down.

You must have at least one suitable card or token in your Traveler's Journal to claim an award.

For example, in a five-player game, 2 players tie for 2nd place. Those players would get 4 points each (6 points for 2nd place + 2 points for 3rd place = 8, then evenly split into 4).

As another example, in a four-player game, 3 players tie for 1st place. Those players would get 6 points each (10+6+2 = 18, then evenly split 3 ways into 6). Any ties in a two-player game will earn 6 points each.

PHOTO CONTEST NAME

CONDITION FOR RECEIVING AN AWARD

1-2 PLAYER GAME POINTS

3-5 PLAYER GAME POINTS



[GAME END]

When any player places their 7th Landmark card into their Traveler's Journal, the end of the game is triggered. The current round will continue until play passes to the First Player who does not get an additional turn. Proceed to Scoring to determine the winner.



[SCORING]

Players score points in 5 categories and record them on the score pad:

- 1** Points on Landmark cards in their Traveler's journal. Cards in hand do not earn points.
- 2** 3 points for each Photography Equipment token placed on Landmark cards in their Traveler's Journal.
- 3** 1 point for each Photography Equipment token in their Reserve.
- 4** Points awarded by the 3 Photography Contests.
- 5** Points for Journal and Landmark card Scoring bonuses.

Reminder: Journal Bonuses do not count if the slot is empty or the Landmark card in that slot doesn't match.

Total up these points. The resulting sum is your final score and the player with the most points wins. In case of a tie, the player with fewer cards in their Traveler's Journal wins. If a tie persists, those players share the victory.

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