

Goal of the game

In a game of JOURNEY – HORIZON, you place cards in a row in front of you. This row represents your travels. Match the cards as best you can to gain victory points, and win the game.

Components

12 *Goal* cards



15 *Bonus* tokens



61 *Journey* cards



Top of the card:
Colored tape
Icons

Bottom of the card:
Beginning of the *Note:*
Victory points per…

End of the *Note:*
…Victory points conditions

5 *Start* cards



1 scoring pad



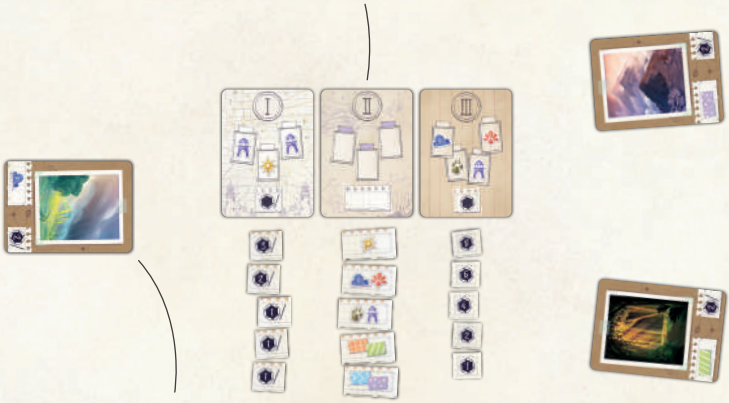
1 rulebook



Setup

Goals

Draw 1 random ***Goal* card** of each type (Ⅰ, Ⅱ and Ⅲ).
Place those cards in the centre of the table, and place the matching ***Bonus* tokens** below each of them.
Return all remaining Goal cards to the box.



Start cards

Deal a random *Start* card to every player.

Return all remaining Start cards back to the box.

Place your *Start* card in front of you, face up.



Journey cards

Shuffle the *Journey* cards into a face down deck. Lave a space for a *Journey* discard pile.

Score pad

Take the score pad and a pen to write down the players' scores.



Game

Journey – Horizon is pla
A round is played

1. Drafting phase

This step is played **simultaneously**
and allows players to choose their cards.

1. Deal 3 *Journey* cards to each player.



2. Each player selects the card they want out of the 3 cards they have in hand. They keep this card, and place the remaining two in front of the player to their left. When everyone is ready, take the 2 cards in front of you, and place them in your hand, along with the card you previously kept.



3. Each player chooses 2 cards they prefer out of the 3 they have in hand. They keep those 2 cards, and place the remaining one in front of the player to their left. When everyone is ready, add the card in front of you to the cards you previously kept.



4. Each player discards 1 card from the 3 cards they have in hand, face up.



5. Each player should have **2** *Journey* cards in their hand.



When all players have placed their
repeat the **Drafting phase** and **Sc**

ıe flow

s played over **4 rounds**.
ayed in 2 phases:

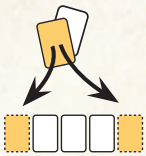
2. Scoring phase

This phase is played **one player turn at a time**
and allows you to place and score your cards.

The player with the **lowest score starts**. During the first round or in case of a tie, the oldest player starts. Then continue in **clockwise order.**

On your turn, follow this sequence:

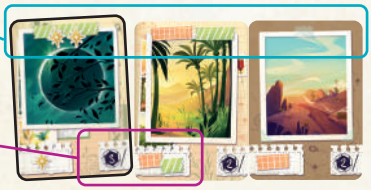
- **Place 1** out of the 2 cards of your hand at either end of your row: to the left, or to the right.



When you **place a** *Journey* **card**, you add icons and tape to your collection *(top of the card).*

Doing so, you match the beginning and the end of a *Note*, creating a complete *Note (bottom of the card).*

Note the points for **this *Note*** on the score pad.



Here, 9 points.

- **Check** whether you can claim a *Bonus* token.

- **Place** your **2nd** card with the same rules. Add the points to your score. Then check whether you can claim a *Bonus* token.

See the example at the end of the rules.

heir 2 cards and noted their score,
d **Scoring phase** for 3 new rounds.

Goals

As soon as a player meets the condition of one of the 3 *Goal* cards, they choose a matching ***Bonus* token**. You can validate multiple *Goal* cards in a single round.



Please note a player can only have one Bonus token of each type Ⅰ, Ⅱ and Ⅲ.

Goal cards



Goal achieved whenever you have all the required icons in your row.



Goal achieved whenever you have all the required colored Tape in your row.



Goal achieved when you have exactly 5 cards in your row AND **you have no** 🐾 in your row.

Bonus tokens

Each *Bonus* token has a different effect:

Ⅰ Bonus tokens

Immediately place this on the beginning of a *Note* of a card in your row. If this *Note* is complete, you immediately score victory points again, considering the new value brought by the *Bonus* token.

Placing the Bonus token here, you gain 3 points per . You gain a total of 6 points.



Ⅱ Bonus token

Immediately place it on the end of a *Note* of a card in your row. If that *Note* is complete, you score victory points again, considering the criteria of the *Bonus* token.

Placing the Bonus token here, you gain 2 points per and 2 points per , for a total of 6 points.



Ⅲ Bonus tokens

These tokens are worth as many victory points as their face value **at the end of the game**. They are played besides your row of cards.



Game end

At the end of the 4th round, the player with the highest total score wins the game.

Do not forget adding the points of the Ⓘ *Bonus* token, if you have one.

In case of a tie, victory is shared among tied players.



Phase 2 example

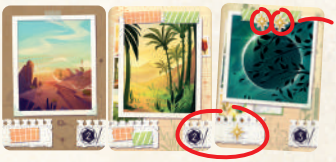
***Silas** plays his first card to the right. It gains him 2 points for each*  *and*  *in his collection. Silas gains 4 points.*



icons to multiply by the number of points



***Silas** plays his second card to the right. It gains him 2 points per*  *in his collection. Silas gains 4 points.*



icons to multiply by the number of points



Credits

Game designer: **Thomas Favrelière**
Artist: **Crocotame**
Layout and DTP: **Alexis Vanmeerbeeck**
Translation: **Mathieu Rivero**
Publishing: **Kyf Édition**

XOXO