

On Tour

New York

1 - 8 players | 20 min

Live the dream by playing in as many New York clubs in as many boroughs as possible. Plan the trip and book soloists along the way!

Components

Terminology

Regions

The map is divided into the 5 boroughs of New York: Bronx, Queens, Manhattan, Brooklyn and Staten Island.

Cards

Three cards are Ferry Cards.

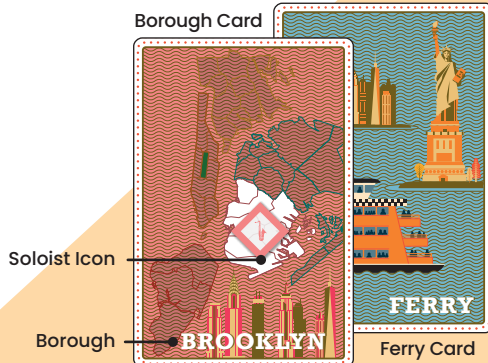
The other cards will highlight one or more boroughs. Some boroughs will indicate that a soloist is available there.

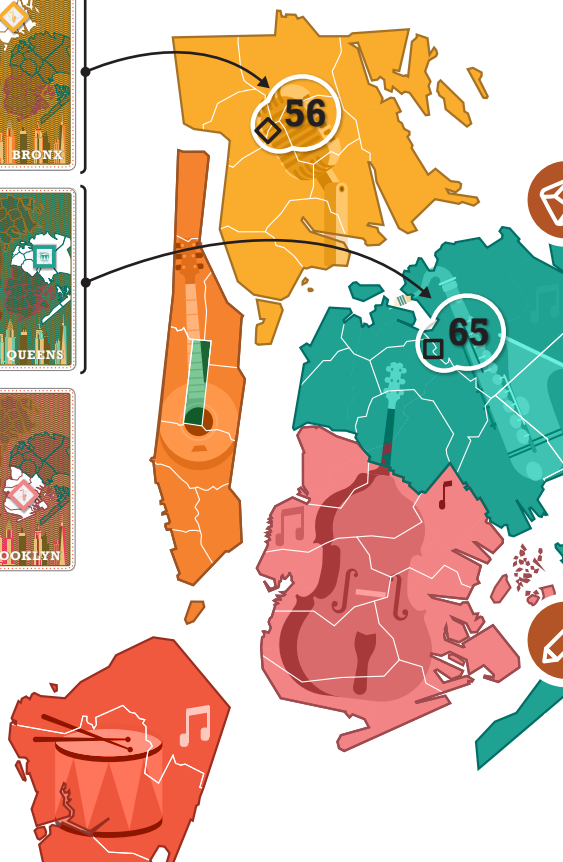
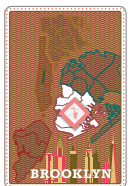
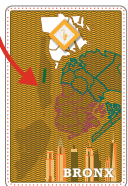
Setup

- 1 Give each player their own player board and a dry erase marker.
- 2 Shuffle the New York cards and place them in the center of the table.
- 3 The game starts with a blank map. You do not seed the board with numbers. The player with the best music taste begins the game by rolling the dice first.



- | | |
|----------------------------|-------------------------------------|
| A 2 Rulebooks | D 8 dry erase markers |
| B 40 New York Cards | E 2 ten-sided dice |
| C 40 Paris Cards | F 8 double-sided player maps |

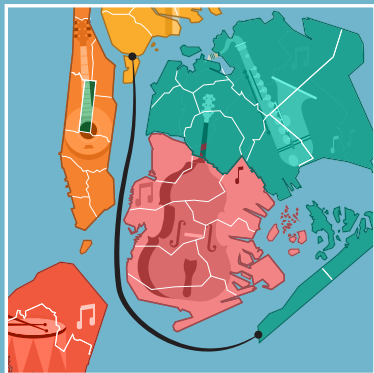




Soloist Symbols



Connecting Two Neighborhoods



Connectable



Landlocked

Gameplay

Flip 3 Cards

Each turn, the rolling player draws 3 cards and reveals them for all players. Reshuffle if the deck is ever empty.

Roll Dice

The rolling player rolls both dice. Combine the results to form two different 2-digit numbers (i.e. 5 & 6 combine to form 56 & 65). All players simultaneously write each of these numbers in two empty neighborhoods on their board.

Where to Write the Numbers

Players choose two of the three cards. The numbers must be written in the boroughs of the displayed cards.

If you write a number in the borough that shows a soloist symbol, write the symbol (next to the number.)

A different card must be used for each number.

Ferries

Four of the five boroughs are separated by water from the others (Queens and Brooklyn are connected by land). The only way to travel from one disconnected borough to another is by drawing a ferry route.

Ferry routes are lines through the water, connecting two neighborhoods.

There are two ways you can create a ferry route.

Ferry Cards: When a Ferry Card is flipped, you may draw a ferry route connecting two neighborhoods in any two different boroughs.

Matching Borough Cards: When all three flipped cards highlight the same borough, you may draw a ferry route connecting a neighborhood in that borough to any neighborhood in another borough.

Ferry routes act just like the dotted lines printed on the map. Ferries cannot be drawn to/from landlocked neighborhoods.

Important: When you draw a ferry route, you do not write any numbers that turn.

Star Powers

If doubles are rolled, each player draws one star in any one neighborhood on their board. The neighborhood must be in the boroughs shown on the cards. You may still draw a soloist symbol if you use the borough from the card indicating a soloist.

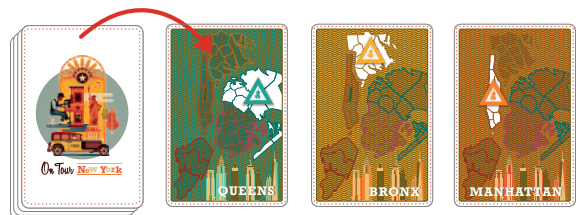
When you fill in all 5 neighborhoods surrounding Central Park, immediately write a star in any neighborhood of your choice.

Next Turn

When all players have written their two numbers or drawn a ferry line, discard the revealed cards and pass the dice clockwise to the next person.

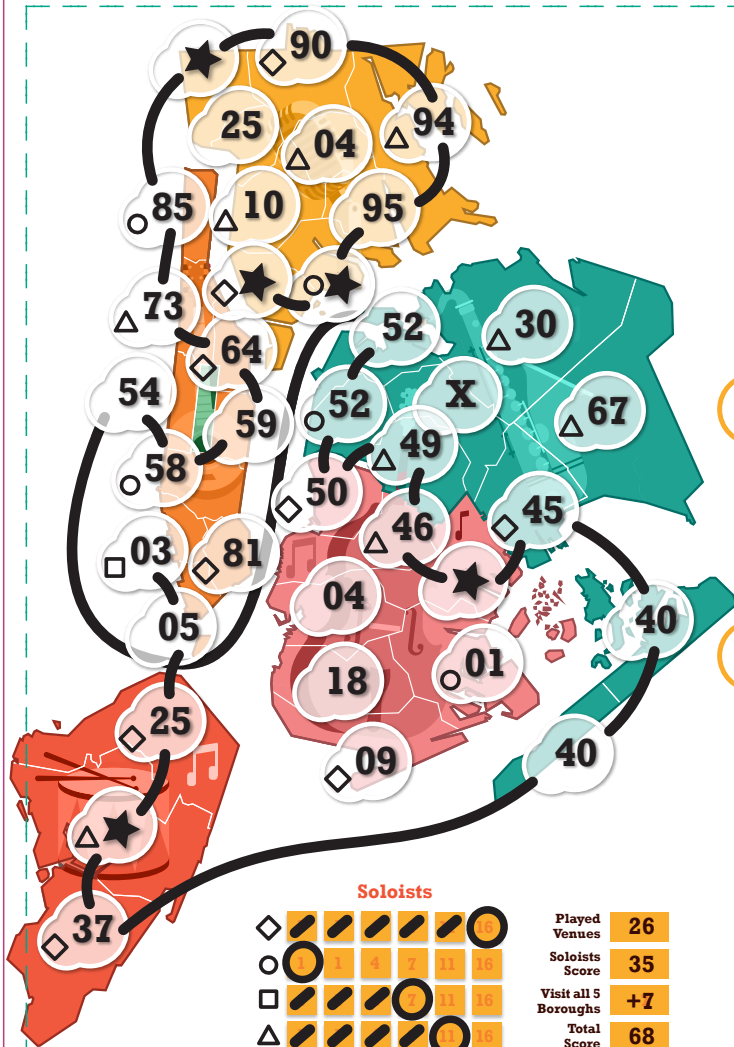
Last Turn

When a player has only one or two empty neighborhoods, they announce it to the other players (you must always share how many empty neighborhoods you have if another player asks). Do not flip cards. Instead, roll dice. Players may freely write numbers in any remaining neighborhoods, following the usual rules.



Double





Endgame

When any player fills in all of their neighborhoods, the game ends for all players. Beginning in any neighborhood, draw a continuous route for your tour.



The line must continue to any adjacent neighborhood with a number equal to or greater than the previous neighborhood you started in. Stars are wild and count as any number.



You can never return to a neighborhood that you have already visited. You can never go to a neighborhood with a lower number. When traveling from any borough to another borough (except from Brooklyn to Queens) you must take a ferry line. Number rules still apply.

Score one point for each neighborhood you visit.

For every soloist symbol you visit, mark it on the soloist track. Add the highest crossed off number in each row to your score.

Add 7 points if you visit the 5 boroughs.

The highest score is the winner!

FAQs, tips, & rarely-needed rules

- Q:** What if a player has two remaining neighborhoods on their last turn and then doubles are rolled?
- A:** Players may write the star in any neighborhood, and then play one more "last turn" as usual.
- Q:** What if a player has no legal place to write one (or both) of their numbers?
- A:** For each number you don't have a legal place to write, put an X in any empty neighborhood. During scoring, your route may not pass through an X.
- Q:** How are players supposed to remember the route?
- A:** Players may draw their planned route as the game goes on, and erase and change this plan as needed. It makes it easier to plan.
- Q:** How do I make sure the map will look awesome after countless plays?
- A:** Make sure you fully erase the board right after each play. Never erase with your finger. Always with the eraser, tissue, or cloth.
- Q:** What if the ferry drawing conditions are met AND doubles are rolled?
- A:** If you choose to draw a ferry, you do not write a star.

Credits

Designer: Alban Viard
 Original Design: Chad DeShon
 Illustrator: Gwen Keraval
 Graphic Design: Luke Adams
 Developer: John Brieger
 Consulting: Michael Dunsmore