

On Tour

1 - 4+ players | 20 min

You're living the dream! You are in a band and about to go on tour! It's your job to schedule the band's stops over the 100-day tour, visiting as many states as possible.

COMPONENTS

TERMINOLOGY

Regions

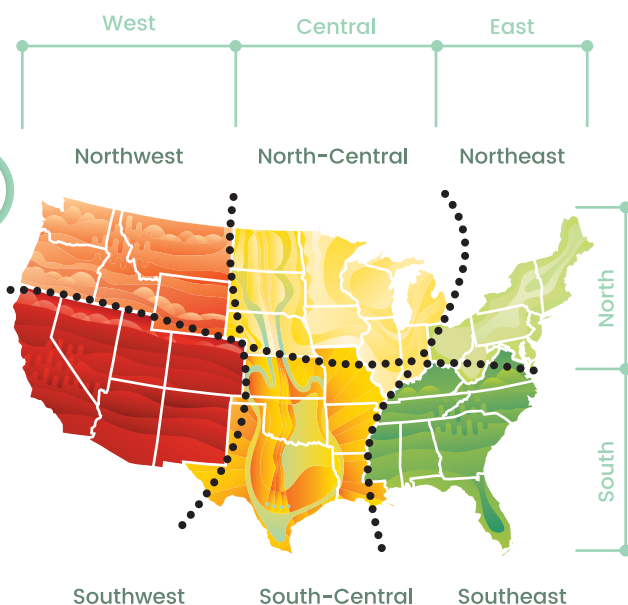
Your map is divided into 5 regions: North & South / East, Central, & West.

The 5 regions combine to form 6 individual areas: Northwest, North-Central, Northeast, Southwest, South-Central, and Southeast.

Each state resides in the intersection of two regions.
(i.e. New Mexico is in the South & West regions.)

Cards

Cards display a region and a state.



SETUP

- 1 Give each player their own player board and a dry erase marker.
- 2 Shuffle the cards and place them in the center of the table.
- 3 Roll the dice. For setup only, re-roll doubles.
- 4 Combine the results to form two different 2-digit numbers (i.e. 1 & 4 combine to form 14 & 41).
- 5 One player draws a card. All players write the lower dice combination on that state.
- 6 Draw another card and all players write the higher dice combination on that state.
- 7 Each player circles both numbers.
- 8 Repeat steps 3-7.
- 9 Remove the four cards from the game.

The player with the best music taste begins the game by rolling the dice first.

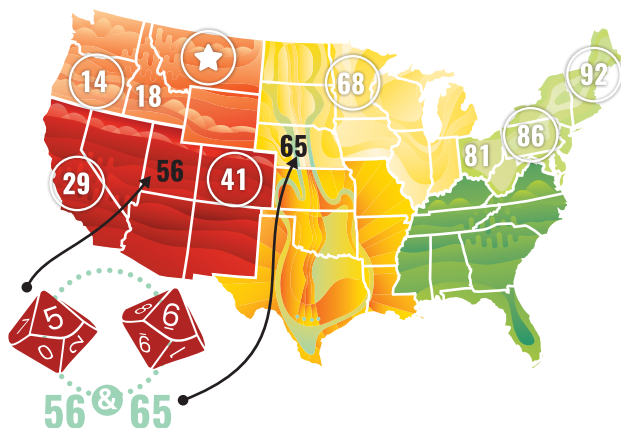
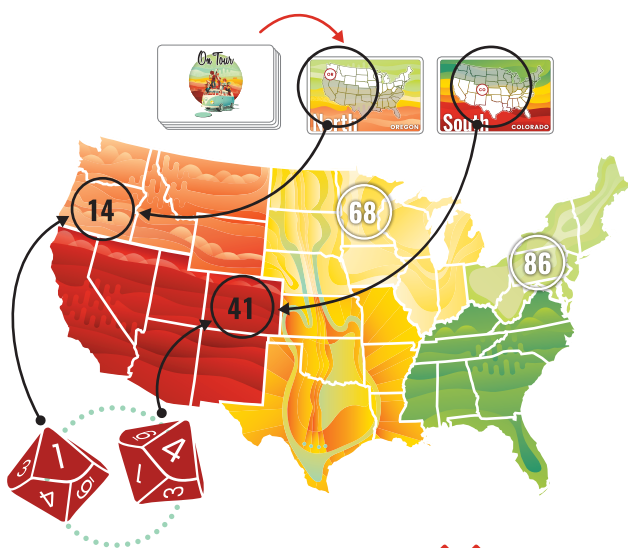
GAMEPLAY

Flip 3 Cards

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

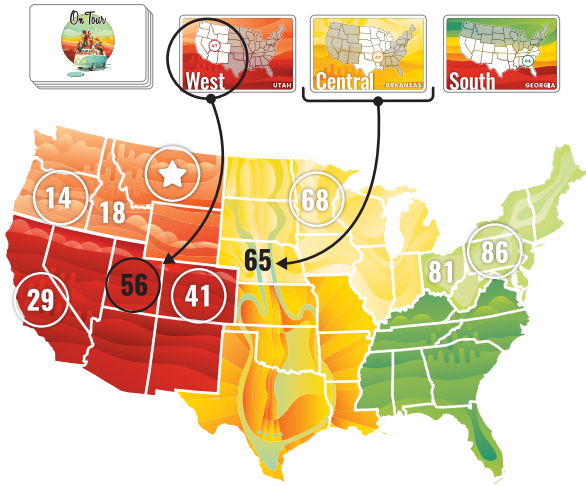
Roll Dice

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 states on their board.



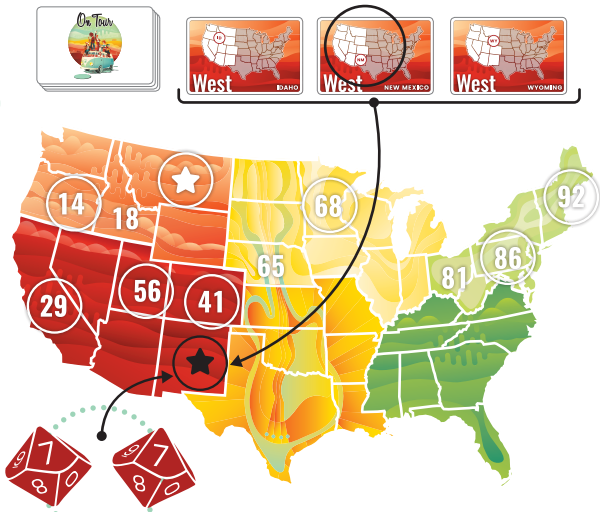
Where to Write Numbers

When writing numbers, players choose two of the three cards. The numbers must be written in one of the regions on the displayed cards (North, Central...). If you write a number on the same state displayed on the card, circle it. When writing numbers, a different card must be used for each number.



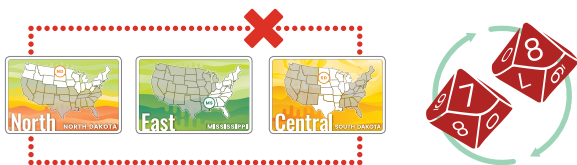
Star Powers

If all three cards display the same region OR if doubles are rolled, each player draws one star in any one empty state on their board instead of writing numbers. The state must be in the same region as shown on the card. You may still circle the star if you use an exact state from a card.



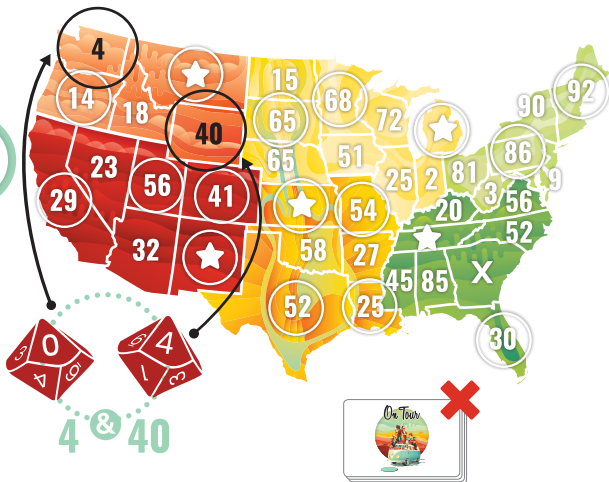
Next Turn

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



Last Turn

When only one or two empty states remain, do not flip cards. Instead, roll dice. Players may freely write numbers in any remaining states, following the usual rules.



ENDGAME

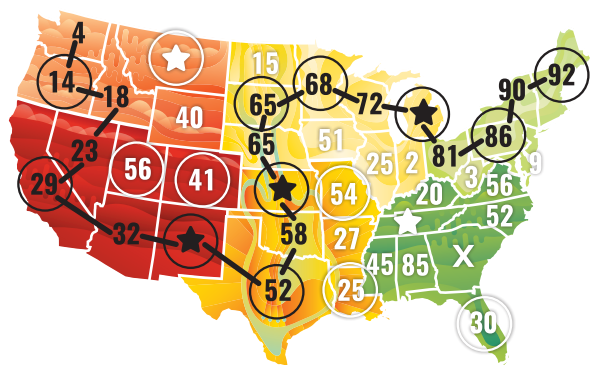
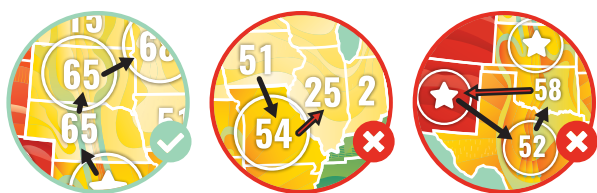
When all states are filled, the game ends. Beginning in any state, draw a continuous route for your tour.

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

You can never return to a state that you have already visited. You can never go to a state with a lower number.

Score one point for each state you visit and an additional point for each encircled star or number on your route.

The highest score is the winner!



VISITED STATES 19

VISITED CIRCLES 10

TOTAL SCORE 29

FAQs, tips, and rarely-needed rules

Q: What if players have two remaining states on their last turn and then doubles are rolled?

A: Players may write the star in either of their remaining states, 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 state of your choice. 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. Promise.

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.

Credits

Designer: Chad DeShon

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