

# A Journey Through FRANCE

## GAME INSTRUCTIONS

### GOAL OF THE GAME

Collect 8 postcards within 10 days and make it back to the airport before time or money runs out.



### Prefer a Video Walkthrough?

Scan the QR code to watch a short overview of the game rules and gameplay.



# WHAT YOU NEED

Before you begin, grab:



1 die



1 pawn or game piece



1 paperclip



Paper and pen



A phone or tablet for scanning QR codes (optional)

## CHOOSE YOUR EXPERIENCE

There are two ways to play: Standard or Full Experience.

### STANDARD

Standard is the regular version of the game.

Start with:



35€



10 days



Along the Way cards 1-24

### FULL EXPERIENCE

The Full Experience adds short videos designed to help you feel like you're traveling through France.

Start with:



45€



10 days



Along the Way cards 1-12



Along the Way cards labeled **EXPERIENCE** on the back

To prepare this deck, use Along the Way cards 1-12, then shuffle in the **EXPERIENCE** cards.

For smoother play, open the playlist on the next page.  
Then choose each video from the menu throughout the game.



# OPTIONAL VIDEO PLAYLISTS

If you'd rather not scan each QR code individually, you can use the video playlists instead. Each playlist contains the same videos used throughout the game.

Scan the playlist QR code to open the playlist page, or go to <https://francevideos.JourneyThroughGames.com/>

SCAN FOR  
VIDEO PLAYLISTS



## SETUP

### 1. SETUP THE ATTRACTION TILES



Setup each numbered attraction tile on the matching numbered space on the board.

For example, tile 1 goes on game square marked 1, tile 2 goes on game square marked 2, and so on.

### 2. PREPARE THE CHALLENGE DECK



Shuffle all Challenge cards together into one deck. Both Standard and Full Experience use all Challenge cards.

Challenge categories include:

- Street Performer
- Sightseeing
- Regional Knowledge
- Lost in Translation

Place the Challenge deck on its space in the middle of the board.



# 3.

## SET YOUR STARTING BUDGET AND TIME



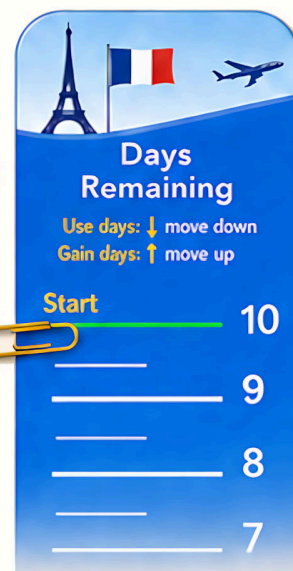
For **Standard**, start with 35€.



For **Full Experience**, start with 45€.



Place the paperclip on Day 10 of the day tracker.



# 4.

## START AT THE AIRPORT



Place your pawn on the airport space.



## OPTIONAL PLANNING



Before you begin playing, you may look through the **Tour Guide** to see what's in each region.



You may also use the **Itinerary Planner** to map out your route ahead of time.



## HOW TO MOVE



On your turn, roll the die.



You do **not** move the number you roll.



Instead:

| DIE ROLL |  |     | MOVE            |
|----------|--|-----|-----------------|
|          |  | 1-2 | → Move 1 space  |
|          |  | 3-4 | → Move 2 spaces |
|          |  | 5-6 | → Move 3 spaces |

Move clockwise around the board.



# 5.

## STOPPING AT ATTRACTIONS

As you move, you may stop at **any attraction** you pass.

### IF YOU STOP AT AN ATTRACTION:

- ❌ Your turn ends there
- ❌ You do not continue moving
- ❌ You do not do what is underneath the attraction tile



# 6.

## VISITING ATTRACTIONS

To visit an attraction:

- 1 € Pay the euro cost shown on the tile
- 2 ⌚ Use the amount of time shown on the tile
- 3 ➡ Move the attraction tile to the middle of the board
- 4 📄 Take the matching postcard



- ★ **Your turn ends** after visiting an attraction.
- ⊘ **You do not draw a Challenge card** after visiting.
- ▶ You may also scan the QR code on the postcard to watch a short video about the place you visited.





# 7. IF YOU LAND ON AN ATTRACTION

If you land directly on an attraction, you have **two choices**.



## OPTION 1: VISIT IT

Pay the cost, use the time, move the tile to the middle, and take the postcard.

★ Your turn ends.



## OPTION 2: SKIP IT

Leave the tile where it is and roll for a Challenge instead.

★ Your turn ends.



# 8. BOARD ICONS

When you land on a space, follow the icon.

| ICON | WHAT IT MEANS                                      |
|------|----------------------------------------------------|
|      | Roll for a Challenge                               |
|      | Draw an Along the Way card                         |
|      | Choose either a Challenge or an Along the Way card |



# 9. CHALLENGES

When you roll for a Challenge, the die works **differently**.

This time, use the actual number you rolled to choose a card from the Challenge deck.

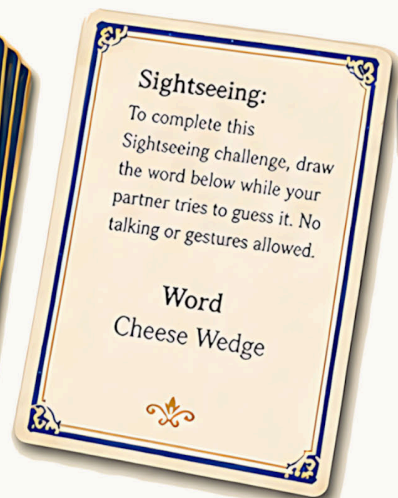
## FOR EXAMPLE:



If you roll a **5**, take the **5th** card from the top.



If you roll a **2**, take the **2nd** card from the top.



After choosing the card, set a timer for **60 seconds**.



If you complete the challenge, gain **2€**.



If you do not complete the challenge, **lose 2€**.



Then your **turn ends**.



## IMPORTANT CHALLENGE RULE

For Street Performer and Sightseeing cards, **only one player should look at the card**.

Keep the card hidden from the rest of the group while they guess.



## PLAYING WITH YOUNG CHILDREN

If you're playing with young children, close enough is good enough for Street Performer and Sightseeing challenges.



The goal is to have fun, be creative, and enjoy traveling through France together.





## 10. ALONG THE WAY CARDS

-  When you land on an Along the Way space, draw one Along the Way card and follow the instructions.
-  These cards may help you or cost you time or money.
-  After following the card, your turn ends.



## 11. TAKING THE TRAIN

-  At any time, you may take the train.

### TO TAKE THE TRAIN:

-   Pay 3€
-   Use half a day
-   Move your pawn to the first space of **any** region

-  Taking the train ends your turn.



## 12. RUNNING OUT OF TIME OR MONEY



### Time Runs Out

If you run out of days before returning to the airport, your trip ends.



### Money Runs Out

If you cannot pay a required cost, you may not take that action.





# 13. COMPLETING YOUR JOURNEY

To finish the game, follow all three steps:

-  Collect 8 postcards.
-  Take the **train** back to the airport.
-  Make it back **before** you run out of days or money.



## TRAIN REQUIRED

Even if you're nearby, you cannot move directly into the airport.

You still have to take the train back.

PARIS AÉROPORT



# Want to Make Your Experience Even More Memorable?

We created the *Journey Through France* Companion Package to help turn moments from the game into shared experiences. It's a collection of ideas and printable extras that have made our own game nights more memorable. We hope they'll become part of yours, too.



DOWNLOAD YOUR FREE  
**Journey Through France**  
Companion Package



Scan to  
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Package.