



BACKPACKERS RACE
 WITH MY BACKPACK AROUND THE WORLD
 by Ángel Lapuente Ibáñez
<https://backpackersrace.lapuente.de>

2-6 Payers	20-30 Min	AGE 8+
FAMILY ★★☆☆☆	EXPERT ☆☆☆☆☆	
STRATEGY ★★☆☆☆	LUCK ☆☆☆☆☆	
ATTENTION ★★☆☆☆	RELAX ☆☆☆☆☆	



V2.8 EN
CONTENT OF THE GAME:

- 108 cards of 8 types:
 ~ 36 Countries
 ~ 20 Questions
 ~ 19 Actions
 ~ 6 Stars
- 6 Mega cards: Country information.
- 2 Spaceships 3D mini Bricks.
- this regulation.



Characters 6 ~
 Passports 6 ~
 Life Counters 6 ~



BACKPACKERS RACE is a fun family game of boycott and cooperation with your friends, whose main objective is to know the world, traveling through all the continents, without the other players discovering in which country you are hiding.

"Establish alliances with your enemies, show your cleverness in each turn, and remember that only one will manage to " Circle the World ". Keep secret weapons in your backpack and use them at the right time! The tension between players will advance at the same time as the game, you will surely want a rematch! "

HISTORY AND OBJECTIVE

Everything begins in Sophie, an extrasolar planet of the Virgo Supercluster, more specifically, in the Andromeda Galaxy, 2.5 million light-years from Earth. Its inhabitants, the Sophys, are mainly dedicated to the study and colonization of new planets.

You and your traveling companions have been trained for a future colonization of planet Earth. To finish your training you should go there and show that you are the best.

Your mission begins in Antarctica, where your spaceship lands. Your goal is to "CIRCLE THE WORLD" or "COMPLETE YOUR PASSPORT" before your companions do, keeping you alive and without being discovered. To do this, dress up as your favorite historical character, fill your backpack with special weapons and ... let the adventure begin! Good Luck!

1. CIRCLE THE WORLD - COMPLETE YOUR PASSPORT

To CIRCLE THE WORLD you have to visit the 6 Continents of the game. Each continent and its countries have the same color of the card: North America (green), South America (blue), Europe (orange), Africa (yellow), Asia (red), and Oceania (purple). Each player starts the game with a Passport of the color of their continent [#7], so ... You only have to visit at least one Country from each of the other 5 Continents! [#12: See image 12]

To COMPLETE YOUR PASSPORT it is necessary to have 10 countries visited (8 for four or more players).

2. PREPARATION

The game method consists of playing country cards from your hand to the table; Pass at least one turn in each country, without being discovered, and add it to your passport as a visited country. Through Questions the other players will try to guess your current country; If they do, they will take your country and add it to their passport.

Start by dividing the cards with the blue back and the yellow back. The blue cards form the game Deck:

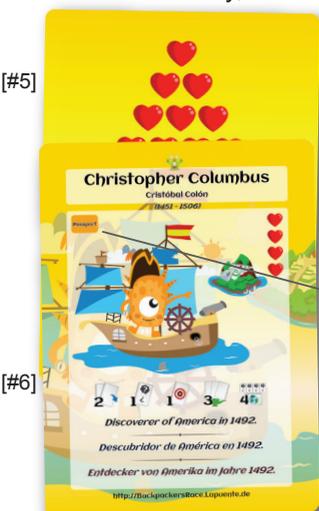
In this Deck there are 4 types of cards: Country [#1], Question [#2], Action [#3] and Star [#4].

Yellow cards form the initial state of the player's table [#5-8]. They do not change during the game. To begin, each player will choose a Character card [#6] with their corresponding Passport [#7], a Life Counter [#5] and a Country Information Card [#8]. The remaining yellow cards are taken out of the game.

All the blue Country, Question, Action and Star cards are shuffled and placed together on the table, face down, forming the game Deck.

In games of 2 or 3 players you must remove the countries marked on the Country Information card like: A [3+] and [4+]

Once the preparation of the game has been done, each player will take 2 cards of the top of the main deck in his hand (hidden from the rest of the players) and it starts the turn of the first player.



3. START: TURN-BASED GAME

This is a turn based game. Each player may only play cards from his hand, and in his turn (except for the Star cards [#4]). The turn is played in the direction of the rotation of the earth: counter-clockwise [#9]. The initial player will be the one that has visited the most countries in his real life or the worst player in the last game.

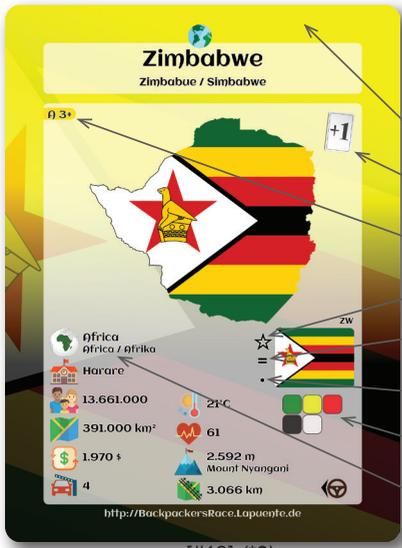
To start the turn, the player draws 2* Cards from the deck and begins to play the cards in his hand. Each player decides when his turn ends. The game will end when a player gets "CIRCLE THE WORLD" or "COMPLETE YOUR PASSPORT": that player will be the winner.

In summary, in a player's turn, in any order, the player can:

-  - Take 2* cards from the deck.
 -  - Visit a new Country [#9] 
 -  - Use 1* Question card.
 -  - Use 1* Action card.
 -  - Use as many Star cards as you wish.
 -  - Guess another's players Country (Once per player)
- At the end of his turn, the player can not have more than 3* cards in hand. (Choose and discard the rest).  [#10]

- If YOU DON'T have Current Country:     If the OTHER Players DOESN'T have a Current Country:   
- You CAN'T play Action- or Question Cards.
 - You CAN'T Try to guess the current Country of another player.
 - You CAN play Star Cards at any time.
 - You CAN'T play Question Cards against him.
 - You CAN play Action or Star Cards against him.
- [#11]

4. COUNTRY CARDS



The Countries are the objective of the game. In your turn, and only once per turn, you can travel to a new country: simply lower it from your hand face down to the table [#15].

-  Color of the Country Continent.
-  Draw 1 card when you add it to your Passport.
-  For games of [3+] 3 or more and [4+] 4 or more players.
-  The flag contains a Star.
-  The flag is formed by horizontal lines.
-  The flag contains a shield or emblem.
-  Colors that the flag contains
-  Continent of the Country.



5. CHANGE CURRENT COUNTRY - ADD COUNTRY TO YOUR PASSPORT

If you want to travel to a new country, and you have already spent one turn in another: show it to the other players and add it to your Passport [#12]. Then travel to the new Country. Draw a card if indicated at the Country Card added to your Passport [#13].

Countries added to your Passport are placed one below the other and sorted by Continent (color) [#12], to make it easier for rivals to see the number of Continents visited.

When traveling to a new country, if you have Questions against you (Section 8.), you must answer them by rotating them appropriately. If when adding a Country to your passport, the Questions were not correctly answered, and a player discovers it in that turn: the Country will be discarded without passing to your Passport.

You can not leave a country if you do not travel to another. To be able to leave a Country and add it to your Passport, you have to spend a complete turn in it. If your current Country is destroyed, or another player guesses your current Country, you will remain without a country until your next turn.

6. GUESS THE CURRENT COUNTRY - PLAYER WITHOUT LIVES

On your turn, once against each player, you can guess his current country. If you guess right: you take the players current Country and add it to your Passport. If you fail: you lose a life. You can not try to guess if you are not in a country.

If you lose all your lives, discard all your cards on the table and hand, including Stars, Questions and Actions against you. The game starts again for you. Choose a new character and draw two new cards. If it's your turn, it ends here. The next player continues the game normally.

i 7. CARD INFORMATION OF COUNTRIES

It helps you to guess the current country of another player. It is divided by Continents, each with 6 of its Countries [#14]. The Country symbols detailed in (Section 4.) appear next to the flag and the Country name.

Each country information card has the letter A. It indicates the countries in play for this game.

To make the game easier, we will take as Northern Hemisphere: the 3 Continents of the north of the earth and as Southern Hemisphere the 3 of the south:



Created by Ángel y Anna Lapuente Ibáñez

[#14]

? 8. QUESTION CARDS

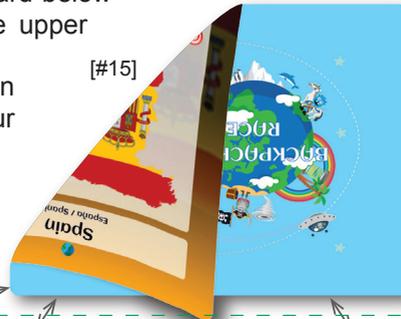
It helps to discover the current Country of another player. On your turn you can place 1* Question against the current country of another player. You can only play it if you and the other player have a current Country. Once played, it will remain on the table until the end of the game.

Each question is divided into two parts: affirmative and negative response. The player will place the Question in such a way that the answer borders his current Country [#16]. If you change the current Country, turn the Questions to adapt them to the new Country.

A player can only have 4* active Question cards against him. If someone asks a further question, he will place it on top of another Question Card of his choice [#16] and the card below will stop counting in the game. In case the upper

REMEMBER: A wrong answered question will not allow you to add the Country to your Passport.

The game contains 10 Questions about the flag of the Country and 10 about its continental location.



[#15]

Example with current country: Spain

- Country BELONGS to the Northern Hemisphere
- Country DOES NOT BELONG to America.
- The flag CONTAINS the color red.
- The flag DOES NOT CONTAIN a star.

[#16]

[#17]

🎯 9. ACTION CARDS

Attack another player. If you have a current country, play the action card from your hand against another player. Only on your turn and 1* per turn. Once it is played, it must be discarded.

The cards marked with the symbol Table [#19] will remain on the table.

★ 10. STAR CARDS

They give you an Extra Help. You can play them at any time of the game and as many as you want.

The cards marked with the symbol HEART+1 [#18] get you an extra life if you discard it.



[#19]



[#18]



[#20]



11. CHARACTER CARDS



LIFE COUNTER



PASSPORT

Each player starts the game by choosing his favorite Charakter [#22], takes the Passport [#23] of the color corresponding to his Continent, and places a Lives Counter card [#21] behind his character marking his current Lives).

In the original game, all the characters have the same characteristics:

[#21] Passport of the color of your continent.

(4) Initial lives.

(2) Cards you draw per turn.

(1) Question(s) you can play per turn.

(1) Action(s) you can play per turn.

(3) Cards in hand at the end of the turn.

(4) Maximum questions against you.

[#22]



[#23]

12. NOTES AND CLARIFICATIONS

If a card is DISCARDED, it will be placed in a new discard deck face up. This implies that players can always see the last card discarded. Discarded cards can not be reviewed. If a player discards more than one card at a time, opponents can only see the top card. If there are no cards in the main deck, the discard deck is shuffled, and turned face down as the main deck.

Players can talk at all times, but not exchange cards. Suicide is not possible. You can simulate it by failing to Guess a country, so you will lose a life (only once per Turn). You can not discard cards if they do not exceed your limit of cards in hand, and only at the end of your turn (this action would close your turn). The color gold is considered yellow.

If a card contradicts this manual, the effect of the card prevails (unless it indicates on the official website that it is a misprint on the card [http://backpackersrace.lapuente.de/FAQS]). Any new rule, or doubt in the rules that is not clarified here, will be decided by vote of the majority of all those present.

13. ADVICES

- During the first turns it is almost impossible to know in which Country your rivals are; Do not lose lives trying.
- For a game of 2-3 players: Oceania is the continent with the fewest countries in the game, take advantage of it !.
- Only one Country from each Continent gives you an extra card for visiting it.
- In the same turn you can Visit a new Country and Guess the current Country of another player, which would make you add 2 Countries to your Passport in that turn.
- Each character, action and star card symbolizes a place on earth, are you able to recognize them all?
- If your grandpa/grandma does not see the countries well, print them in huge! [http://backpackersrace.lapuente.de/Instructions].

- (*1) Confirm number in your Character card [#22].
- (*2) The capital, number of inhabitants, extension, GDP per capita, average annual temperature, driving side, life expectancy and highest point, are only informative.
- (*3) In reality part of South America and Africa are located in the Northern Hemisphere.

You can find the rest of the countries of the world that are not part of the original game, new actions, characters and much more, within the expansion "New Adventures".



THANKS



To my wife Anna, for giving me the time to make this possible. Some of the cards have been designed using vectors downloaded under a Creative Commons license from Freepik.com, Flaticon.com, vecteezy.com and Wikimedia.org. © 2019 Lapuente.de