

# ITCHY FEET THE TRAVEL GAME



## Alternative Rules: "Bucket List"

**front of you.** But look out! Other players may **steal countries from you** (this is a **new action**).

Once the country pile is empty, the **player with the most countries win!**



You only need 1 item to travel to a country.

Players can steal your country if they have 2 of the needed items!

The player with the most countries win!

## About

This is an alternative set of rules to be played with the base deck of *ITCHY FEET: the Travel Game*. It's just as **simple** as the classic game, and it plays **faster**.

Before trying this version, we recommend that you **first play the CLASSIC VERSION** of the game with extensions.

Below, major changes from the classic rules are highlighted in **green**.

## Cards

This alternative rule set uses **all cards - except characters, the Poorly Drawn Map special item, and the Civil Unrest event**.

(You may also choose to remove any other extensions, if you like.)

## Goal

Unlike the base game, this time, all players **race** to travel **to as many countries as possible**. You only need **one item** to travel to a country.

When you travel, **put the country in**

## Game Setup

### 1. Passports

- Every player takes a **passport** to their **hand**.
- Put away the **remaining passports**.

### 2. Countries

- In the center of the table, put all countries in **1 pile**.

### 3. Draw Pile & Starting Hand

- Shuffle all remaining cards to **form the draw pile**.
- Every player **draws 3 cards** from the draw pile.
- If you draw an **event**, reshuffle it into the deck and take a new card.

## EXAMPLE SETUP FOR 3 PLAYERS:

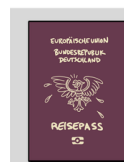


Discard Pile



Draw Pile

## Unused Cards



Remaining Passports



Characters

## Start

The player whose passport's country is closest (in the real world) to the country on top of the pile starts.

The game continues **clockwise**.

## Actions

On your turn, you must perform **one** of the following actions:



### 1. DRAW

Take 1 card from the **draw pile**.



### 2. RECYCLE

**Cost:** Discard **2 cards** from your hand.

**Take** 1 card of your **choice** from the **discard pile**.



### 3. STEAL CARD

**Cost:** Discard **1 card** from your hand.

Take **1 random card** from another player's hand.



### 4. STEAL COUNTRY

Take **1 country card** from another player.

**Cost:** Discard 2 (out of the 3) **cards needed by this country** from your hand.

This does not count as traveling. You **may** steal another player's country without a passport and/or with forbidden items in your hand.



### 5. TRAVEL

(See: "Traveling" section below)

After an action is completed, your turn is over.

## Other Rules

### Hand Size Limit

- You can have a **maximum of 7 cards** in your hand (including passports & special items).
- If **at any point** you have **more than 7 cards**, **discard down to 7**.

### Empty Hand

- If at the **start** of your turn your hand is **empty**, **draw 3 cards**.
- This doesn't count as an action.

### Empty Draw Pile

- When the final card in the draw pile is pulled, reshuffle the discard pile (including all events, forbidden items, etc) and turn over to form a new draw pile. Continue playing.

## Game End

The **game ends** when the **country pile is empty**.

The player with the **most countries wins!**

In **case of a tie**, keep playing until 1 player has the most countries.



## Traveling

**On your turn**, you can travel to a country when you have:

- 1 (out of the 3) item** required for the country
- A passport**
- No forbidden items.**

**When you travel:**

- Do not show** your full **hand** to the other players.
- Discard** the item used to travel. Keep your passport and the rest.
- Place the **country in front of you**, **visible to other players**.
- Draw **1 free card** from the deck.



You only need 1 item to travel to a country.



## FAQ

### Steal Country

- Though this adds a country to your lot, it **doesn't count as a "travel" action**, so you don't need a passport or a hand free of forbidden items.
- Do not draw a bonus card when stealing another player's country.

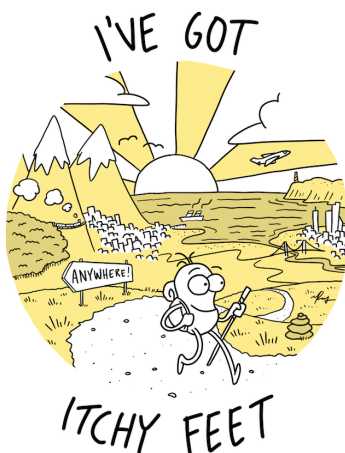
### Mouse Trap

- The Mouse Trap can be used to stop both "Steal Card" and "Steal Country" actions.

### Civil Unrest & Poorly Drawn Map

- These two cards' effects don't apply too well with this version, and could be removed from the game.
- If you choose to keep them, give them the following new effects:
  - Civil Unrest:** Shuffle the country deck.
  - Poorly Drawn Map:** Exchange a player's country with a random one from the country deck.

Alternative Rules: "Bucket List" & ITCHY FEET: the Travel Game  
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Bucket List Layout By Tristan Pearson  
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ITCHY FEET is the weekly web comic about travel, life in foreign countries, and learning new languages. Readers can expect an astonishing array of exaggerated facial expressions, humorous situations involving foreigners and foreign lands, and ordinary silliness. Every Sunday!

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# ITCHY FEET: the Card Game

## Ruleset Folding Directions

1. Line 1 — valley fold
2. Line 2 — mountain fold
3. Line 3 — mountain fold
4. Line 4 — valley fold
5. Guides — cut outline
6. Refold instructions

- - - - - mountain fold  
 . . . . . valley fold  
 ——— cut

