

The ultimate game to travel the world on a low budget

Spot Your Next Adventure

WaySpotting



2-6 Players

Ages 8 and Above

60 Minutes

WaySpotting

Can you spot the way from the heights of Machu Picchu to the busy streets of Tokyo? Who will reach Niagara Falls first? In Wayspotting you will crisscross the world, spot exciting ways and participate in challenging missions.

We have placed 42 flags in exotic attractions around the world. To collect the flag of an attraction (card) you must be the first player to reach the attraction and pay the ticket price to enter and visit it.

You will get from us: free, unlimited, international flights, an initial budget of 35 coins and 24/7 online travel support. Use your wits to collect these flags and use your knowledge and luck to win more coins in missions. The first player who reaches 12 points wins the game.

It is very important that you get familiar with the flight route map. We have printed one for you all to share and it's also available online.

CONTENTS

1 Board Map of the World with 42 Attractions

A Deck of 42 Attraction Cards (Flags)

84 Coins: Values of 10,5,2 and 1 way coins

A Set of 3 Colour-Coded Flight Dice

6 Player's Tokens



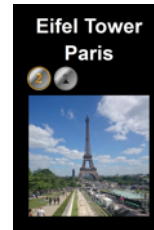
Also needed: 1 Tablet / Laptop / Desktop with an internet connection.

It is possible to use smartphones as well or more than one device during the game, however, one smart tablet which is shared between all players is preferred.

BOARD LAYOUT

The map includes 42 attractions from six categories (7 each). The ticket price to visit each attraction is printed on the respective card:

EXTREME
METROPOLITAN
FAMILY
NATURE
HISTORY
DESIGN AND ARCHITECTURE



Additionally, the map includes four Grey crash sites: Siberia, Antarctica, Tahiti and Seychelles.

Locations are connected between them using colour-coded flight routes which represent different airlines. Notice that some flight routes cross the map boundary and continue on the other side of the map.

SETUP

Open the board and place it on a flat plane where all the players can see it. Sort the attraction cards by colour, placing each category separately on the table.

Open a web browser on your preferred device and navigate to the domain of the game: www.wayspotting.com.

Select one player as a game master who will be responsible for collecting and giving money and attraction cards on behalf of the game. The game master must keep his/her personal way coins and cards separate from those of the game.

Each player receives a starter pack of 35 way coins:



WaySpotting

Where are you?



START LOCATION

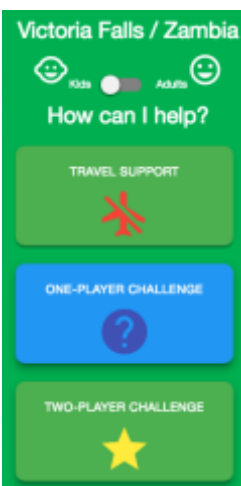
Players choose a token that represents them and then use the web app to choose randomly from which location to start the game (By clicking on the start button). Alternatively pick randomly a card from the respective deck.

GOING FIRST

The game master throws one coloured die, the outcome colour of the die determines the player who goes first. After his/her turn, play pass to the left.

USING THE WEB APP (www.wayspotting.com)

Use the web app if you want to:



- Choose randomly your starting location.
- Get travel support if you can't spot a valid way
- Start a one-player mission if you reach an attraction you have visited and have its card.
- Start a two-players mission if you reach an attraction another player has visited and has its card.
- Learn about the game (Rules, examples, etc.)

To use the web app, click on your current location on the map or on the attraction image in the left sidebar.

Follow the instructions and do what they say.

LOW BUDGET TRAVEL

Oh yes, we forgot to mention, you can only use low budget flights. These are last-minute flights which have two stops and use multiple airlines. Sorry, direct flights are too expensive...

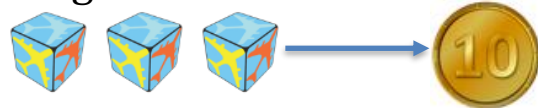
THE PLAY

At the beginning of every turn you **must** travel! After reaching an attraction, you can either visit it and collect its card or participate in a mission.

- **ROLL:** Roll all three dice.
- **SPOT:** Spot flights departing from your current location which have two stops and use all three dice colours in any order. Ways must not include the same flight route multiple times (flying back and forth). Try to spot as many ways as you can - check all six options.



- **TRAVEL EXPENSES** If all dice have the same colour, get travel expenses of ten way coins from the game master and that's the end of your turn.



- **TRAVEL** You must move your token to one of the spotted attractions. If you can't spot any valid way ask for travel support on the web app.
- **VISIT** If you reach an attraction and its flag is available, you can pay the printed price of the attraction and collect its card (flag).
- **ONE PLAYER MISSION** If you reach an attraction that you have its card you can earn way coins by winning a one-player mission.
- **TWO PLAYERS MISSION** If another player holds the attraction card, invite him for a two-players mission where you either cooperate or compete between each other.

The image below illustrates a possible way for the following dice outcome: Yellow, Green, Purple. It leads from Borobudur to the pyramids of Egypt via two stops: Singapore and Safari.



This image illustrates three possible ways from Sahara for the following dice outcome: Blue, Green, Orange. One way leads to Whale Watch through Paris and Amazon. The second way leads to Safari through Rio and Victoria Falls. The third way leads to Dubai through Egypt and Safari.



WINNING

The first player who reaches 12 points wins the game. Use this table to calculate the number of points you have:

Number of cards from the same category (colour)	Number of points
2 (pair)	2
3	3
4 (quad)	5
5	6
6 (six of a kind)	12

Additionally, for every 30 coins you get 2 points

12 POINTS EXAMPLES

six pairs



six of a kind



five pairs and
30 coins



two quads
and a pair



two fives



GREY LOCATIONS

If you stay at a grey location for more than three turns, you get a free emergency rescue to the nearest adjacent location.

TRADING

Players are free to trade attraction cards and money between themselves. However, no trading is allowed during missions.

RUNNING OUT OF MONEY

Trade your cards, or keep playing until you win money.

CREDITS

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CE

Warning: not
suitable for
children under 36
months because
of small parts

