

Overlander Game

Purpose of the game:

Complete a world tour with obstacles without running out of money. The winner is whoever has the most money left at the end.

Rules:

Game preparation

- The various cards are placed face down on foreseen space on the game board.
- Every player starts with a starting capital:
 $5 \times \$ 10/5 \times \$ 20/5 \times \$ 50/6 \times \$ 100/5 \times \$ 200/4 \times \$ 500/5 \times \$ 1000 = \text{total } \$ 7000$

Start

Each of the maximum of four players receives a game piece and chooses any port as the start / destination point. It is worth roughly defining an itinerary in advance in order to keep the route as short as possible and to keep shipping costs as low as possible. You should also consider that there are at least two highlights to be visited on each continent.

The starting point is also the destination, so you have to remember it (or write it down)

The player with the highest number of eyes begins.

Navigation on the game board

According to the number rolled, one can move FREELY along the lines. Highlights and shipping points must be met EXACTLY. If a point along the planned route is already occupied by another player, this route is blocked. In this case you MUST choose an alternative route. In any case, one must advance according the number rolled. Back and forth on the same move is not allowed.

Shipping

You will have to ship again and again on the chosen route. The shipping lines have different cost and should be chosen according to the budget. The shipping points (port) MUST be hit exactly. You draw a shipping card and follow the instructions:

- Express route - pay the transport costs, roll the dice again and move on via the destination port.
- Scheduled shipping - pay transportation costs and move to the destination port. Dice and draw normally in the next round.
- Delay - Pay for transportation and storage costs (\$ 500) and move to the destination port. Then suspend there 1 x. Then dice and move on normally.
- Surcharge - pay for transport costs and fuel surcharge and move on to the destination port. Dice and move normally in the next round.

ATTENTION:

If the funds required for shipping are missing, the till must be refilled by moving to other highlights.

Highlights of the trip

Highlight sights MUST be met exactly. They offer a desired source of income. The overlander writes a press article about the location and receives \$ 500. The same point can be approached several times, but only if at least one other highlight has been visited or a shipment has been made in between.

At least two different highlights must be visited per continent. As a check, the player places a chip on the "visit card".

Action Cards

If you land on an action point, the player draws a card and follows the instructions. It can be both positive and negative actions. That you can make money but there can also be costs.

Accommodation places

If you land on a lodging place, you draw a card. There are three types of accommodation:

- Wild camping = free
- Campsite = \$ 30
- Luxury hotel = \$ 300

Danger zones

Problems MAY arise in these regions, e.g. delays, costs, losses. But with a bit of luck, you can get through it without difficulty and save distance. If you choose a route through a danger zone, you move to the danger zone point regardless of the number rolled. There you draw a card and follow the instructions.

Winner and end

The winner will be the player who still has the most money available after reaching his goal. As soon as the first player reaches the finish line, the remaining players must travel the SHORTEST way back to the starting point. Any suspension must NOT be observed. The port city of shipping does not have to be hit exactly.

When all players have reached the finish line, the remaining money is counted.

Optional rules:

In order to shorten the playing time (four players need about 3 hours), alternative rules for the end of the game can be applied:

- There is only one winner: This means that when the first player finishes, the game ends.
- Reduced travel route: Instead of visiting all continents, you agree in advance which continents must be visited in the course of the game. (For example, only north or south hemispheres) Start / destination locations must then be selected accordingly. Trips to other continents can be allowed, but there are no highlights to visit.

Material:

- Game Board
- Game money

- Action cards
- Lodging cards
- Shipment cards
- Danger zone cards
- 1 dice
- Playing figures with different colors
- Highlight chip or cards