

# On Tour

1 - 8 players | 20 min

You're living the dream! You are in a band and about to go on tour! It's your job to schedule the band's stops over the 100-day tour, visiting as many states/countries as possible.



- 1 rulebook
- 41 USA state cards
- 39 EUROPE country cards
- 8 dry erase markers
- 2 ten-sided dice
- 8 double-sided player maps

## COMPONENTS

## TERMINOLOGY

### Regions

Your map is divided into 5 regions: North & South / East, Central, & West.

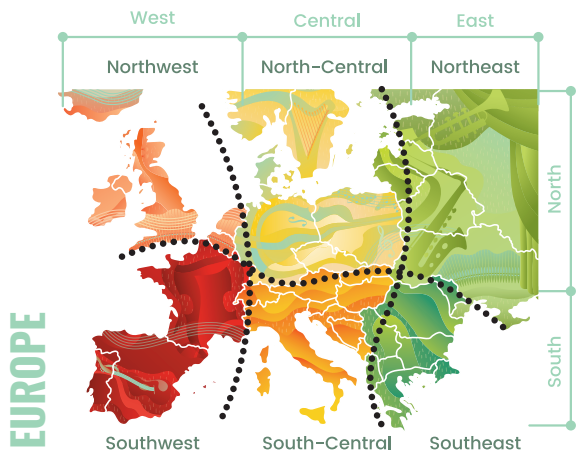
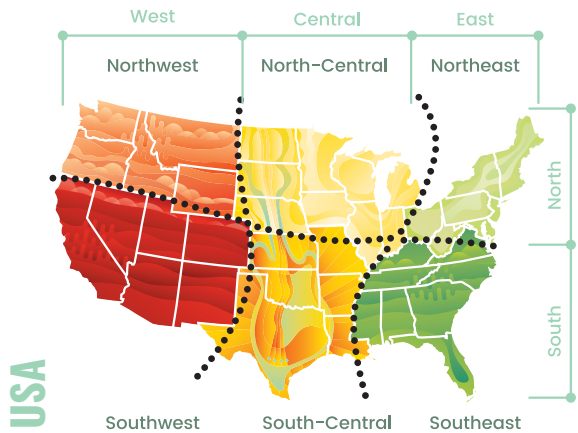
The 5 regions combine to form 6 individual areas: Northwest, North-Central, Northeast, Southwest, South-Central, and Southeast.

The rulebook will use the USA map as an example but the rules apply to the Europe map as well.

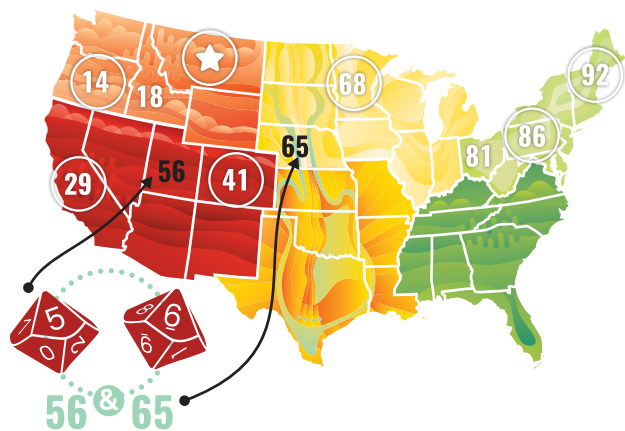
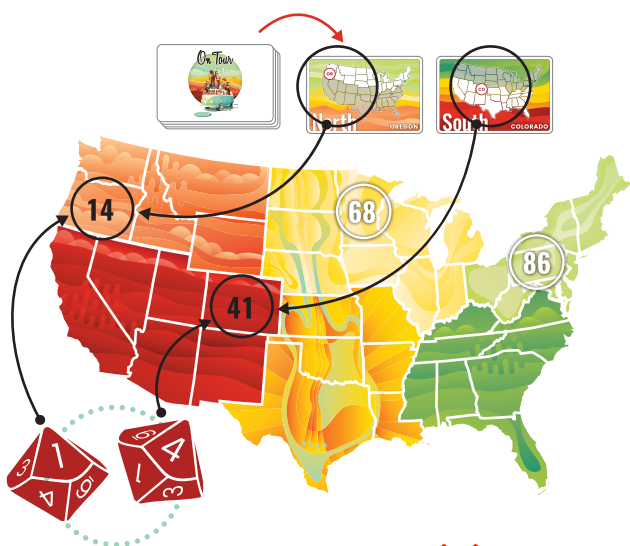
Each state resides in the intersection of two regions. (i.e. New Mexico is in the South & West regions.)

## Cards

Cards display a region and a state.



## SETUP



- 1 Give each player their own player board and a dry erase marker.
- 2 Shuffle the cards and place them in the center of the table.
- 3 Roll the dice. For setup only, re-roll doubles.
- 4 Combine the results to form two different 2-digit numbers (i.e. 1 & 4 combine to form 14 & 41).
- 5 One player draws a card. All players write the lower dice combination on that state.
- 6 Draw another card and all players write the higher dice combination on that state.
- 7 Each player circles both numbers.
- 8 Repeat steps 3-7.
- 9 Remove the four cards from the game.

The player with the best music taste begins the game by rolling the dice first.

## GAMEPLAY

### Flip 3 Cards

Each turn, the rolling player draws 3 cards and reveals for all players. Reshuffle if the deck is ever empty.

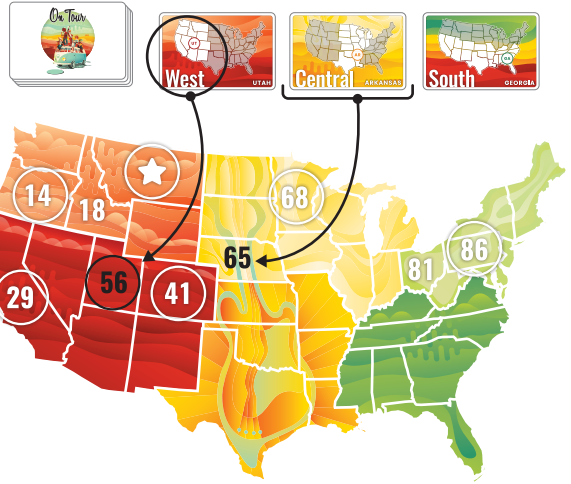
### Roll Dice

The rolling player rolls both dice. Combine the results to form two different 2-digit numbers (i.e. 5 & 6 combine to form 56 & 65). All players simultaneously write each of these numbers in two empty states on their board.

# Where to Write Numbers



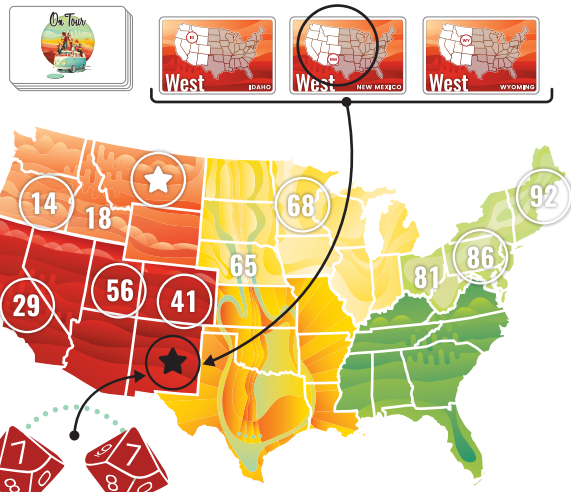
When writing numbers, players choose two of the three cards. The numbers must be written in one of the regions on the displayed cards (North, Central...). If you write a number on the same state displayed on the card, circle it. When writing numbers, a different card must be used for each number.



# Star Powers



If all three cards display the same region OR if doubles are rolled, each player draws one star in any one empty state on their board instead of writing numbers. The state must be in the same region as shown on the card. You may still circle the star if you use an exact state from a card.

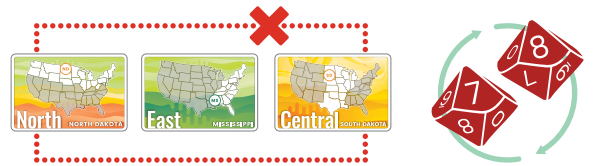


double

# Next Turn



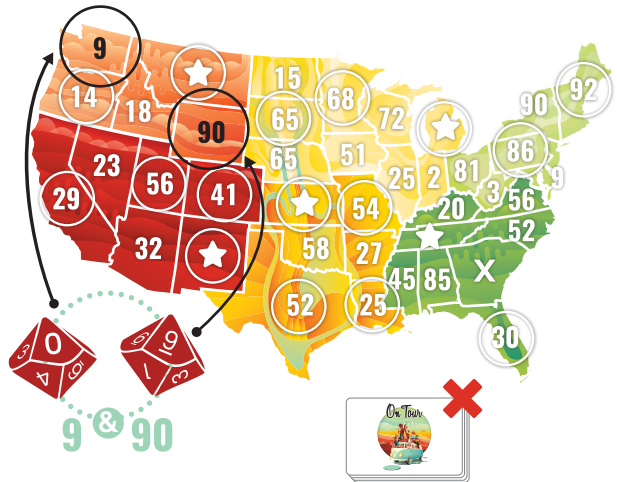
When all players have written their two numbers, discard the revealed cards and pass the dice to the next person clockwise.



# Last Turn



When only one or two empty states remain, do not flip cards. Instead, roll dice. Players may freely write numbers in any remaining states, following the usual rules.



9 & 90

## ENDGAME

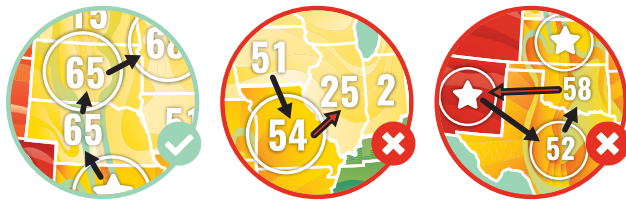
When all states are filled, the game ends. Beginning in any state, draw a continuous route for your tour.

The line must continue to any adjacent state with a number equal to or greater than the previous state you started in. Stars are wild and count as any number.

You can never return to a state that you have already visited. You can never go to a state with a lower number.

Score one point for each state you visit and an additional point for each circled star or number on your route.

The highest score is the winner!



VISITED STATES 19  
VISITED CIRCLES 10  
TOTAL SCORE 29

## FAQs, tips, and rarely-needed rules

- Q:** What if players have two remaining states on their last turn and then doubles are rolled?
- A:** Players may write the star in either of their remaining states, and then play one more last turn as usual.
- Q:** What if a player has no legal place to write one (or both) of their numbers?
- A:** For each number you don't have a legal place to write, put an X in any empty state of your choice. During scoring, your route may not pass through an X.
- Q:** How are players supposed to remember the route?
- A:** Players may draw their planned route as the game goes on, and erase and change this plan as needed. It makes it easier. Promise.
- Q:** How can I care for the dry erase board and markers?
- A:** Don't use your hand/fingers to erase, the oils from your hands can dry out the markers. Fully erase the board after each play.

## Frequently Missed Rules

- ! Circle the four numbers from setup.
- ! You are still restricted by the cards when writing a star.
- ! You still get to circle a star if it matches a state exactly.
- ! Your route can go from one number to an equal number.
- ! You can only use each of the three cards once per turn.

## Credits

Designer: Chad DeShon

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