



RULEBOOK

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CARTOGRAPHER'S CORNER

In this rules variant, *Cartographer's Corner*, you will put your geographical knowledge to the test by building a map in front of you round after round. At the end of the game, you compare the points you have earned with the rest of the players to know who is Captain Coordinates.

This game mode is for groups who prefer a calmer and more challenging game. Players will put their geographic knowledge to the test by trying to set up a map while ensuring their choices get them the most points at the end.

ANATOMY OF THE CARDS

Each card has 2 different sides:

→ FLAG SIDE



The side with a Flag shows the name of the city **A**, the country that it is in **B** and the flag of that country **C**. There are city cards 📍 (blue edge) and starting city cards ★ (white edge). Monument cards 🏛️ have an illustration instead of a flag.

→ MAP SIDE













The side with a Map shows one of the 📍/★/🏛️ symbols where the city or monument is located on the map.

On this side there are also two pair of half-circles with numbers in them.

The blue semicircles in the top and bottom of the card show the order of this city in the north-south direction \updownarrow . The white semicircles in the left and right of the card show the order of this city in the west-east direction \leftrightarrow .

SET UP

- 1 Arrange the cards so they are separated by their type (starting cities , cities  and monuments ).
- 2 Deal each player a random starting city  card. Each player places their card in front of them with the Flag side up. Leave the rest of the starting city  cards in the box, since they will not be used for the rest of the game.
- 3 Shuffle all of the city cards  and make a deck that has 12 cards for each player in the game. The rest of the cards can be returned to the box as they will not be used anymore in this game.
- 4 The person who gets lost in cities the most is the starting player. They will take the deck of cards.

Note: If you want to add more challenge to your game, take two monument  cards per player and replace them with the same number of city  cards when creating the deck in step 3 above. The monument cards  work in the same way as the city cards , but are more difficult since they are not cities!

HOW THE GAME IS PLAYED

When a round begins, the person who has the deck of cards **1** places as many cards as there are players onto the table with the Flag side up.



Deck of cards



1



With 3 people playing 3 cards are put on the table.

Moving clockwise around the table and starting with the player who has the deck, each player will take one of this round's cards and place it in their playing area.

Try to place your card in the correct location. This means, in a location that is to the north, south, east or west of the cards adjacent to that position.

Example: Marco selects Lyon and places the card to the left of Rome, since he believes that Lyon is to the West of Rome.



At the end of the round, the next person (seated in the next spot clockwise around the table) takes the deck of cards, and will be the new starting player.

If at the end of the round there are no more cards in the deck, the game moves onto the **scoring phase**. Otherwise, the same steps repeats for the next round.

PLACEMENT RULES

Whenever a card is placed in the map, the card must be placed **with the Flag side up**.

You can place a card in 2 different ways:

- 1 You can place a card next to another card or cards that have already been placed in the map. **The card must be placed vertically or horizontally next to the cards already in place, never only diagonally.**



2 You can place a card in the space occupied by another card.

To do this, you must first push the card one space in any of the four directions: up, down, left, or right. All cards in the chosen direction must also shift one space along with it.

When you push cards, they can only be moved one space and all the cards must move in the same direction.

Example: Marco wants to play Nantes in the space that is occupied by Rome. He has 4 options:





→ Push Rome to the right,
pushing Zagreb in turn.

← Push Rome to the left.



↑ Push Rome up.

↓ Push Rome down, pushing
Minsk in turn.

SCORING

When the deck runs out of cards, the game moves into the scoring phase. To count up the points, you must first turn over all the cards that are in front of you so that the Map side is up. It is important to keep the cards in the same order.



Note that when the cards are flipped over, any time 2 cards are adjacent, it will create a full circle with 2 numbers in it.

For each full circle you get 1 point, if, and only if, it has a lower orange number than the dark.

Example: Nantes creates 2 full circles. The one located on its right has a green check because the lower number is in orange (16 is less than 64), and so 1 point is granted. The circle on the bottom has an X because the lower number is not in orange (52 is greater than 13).





Example: Erica gets 12 points.

10

The player with the most points wins the game.

If there is a tie, the tied players must find their full circle in which the 2 numbers are closest in value. The winner is the one who has the pair with the least difference between the 2 values, so long as that full circle is one that was scored (i.e., the orange number was smaller than the blue one).

In the example shown, the player on the left would win, because 63 and 64 have a smaller difference than 3 and 5 (a difference of 1 versus a difference of 2).



If there is still a tie after this comparison, the victory is shared between the tied players.

CREDITS:

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CONTINENTAL SHAKE UP

In this rules variant, ***Continental Shake Up***, the group of players build a map in the center of the table as they play. But watch out! Only the cards that are correctly placed will remain on the table. Additionally, the riskiest placements are the ones that will give you the most points. If you can earn the most points before the end of the game, you will achieve victory.

This game mode is suited for groups of people who prefer a more exciting and strategic play. Each player will have to carefully choose between their options, since each turn they have just one chance to earn the points that could lead them to victory.

ANATOMY OF THE CARDS

Each card has 2 different sides:

→ FLAG SIDE



The side with a Flag shows the name of the city **A**, the country that it is in **B** and the flag of that country **C**. There are city cards 📍 (blue edge) and starting city cards ★ (white edge). Monument cards 🏛️ have an illustration instead of a flag.

→ MAP SIDE









The side with a Map shows one of the 📍/★/🏛️ symbols where the city or monument is located on the map.





On this side there are also two pair of half-circles with numbers in them.

The blue semicircles in the top and bottom of the card show the order of this city in the north-south direction \updownarrow .

The white semicircles in the left and right of the card show the order of this city in the west-east direction \leftrightarrow .

SET UP

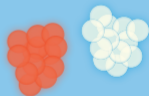
- 1 Arrange the cards so they are separated by their type (starting city , cities  and monuments ).
- 2 Take 4 starting city  cards and place them in the middle of the playing area with the Map side facing up. Leave the rest of the starting city  cards in the box, since they will not be used for the rest of the game. Make sure that the 4 selected cards are correctly placed. Check page 5 for details on their correct placement.
- 3 Shuffle all of the city cards  and make a deck that has 5 cards for each player in the game. All the cards must have the Flag side face up.
- 4 Leave the plastic counters nearby, since they will be used to count the points.

Note: If you want to add an additional challenge to your game, take 2 monument cards  per player and replace them with the same number of city cards  when making the deck in step 3 above. The monument cards  work in the same way as the city cards , but are more difficult since they are not cities!

HOW THE GAME IS PLAYED

The person who gets lost in cities the most is the starting player. This person must draw one card from the deck for each player and place the cards on the table with the Flag side facing up. The person does not look at the map side.

Deck of
cards



With 3 players 3
cards are placed
on the table.

Each turn is carried out in the following way:

- 1 The player whose turn it is takes one of the cards available on the table and places it on the common map according to the placement rules (see below). Try to place the card in the right position, meaning, that if it is actually to the north, south, east or west of the adjacent cards.
- 2 Once the card has been placed it is flipped over to the Map side and immediately scored.



When the available cards run out, the round finishes. Once again, draw as many cards as there are players and leave them on the table where everyone can reach them. Now, the person to the left of the first player on the previous round starts this round. When the deck of cards runs out, the game is over.

PLACEMENT RULES

In **Continental Shake Up**, you must always place the cards with the Flag side up. Once the placement has been made, the card is immediately flipped over to be scored. There are 2 ways to place the cards:

- 1 You can place a card next to another card or cards that have already been placed in the common map. **The card must be placed vertically or horizontally in contact with the cards already in place, and never only diagonally.**



2 You can place a card in the space occupied by another card.

To do this, you **must** first push the card one space in any of the four directions: up, down, left, or right. All cards in the chosen direction must also shift one space along with it.

When you push cards, they can only be moved one space and all the cards must move in the same direction.

For a push to be valid, all the circles that will form after the cards are displaced must have the lower number in orange. If the new position of the cards will break this rule, you are not allowed to push the cards.

Example: Marco wants to play Lyon in the space that is occupied by Moscow. There are 4 options:



→ Push Moscow to the right.

↑ Push Moscow up.



← Push Moscow to the left, pushing Madrid in turn. Note that this would be allowed since 15 is lower than 92.



↓ Push Moscow down, pushing Rome in turn. Note that this would be allowed since 2 is lower than 93.

SCORING

Once the card has been properly placed, you immediately flip it over to show the map side. There are 2 options:

- 1 The card is correctly placed if all the complete circles formed with the adjacent cards have a lower orange number. In this case, the player gets one point for each completed circle. The player takes as many plastic counters as the points they achieved.

Example: Lyon is placed and 3 full circles are formed. All of them are correctly placed as the orange number is the lowest on each pair of numbers. So the players get 3 points and takes 3 white plastic tokens.



2 The card is not in the correct location if one or more of the circles formed have a higher orange number. If this is the case, the card that was just placed is discarded and the player does not receive any points. Any card that has been pushed **does not return to its prior position**.

Example: Lyon is placed and when flipped forms a full circle where the orange number is higher than the white number.

The Lyon card is discarded and the cards that were moved do not return to their prior positions.





END OF THE GAME

Once the deck of cards runs out (each person will have correctly or incorrectly placed 5 cards on the common map at that point) then the game comes to an end. Whoever has earned the most points win the game. If there is a tie, the tied players share the victory.

At the end of the game, Jane has earned 12 points and Marco has earned 9 points.

Jane



Marco

