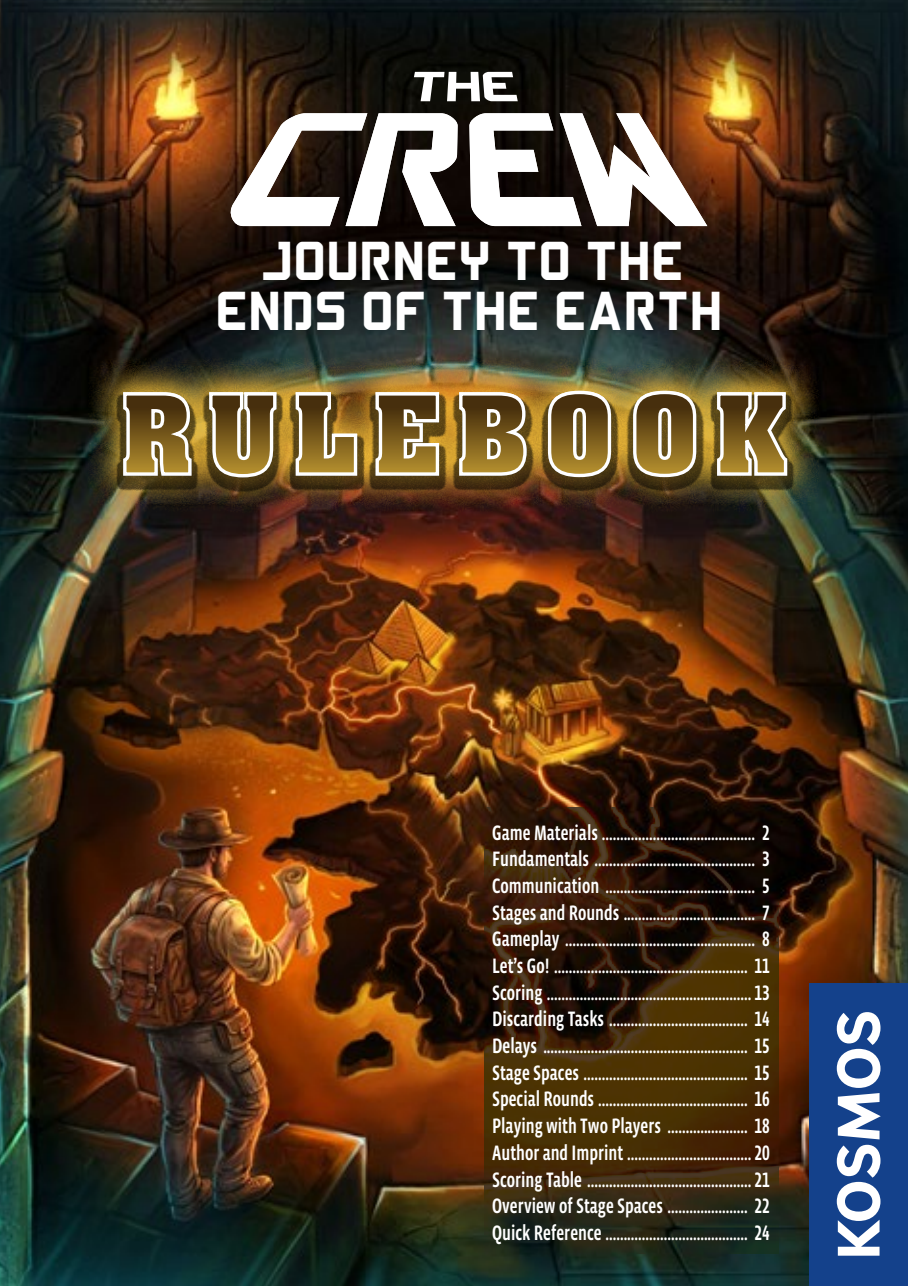




THE **CREW**

JOURNEY TO THE ENDS OF THE EARTH

RULEBOOK

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KOSMOS

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Would you like to have the game explained to you without reading the rules? Then download the free Helper App.

Age **10+** Players **3-5***

* 2-player variant on page 18



Task and marker tokens are used for some tasks and stages.

Attention, adventurers! Your employer is sending you on a quest to find Charlemagne's lost treasure — one that will take you around the globe. With only a few clues to guide your first steps, you must navigate unknown territories and dangerous environments, step by step and task by task.

The more risks you take, the faster you might succeed and have a chance to snatch the treasure before your greedy rivals get their hands on it. But choose wisely, for every choice has its own unique pitfalls ...

GAME MATERIALS

40 Large cards (playing cards)

36 Color cards
in four colors with
the values 1-9

4 Helicopter cards
with the values 1-4

5 Large reminder cards

104 Small cards
(task cards)

14 Tokens

5 Communication tokens

5 Task tokens

3 Marker tokens

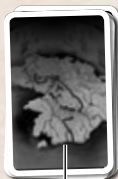
1 Guide token

1 Crew marker

1 Time marker

1 Logbook

1 Rulebook



The Crew: Journey to the Ends of the Earth is a cooperative, stage-based trick-taking game. What does that mean?

Cooperative

You win together, or you lose together — only if each of you is successful, and you help each other, will you be able to complete the stages and win the game. You are the crew!

Stage-based

Your hunt spans 25 different stages, which you should ideally play in the given order. **You will find the stages in the logbook.**

Trick-taking game

In a trick-taking game, you each take turns placing one of your hand cards face up in the middle of the table. These cards form the **trick**. The player who played the card with the highest number wins the trick, but only if they **follow suit**.

Following suit means that you must always “follow” the first card played, meaning you must play a card of the same type (color). The **five card suits** are pink, blue, green, yellow (the **colored cards**), and helicopter cards. If you don’t have **any** card of the suit that was played first, you are allowed to play any card of your choice. However, only a player who followed suit can win a trick. If multiple players followed suit, the card with the highest number wins. You place each trick that you have won face down to the side. You are only allowed to look at the last trick that has been won.

There is **no obligation to win the trick**. If you want to play a low card to follow suit, even though you could win the trick with a different card, you are allowed to do so.

NOTE

If you have a hard time telling the colors of the cards apart, you can use the following four symbols to help orient yourselves:



pink



blue



green



yellow

We recommend playing the stages in order, but you can also play certain stages over and over again if they are particularly enjoyable. No two attempts will play out in exactly the same way. Feel free to play in whatever way is most fun for you.

This column contains a brief and concise overview of the most important rules — so you can quickly find your way back into the game after a long break.

In each round, each crew member plays one card in turn. These cards form the trick. The highest card wins the trick.

The card played first in each trick has to be followed. **This applies to color and helicopter cards.**

If a player doesn't have the opening suit, they can play any card.

Only cards of the opening color can win the trick, with the exception of helicopters. But there is no obligation to win the trick.

Helicopters are trump cards and will win any trick. If there is more than one helicopter card in the trick, the one with the highest value wins.

Tricks that have been won are set aside face down; only the most recently played trick can be looked at again.

The **helicopters are trump cards**. This means they always win the trick, regardless of what other cards are played. However, a helicopter can only be played on a suit card if that suit cannot be followed. If played first, **helicopters also establish a suit**, and like a color suit, it must be followed if possible. If multiple helicopters are played in a trick, the one with the highest number wins.

In each stage, you play several rounds, and you must complete one task per round. A task is only completed when you have played all your cards, i.e., all the tricks. In a three/four/five-player game, this means 13/10/8 tricks, because you each have 13/10/8 cards in your hand (in a three-player game, one crew member has 14 cards, but you still only play 13 tricks, and one card remains).

In the following examples, the suit of the card framed in red must be followed, since it was played first:



8 and **6** both follow the color yellow. **8** is the highest, so it wins the trick.



3 follows the color green. **5** is higher, so it wins the trick. **9** has the highest value, but it doesn't follow the color green, so it cannot win.

Communication

An important rule in the game is that you **cannot** share information about the cards in your hand. You are not allowed to show, tell, or indicate to the other crew members what cards you have.



At the beginning of each task, place as many communication tokens as there are players on the table with their green sides facing up. You may use these tokens at any time before a trick (never during a trick!). Each token can only be used once per task, but **individual players may use more than one communication token per task.**

Some tasks require additional preparations. You are only allowed to use the communication tokens when these are completed and you are about to start the first trick.

Rules of thumb for discussion:

If there is something you only know because you know it from the cards in your own hand, you may not talk about it.

IMPORTANT

You receive one communication token per crew member at the beginning of each task, which any crew member may use.

No communication is allowed until after task distribution, and always before a trick — never during it.



3 follows the color blue. **7** is higher and would win the trick. The **1** helicopter card is a trump card, however, and therefore wins the trick.



2 and **4** both follow the **3** helicopter. The highest helicopter in the trick is the **4**, which therefore wins.

Communication:

1. Display one color card (no helicopters)
2. Place communication token:
 - › Top = Highest
 - › Middle = Only
 - › Bottom = Lowest
3. Take a reminder card

If you want to communicate, take a **color card** from your hand and place it face up in front of you so everyone can see it. This card remains part of your hand, so it can still be played as you normally would. The only difference is every other crew member now also knows what the card is. Then, place your communication token green-side-up on the card in accordance with the instructions below in order to convey important information to your crew members:

- › At the top, if it is your highest card of this color.
- › In the middle, if it is your only card of this color.
- › At the bottom, if it is your lowest card of this color.



*highest
pink card*



*only
yellow card*



*lowest
green card*

Helicopter cards can never be used for communication.

One of these conditions must be met, otherwise you can't choose the card for the purpose of communicating anything.
Helicopter cards can never be used for communication!



6 cannot communicate anything, since it is neither the highest, nor the lowest, nor the only yellow card in the hand. The helicopter card cannot be used for communication. Any of the other cards in the hand may be used for communication.

The placement of the communication tokens cannot be changed if the message you conveyed with it no longer applies. For example, the “highest” card might become the “only” card in a color during the course of play. Nevertheless, the communication token may not be repositioned.

After placing the card and token, pick up one of the **reminder cards** and add it to your hand. Its purpose is to remind you that your communication card is still on the table. When you play that card, you can discard the reminder card. Then, turn the communication token onto its red side to show that you have already communicated during this task.

STAGES AND ROUNDS

Each stage consists of several **rounds**. We define a round as the sequence of the following steps. Some stages or tasks may deviate from this.

1. Read the special rule for the current stage space (page 15).
2. You may discard tasks if you wish (maximum 1 task per stack per stage) (page 14).
3. Choose one of the top tasks from one of the stacks and reveal it (page 8).
4. Shuffle the playing cards and deal them face down and evenly to all crew members. **In a three-player game, one crew member will have one extra card.** Therefore, after the last trick, one card will remain that is not played.
5. Follow the instructions of the task or assign it to a crew member if necessary.
6. Prepare as many communication tokens and reminder cards as you have crew members.
7. Complete the task. In other words, play through all the tricks.
8. Move the time marker and, if necessary, the crew marker.

The placement of the communication tokens cannot be changed, even if the message conveyed by them no longer applies.

Reminder cards are discarded as soon as the communicated card is played.

In stage 1, spaces 1 and 2 are not required.

Some stage spaces introduce special rules into the game.

One task per stack per stage may be discarded.

Playing cards are distributed to the crew members.

Task cards will show you your current objective.



Symbols for the crew marker and time marker.

Successful task
= move forward
Failed task = stay where
you are
The time marker always
moves forward one step
after every task.

There are always two
face-down stacks of
tasks available. The top
card of one of them is
chosen in each round.

Whoever has the
helicopter card with the
number 4 is the guide.
The guide takes the
guide token and always
leads the first trick. All
subsequent tricks are
led by the player who
won the previous trick.

All tricks are always
played. The game
continues for as many
rounds as it takes for
the crew marker to
reach the airplane.

GAMEPLAY

The Crew: Journey to the Ends of the Earth is divided into 25 stages and each one is outlined in the logbook. You start each stage by placing your crew marker on the space in the logbook with the crew marker symbol. The time marker starts on the space with the small time marker symbol.

By completing tasks, the crew marker advances along the stage track in the logbook, moving towards the airplane. You are trying to reach the airplane in as few rounds as possible. If you fail a task, you stay put. More difficult tasks allow you to move more spaces. **The time marker moves one space towards the airplane after each task** — regardless of whether it succeeded or failed.

At the very beginning of the game, before Stage 1, set aside the slightly easier tasks 1 through 6 (indicated by the small number



in the bottom right corner of the task card). Shuffle the remaining task cards and form two roughly equal-sized face-down stacks. Then shuffle tasks 1 through 6 and place three face down on top of each stack. In each round, you must choose one of the face-down tasks on top of the stacks based on its difficulty level and then reveal it.

Now, deal the playing cards. The player with the **helicopter card with the number 4** announces it aloud and is your guide for the current task. The **guide** receives the guide token and **always leads the first trick**. After that, the player who won the previous trick leads the next trick.

After you have played **all the tricks**, check whether the task was completed. If you fail during the process, you can, of course, stop. If you haven't reached the airplane after a round, play another round.

Return each played task (completed or failed) to the box. Only shuffle them back into the stacks when at least one of the stacks is running low on cards.

Task Cards

There are standard tasks, special tasks, and random tasks. You can recognize these different types by the back of the task cards (explained in detail below). Normally, the chosen task applies to all of you — the entire crew. However, sometimes you'll need to assign the task to a single crew member.

Pay attention to the task instructions, especially keywords like “exactly,” “at least,” or “at most,” and the distinction between colored cards and helicopter cards. If the card type doesn't matter, the card will be depicted in gray on the task card. The total value always refers to the sum of the individual numbers in a trick.

Standard tasks have three difficulty levels noted on the back of the card, one each for 3-, 4-, and 5-member crews. If you are playing with four people, for example, only the difficulty level noted next to the four-player icon is relevant to you. When you complete your task, the crew marker advances on the stage track by the number of **spaces** equal to your **chosen difficulty level** (depending on your crew size).

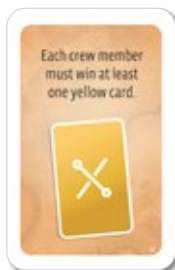
If every crew member in a four-player game has won at least one yellow card after all 10 tricks (the number of tricks played in a four-player game; see page 4) the task is successful and the crew marker advances 3 spaces because the difficulty level for four players is 3. In a three-player game, it would be 2 spaces, and in a five-player game, it would be 5 spaces.

Tasks that have been played are returned to the box.

Most tasks apply to the entire crew. Their difficulty levels range from 1 (very easy) to 6 (very difficult).

Total value = The sum of all the numbers in a trick.

Standard tasks have different difficulty levels depending on the number of crew members. Completing tasks advances the crew marker by a number of spaces equal to the difficulty level.



Special tasks can be completed multiple times. The crew marker then advances according to the number of completions minus the number indicated at the top of the card.

0 spaces = task failed

Special tasks always have a difficulty level of 3, but this is only a rough estimate. The backs of these types of cards look like the example card below. You can complete the task on special task cards **multiple times during a round**, often in every trick.

The crew marker may **move forward 1 space for every time your crew successfully completes a special task**. But first, you must note the top of the special task card: These tasks usually also show a negative number. In this case, you must subtract the number indicated at the top of the card from the total number of successful completions. If your total is 0 or fewer (a negative number), the task is considered failed, but you do not ever have to move backwards on the stage track. Keep track of your successful tricks so that you always know your running total of spaces at any point in the round.



In a four-player game, if you have played all 10 tricks and 4 of them did not contain a 1 or a 2, you move forward 3 spaces ($4 - 2 = 3$). In a five-player game, you wouldn't have had to subtract anything, and in a three-player game, you would have had to subtract 5. That would be -1 ; the task fails, but the crew marker does not move backwards.



Symbol for individual tasks.

Individual tasks must be assigned to a crew member. Voting takes place simultaneously using the communication tokens. The guide then selects from the green votes.

Random tasks also have a difficulty level of roughly 3. You won't know what exactly to expect until you've tried them.



Individual tasks don't apply to the entire crew, but must be assigned to a single crew member. After you've dealt and looked at the playing cards, each of you takes a communication token, chooses either green or red without discussing, and places it on the table simultaneously. **Green means "I'm confident I can complete the task." Red means "I'd rather not take on this task."** Your guide then selects one crew member from among all those who chose green (possibly including themselves). The chosen crew member must complete the task. If everyone chose red, you repeat the voting process.

LET'S GO!

You now know all the rules for Stage 1. Feel free to play it several times using tasks 1–6. If you arrive at the airplane at least at the same time as the time marker, you are ready for Stage 2 and can read the remaining rules starting on page 13.

EXAMPLE: STAGE 1 IN A GAME WITH FOUR PLAYERS

We place the crew marker on the first space, the time marker on the third space, and set aside four communication tokens. We set aside tasks 1 through 6, shuffle the remaining tasks, and form two face-down stacks. Then we shuffle tasks 1 through 6 and place three of them face down on each of the two stacks.



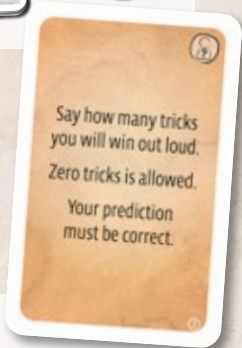
We first choose one of the two available tasks — in this case, the one with difficulty level 1. It's easier to complete, but successfully completing it will only allow us to advance the crew marker space. We reveal the task, deal the playing cards, and begin the game.

We successfully completed the task because we didn't play a green card immediately after a blue card in any of the ten tricks. Therefore, we move our crew marker one space forward, and the time marker also moves one space forward. We place the task card back in the box.





We choose another task, this time one with difficulty level 2. It's an individual task. We deal the playing cards and then use the communication tokens to determine who will take on this task. The chosen crew member declares they will win 4 tricks, but then wins 5. Therefore, the task fails. The crew marker remains in its current position, but the time marker still advances one space. We place the task card back in the box.



After two more turns, the time marker is right in front of the airplane, but the crew marker is still two spaces away. One of the available tasks has a difficulty level of 1, the other is a special task. One more space won't be enough to reach the airplane by the time the time marker does. If we want any chance of catching up, we have to choose the special task.

In the end, we each won at least one pink card. That would be four spaces. However, with the special tasks, we usually have to subtract spaces from our result. In this case, only one. So, we actually move three spaces. Luckily, that's more than enough to reach the airplane at the same time as the time marker.

SCORING

Stage 1 was for learning. But now the real work begins.

Starting with Stage 2, you will receive a score after each stage. Record these scores in the overview on page 21 of the rulebook. After Stage 25, you may discard your highest individual score and then calculate the sum of the remaining scores. The lower the sum, the better you performed. For the best possible ending to your adventure, the sum must be below 0!

If you reach the airplane but the time marker hasn't, enter how many spaces the time marker still needed. **Very important:** enter this as a negative number. So, if you arrive at the airplane and the time marker is still two spaces away, you would record **-2**. Remember that the time marker always moves one space at a time, including for the last task that takes you to the airplane.

If you arrive at the airplane at the same time as the time marker, record a **0**.

If the time marker is at the airplane, but you are not, you continue playing as normal. You must always reach the airplane, regardless of the time marker's position. However, from now on, you must count the number of tasks you need to complete the rest of the stage. You then enter this number. If the time marker has reached the airplane and you still needed to complete three more tasks to reach the airplane yourself, you would therefore record **+3**.

You always keep playing until you reach the airplane. After that, you move on to the next stage.

After each stage, a score is recorded (page 21).

The highest individual score will be discarded.

Crew marker arrives before time marker: Enter the spaces remaining for the time marker as a negative value.

Both markers arrive at the same time: enter 0 as the score.

Time marker arrives before crew marker: Enter the number of tasks needed to reach the airplane after the time marker reaches the airplane as the score.

Discard a maximum of one task per stack per stage by placing the card face down horizontally under the stack without looking at it.

Random tasks may never be discarded.

DISCARDING TASKS

If you're not satisfied with the difficulty level of the top task card on each stack, you may discard exactly **one task per stack during each stage**. To do this, place the task card you'd like to discard horizontally underneath its stack. This way, you can easily see which stack you've already discarded a task from.

However, you must make this decision based solely on the difficulty level and may not look at the task you're discarding. Of course, you're also not allowed to look at the difficulty level of the task card underneath before you make your decision to discard the task card on top. After the stage, turn the horizontally-placed cards back to their original position.

Random tasks may never be discarded!

If we only need two more spaces to reach the airplane, the task on the left isn't sufficient, and the one on the right is more difficult than it needs to be. We discard the task on the left and, fortunately, reveal a task with difficulty level 2. If that hadn't worked out, we could have also discarded the task on the right, since it is in a different stack.



DELAYS

Research, route planning, border crossings — there are many reasons why a journey can be delayed. Whenever the path is blocked within a stage, you must **stop your crew marker at the space before the disruption**. This may cause the crew marker to stop short of where it otherwise would have landed. You cannot move past the disruption as normal until your **next task**. The time marker is not affected by disruptions.

You must stop in front of a disruption. This may cause you to forfeit some of the spaces you otherwise would have gained.



In this situation, a difficulty level 1 task would be ideal, as the crew marker would land exactly on the space before the disruption. For the next task, the crew marker could advance as normal, as it's starting right before the disruption. Of course, we could take a more difficult task in this round, but we would only be able to move one space — the rest of the available moves would be forfeited.

STAGE SPACES

In Stage 1, you were comfortably seated on the train without any restrictions. But skis, jeeps, and much more await you. Each space on each stage has a small special rule that you must follow as long as you are on that space.

The special rule that applies is always the one for the stage space where your **crew marker is currently located**. The position of the time marker has no effect. Therefore, you don't need to read all the special rules at once. Just look at the spaces for the current stage and read the rest when you get to them. You can find an overview of the special rules for the stage spaces on pages 22 and 23.

Some color cards have stage space symbols in the corners. These only matter when you are on the corresponding space.

For each round, the relevant space is the one where the crew marker is currently located.

Some color cards interact with stage fields.

No tasks are selected during special stages.

The score depends on how many tasks you complete, or on how many attempts it took to complete a task.

1 attempt = playing through all tricks once

Adjustments for special stages in games with three and five players do not apply to stages 19 and 20.

SPECIAL STAGES

Stages 5, 8, 11, 14, 16, 19, 20, 23, and 25 work differently from the others, as you don't draw task cards in these stages. Instead, you have to perform pre-defined tasks, for which you have a varying number of attempts. In most cases, you must place exactly one card from each trick onto the table to form a specific pattern. The remaining cards from the trick are then placed face down as usual.

The score you enter on page 21 for these stages depends either on how many tasks you completed or on how many attempts it took you to complete a task. There is often a bonus if you complete all tasks on your first attempt. **At the latest, an attempt ends when you have played all the tricks** and would normally reshuffle the cards.

Communication rules are unchanged.

IMPORTANT: In games with three or five players, the following adjustments apply to all special stages **except stages 19 and 20:**



Before the playing cards are dealt, return 7 random cards to the box. You may look at them. The number 4 helicopter card must not be removed. Therefore, you will start with only 33 playing cards, and each crew member will receive 11 of them.



Start the game normally with all 40 playing cards. After the third trick, you will have played 15 cards. Place 3 of them face down on the table and shuffle the remaining 12 cards. Each player draws 2 of these cards, so they each now have 7 cards in their hand. Then continue playing the next trick normally.

There are two categories of special stages:

1. Stages with 3 tasks and 2 attempts each.
2. Stages with 1 task and 3 attempts.

In stages with **three tasks**, you may attempt each task a maximum of two times. Your score will then depend on whether you completed none, one, two, or all three tasks. If you complete all three tasks on your first attempt, you will receive the best possible score of -2:

Two attempts for each task for stages with three tasks. The score improves the more tasks are completed.

STAGE	5, 11, 16, 20, 23				
TASKS	3				
ATTEMPTS	2 per task				
COMPLETED TASKS	none	1	2	3	all in first attempt
SCORE	6	4	2	0	-2

For stages with **only one task**, you are allowed a maximum of three attempts. Your score will then depend on whether you failed to complete it, or completed it on the third, second, or first attempt:

There are 3 attempts for stages with 1 task each. The score improves the sooner the task is completed.

STAGE	8, 14, 19, 25			
TASKS	1			
ATTEMPTS	3			
COMPLETED IN ATTEMPT	not completed	3	2	1
SCORE	4	2	0	-2

PLAYING WITH TWO PLAYERS

You can still journey to the ends of the earth even if there are only two players. You just play as if you had another crew member with you. We'll call that crew member **Ghost**.

Therefore **all of the rules for a three-player game apply**. Then follow these additional rules:

1. Decide where Ghost will "sit."
2. For the special stages, do not return any cards to the box — you will play with all 40 cards.
3. You will only have 2 communication tokens available, rather than three (as in a normal game with three players).
4. Set the number 4 helicopter card aside. After choosing a task, Ghost receives 14 of the remaining 39 playing cards. Place 7 of these face down in a row. Place the remaining 7 face up in a row on top of the face-down cards. Shuffle the remaining cards (including the number 4 helicopter card) and distribute them evenly between both crew members.



Example setup for Ghost's hand at the start of the game.

Whoever among you draws the number 4 helicopter card is your regular **guide**. We'll call the other person **the scout**. The scout controls Ghost and makes all decisions for them without discussion. This primarily means they choose which card Ghost plays in a trick, or controls Ghost when they have to do something because a task card or a specific space on the board dictates a certain action.

When Ghost has to play a card in the trick, the Scout may only choose cards that are face up in Ghost's hand. **Face-down cards are treated as if they don't exist**. After the trick, if there is a face-down card underneath, it is then revealed so that it can be played in the next trick.

SPECIAL RULES

Some tasks and stage spaces work slightly differently for Ghost. The list below tells you which tasks change and what those changes are:

TASK/SPACE	CHANGE
32, 48, 53	The guide must take on the task.
37	The guide and the scout must take on the task. The guide chooses the color, the scout the number.
69	The guide and the scout must take on the task.
71	The guide decides the color alone. The guide and the scout are not allowed to win any cards of that color.
91	The guide and the scout decide on the color together. Neither of them is allowed to win a card of that color.
92	The scout lays out one of their cards face up.
96	The number 4 helicopter is not set aside during game setup.
	This applies to Ghost only if the scooter is displayed face up in their playing area before the first trick. If Ghost gives a card to another player, place the card they receive in the now-empty space in their hand.
	The guide and the scout exchange their cards with each other.
	Place two of Ghost's face-up cards in the middle of the table. Then place the two cards they receive in the now-empty spaces.
	Ghost is only allowed to pass face-up cards. Place the received card in the now-empty space in their hand.
	No effect on Ghost.



VARIANT: A HARDER TWO-PERSON GAME

Whenever Ghost wins a trick, they may only lead the next trick with a card that is either beneath the card they just played or directly adjacent to it in their hand. Gaps in their hand are ignored, and the leftmost and rightmost cards are considered adjacent. Therefore, Ghost has a maximum of three cards to choose from when leading a trick.



In both examples, Ghost won a trick and played the card located at the position of the red dot. Therefore, they are only allowed to start the next trick with one of the cards outlined in red.



Thomas Sing lives in the German lakeside town of Constance. Educated as an economist, he has been developing games for over 10 years. In 2020, he was awarded the Kennerspiel des Jahres for “The Crew,” as well as a number of international awards.

His hobbies are mathematics, reading crime novels and, of course, inventing games. As a student, Thomas Sing was the world record holder in the Ludo board game, and thus made his way into the Guinness Book of World Records.

Just like its predecessors, *The Crew* and *The Crew: Mission Deep Sea*, *The Crew: Journey to the Ends of the Earth* combines the popular worlds of trick-taking games and cooperative games in a unique and fascinating manner. *The Crew Family*, his game for younger players, dispenses with the trick-taking element but still retains the overall feel of the game.

The author and publisher would like to thank everyone who took part in the creation of the game and whose dedication and many creative ideas, helped make *The Crew: Journey to the Ends of the Earth* what you now hold in your hands. This applies above all to Christian Fiore, Dorothea Wagner, Konrad Fromm, Laura Bach, Heike Kräenbring, and Christian Sachseneder.

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SCORING TABLE

The table has space for 9 crews, which you can name at the top. Enter your scores below. Before calculating the total, you may discard the highest individual score. The lower the total score, the better your performance.

STAGE										
1	0	0	0	0	0	0	0	0	0	0
2										
3										
4										
5										
6										
7										
8										
9										
10										
11										
12										
13										
14										
15										
16										
17										
18										
19										
20										
21										
22										
23										
24										
25										
TOTAL										

OVERVIEW OF STAGE SPACES



Relax and enjoy the scenery passing by your **train** window. No special rules, so you can fully concentrate on the task.



Traveling **on foot** is slower. You must always choose the task with the lower difficulty level. Special and random tasks have a difficulty level of 3. In case of a tie, you may choose either task.



When **paragliding**, the situation changes constantly. Before the first trick, each crew member must place one of their own cards face down in front of them. This card is treated as if it doesn't exist. Before each trick, the face-down card can be exchanged for another of the player's own cards. The last trick consists of the face-down cards. Communication is prohibited.



Skis require improvisation. If the skis (blue 7) are played in a trick, each crew member passes all of their own cards (including any cards they have communicated to others) to the player on their left after the trick. The player who won the trick then leads the next trick as usual.



The player who has the **scooter** (blue 1) chooses another crew member before the first trick once, without discussion, and secretly swaps any card with that player simultaneously. The number 4 helicopter card may not be exchanged.



On a **bicycle**, there's no breath for talking. Only players without a bicycle in their hand are allowed to communicate. There are 6 color cards with bicycles on them.



A **helicopter** gives you time to plan your next steps. If at least one helicopter is involved in the trick, each crew member simultaneously and secretly passes one card to the left after the trick. Players may not pass communicated cards unless those are the only cards remaining in their hand.



In the **fog**, you can't see everything. Deal only **X** cards (the number 4 helicopter must be included) and each player draws one of the remaining cards after every trick.  : the guide begins with one extra card.



During **storms**, communication becomes unreliable. Anyone wishing to communicate must first flip a communication token into the air. If it lands on green, communication is permitted. If it lands on red, communication is not permitted and the token cannot be used again during this round.



The stubborn **donkey** costs time. The time marker moves two spaces forward instead of one, regardless of whether or not the task was completed.



The **Jeep** allows you to travel even on impassable jungle paths. After the third trick, each crew member secretly places two cards in the middle of the table. Shuffle these cards and each player takes two of them back. Cards that have been communicated to other players may not be used for this.



Machetes are of great value in the jungle. There are 7 color cards featuring machetes. Always play all tricks. The task fails immediately if at least one machete is present in a trick with a total value of:



15 or 16



20 or 21



25 or 26



Discuss who will steer the **dog sled**. The chosen crew member decides without discussion which task to choose and whether to discard tasks, and all communication requires their permission. They can also decide before each trick whether they want to lead the trick.



If you miss a stop on the **cable car**, you are taken back to the starting station. If the task fails, the crew marker is reset to the first cable car space of the stage.



Slipping on the **ice** is painful and time-consuming. If the task fails, the crew marker moves one space back.



You shouldn't risk **cracked ice**. It's better to crawl back the way you came. If the task fails, the crew marker doesn't move. If the task is successful, the crew marker moves back the number of spaces you would have gained. It can never move back further than the first space of the stage.

QUICK REFERENCE



highest pink card



only yellow card



lowest green card

Communication

Communication should only take place immediately before the first trick is played and then at any time before a trick, never during it. Helicopters must never be communicated. The placement of the tokens may not be changed if their meaning is no longer accurate. The number of tokens each player uses is irrelevant.



Tasks and movement

Individual tasks must be assigned by vote. The guide makes the final decision among the "yes" votes. Only completed tasks allow the crew marker to advance, either by the number of spaces corresponding to the difficulty level or by the number of spaces achieved in special tasks (don't forget the deduction!). 0 spaces count as a failure. It is not permitted to voluntarily take fewer spaces. The time marker advances one space after each task.

Discarding tasks

Place a maximum of one task per stack per stage horizontally beneath the stack. Random tasks can never be discarded.

Scoring (when your marker reaches the airplane)

Crew marker before time marker → Remaining time marker spaces; negative number

Both markers simultaneously → 0

Time marker before crew marker → Remaining spaces needed; positive number

Special stages

1 attempt = playing all tricks 1x. Note the special rules for games with three and five players.

Stage	5, 11, 16, 20, 23					8, 14, 19, 25			
Tasks	3					1			
Attempts	2					3			
Tasks completed/completed in attempt	none	1	2	3	all in 1st attempt	not completed	3	2	1
Score	6	4	2	0	-2	4	2	0	-2

Additional rules

- The guide (number 4 helicopter) opens the first trick.
- The guide is also a crew member
- All tricks are always played
- All helicopters are trumps
- Helicopters are not color cards
- Card types = pink, blue, green, yellow, helicopter
- Grey cards = card type does not matter



- Total value = sum of all numbers in a trick
- Only the most recent trick can be looked at
- Only the current stage space is important
- Stop before disruptions! You cannot continue moving as normal until the next trick.
- A stage ends when the crew marker reaches the airplane.
- Before calculating the sum of the scores, the highest individual score is discarded.

Due to the numerous possible combinations, special cases may arise. Discuss these if there is disagreement and simply make your own decision.