

# ITCHY FEET THE TRAVEL GAME



## Classic Rules

### Game Setup

#### 1. Passports

- Every player takes a **passport** to their **hand**.
- Put away the **remaining passports**.

#### 2. Countries

- On the table, place 1 random **country card** in front of **every player**.
- Place 1 random **country card** in the **center**.
- Put away the **remaining countries**.

#### 3. Draw Pile & Starting Hand

- Shuffle all "Item" cards to form the draw pile.
- Every player **draws 3 cards** from the draw pile.

#### 4. Extensions

- Shuffle any desired **extension cards** in the draw pile.
- (We recommend playing your first game without extensions).



#### 3. TRADE

Trade **1 or more** cards with 1 other player. Face up!

**Bonus:** Draw 1 card if you complete a trade **you** initiated on your turn.



#### 4. STEAL

**Cost:** Discard 1 card from your hand.

Take 1 random **card** from another player's hand.

*This does not count as traveling. You **may** steal another player's country without a passport and/or with forbidden items in your hand.*



#### 5. TRAVEL

(See: "Traveling" section below)

After an action is completed, your turn is over.

### Goal

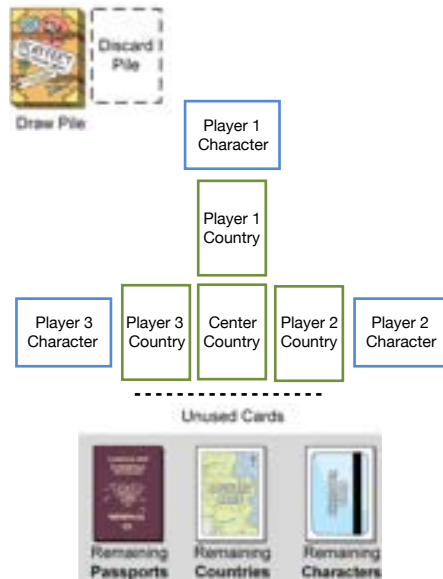
The first player to "travel" to the center country wins. But first, each player must travel through their own country.

Each country requires 3 items. You must have these items, and your passport, to travel there. Your hand is like your backpack - pack what you need!

To get these items you **draw**, **recycle**, **trade** or **steal** from other players.



### EXAMPLE SETUP FOR 3 PLAYERS:



### Other Rules

#### Hand Size Limit

- You can have a **maximum of 7 cards** in your hand (including passports & special items).
- If **at any point** you have **more than 7 cards**, **discard down** to 7.

#### Empty Hand

- If at the **start** of your turn your hand is **empty**, **draw 3 cards**.
- This doesn't count as an action.

#### Empty Draw Pile

- When the final card in the draw pile is pulled, reshuffle the discard pile (including all events, forbidden items, etc) and turn over to form a new draw pile.
- Continue playing.

### Base Card Types

#### COUNTRIES (x13)



#### ITEMS (x32)



#### PASSPORTS (x12)



### Start

The player whose country card is closest (in the real world) to the one in the center starts.

The game continues **clockwise**.

### Actions

On your turn, you must perform **one** of the following actions:



#### 1. DRAW

Take 1 card from the **draw pile**.



#### 2. RECYCLE

**Cost:** Discard 2 cards from your hand.

Take 1 card of your **choice** from the **discard pile**.

### Traveling

**On your turn**, you can travel to a country when you have:

- **All items** required for the country
- A **passport**

#### When you travel:

- **Show** your full **hand** to the other players.
- **Discard** the item used to travel. Keep your passport and the rest.
- **Remove** the completed **country** from the play area.
- Draw **1 free card** from the deck.

### Game End

If you are the first to **travel to the center country**, congratulations! **You win!**

## Extensions

Add one, some, or all the following card types to your game to extend the fun!

### EVENTS (x4)

- After setup phase 3, shuffle all events **into the draw pile**.
- Must be played immediately when drawn.
- Affects **all** players.
- Cannot** be recycled from the discard pile.



## FAQ

### RULES

#### Traveling

- You can travel with **any** passport. If you lose your passport, just trade or steal another one.

#### Drawing

- You **can** draw if your hand is full, but you must discard down to 7 afterwards.

#### Recycling

- You **can** look through the discard pile (at any time) to see if there's anything you need or want.

### SPECIAL ITEMS (x9)

- After setup phase 3, shuffle all special items **into the draw pile**.
- Use the items as described on the card.
- Some Special Items take one of your actions. Others can be played at any time. This is written on the card.



### FORBIDDEN ITEMS (x3)

- After setup phase 3, shuffle all forbidden items **into the draw pile**.
- A player **cannot** travel with a forbidden item in hand.
- To get rid of a forbidden item, you must discard 1 other card, and put both in the discard pile.
- This counts as your turn.**



### Characters

- The Smuggler can only give out forbidden items **from their hand**.

### Trading

- Trading is initiated by either offering something or asking for something.
- If asked, you **can** lie about what you have in your hand - but if you do trade, the cards exchanged must be the agreed cards.
- The number of traded cards do **not** have to be equal. For example, you can trade 3 cards for 2 cards, as long as both players agree to the trade.
- The trade action is **only** completed after cards are exchanged. If an offer is made but the other player doesn't accept, you **may** choose another action.
- You **only** draw a bonus card if the trade is successful, and only if the trade is on your turn.

### POSTCARDS (x6)

- After setup phase 3, shuffle all postcards **into the draw pile**.
- Alternative win scenario!
- A player with 4 Postcards wins **instantly**—this is not an action that needs to happen on a player's turn.



### CHARACTERS (x6)

- During **setup phase 1**, place 1 character in front of every player, face up.
- Put away the **remaining** characters.
- Characters cannot be traded.



### Forbidden Items

- You **cannot** discard a forbidden item to pay for the Recycle or Steal actions.
- If you have too many cards in your hand and must discard down, you **cannot** discard a forbidden item.
- You **cannot** discard a forbidden item to discard another forbidden item.
- Forbidden items **can** be stolen from you.
- You **can** trade a forbidden item with another player, if they accept the trade.

### Special Items

- If you **interrupt** another player's action with a special item (such as the Mousetrap), this ends their turn.
- Mom's Credit Card **cannot** replace a passport or a postcard.
- The Local Guide and Trading Post **only** apply to the draw pile, not the discard pile.
- The Poorly Drawn Map **cannot** be used on the center country, only on player countries.



ITCHY FEET: the Travel Game  
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[www.itchyfeetgame.com](http://www.itchyfeetgame.com)

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Classic Rules Layout By Tristan Pearson

Visit the website for multilingual directions!



### MISCELANEOUS

#### Postcards

- Played with someone special? Ask the person to write a little message on one of the postcards! It'll always be a reminder of good times had with good people.

#### Standard Suits and Numbers

- Normal "white" items, events, special items, forbidden items and postcards all feature standard French suits and numbers in the bottom right corner.
- This is so you don't have to pack more than one deck of cards when traveling!
- Just turn them around and play any standard card game.

#### Bucket List Variant

Try the "Bucket List" variation - an alternate ruleset developed by the creators (Mal and Maxime) for those that want a simpler, faster ITCHY FEET game



ITCHY FEET is the weekly web comic about travel, life in foreign countries, and learning new languages. Readers can expect an astonishing array of exaggerated facial expressions, humorous situations involving foreigners and foreign lands, and ordinary silliness. Every Sunday!



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# ITCHY FEET: the Card Game

## Ruleset Folding Directions

1. Line 1 — valley fold
2. Line 2 — mountain fold
3. Line 3 — mountain fold
4. Line 4 — valley fold
5. Guides — cut outline
6. Refold instructions

- - - - - mountain fold  
 ..... valley fold  
 ——— cut

