

# Easy Breezy



TRAVEL AGENCY

SHEBOYGAN  
1974

*Wanderlust abounds in Sheboygan! The Easy Breezy Travel Agency is here to accommodate, and you're one of their top agents. And not by accident--you've learned how to maximize your commissions, waiting until fares increase just enough, or even more cunning, selling an occasional cheap ride to ensure someone else won't fill those seats. Whether it's by land, rail, or air, you're an integral part of this game of timing and opportunity. The vacationers, vagrants, and vagabonds of Sheboygan await their departure!*

## SPECIFICATIONS AND COMPONENTS

- 2-4 Players - 20 Minutes - Ages 12+
- 54 cards: 32 Passenger cards, 6 Free Rider cards, 12 Destination/ Transportation cards, 4 Money cards

## SETUP

1. Place the four money cards in ascending order in a row in the center the table (ie 1, 2, 3, 4). This will denote the ticket price for each destination.
2. Separate the white-backed 'Destination' cards by city and shuffle the 3 cards in each stack. Place them white side up in four stacks on the table.
3. Draw the top card in each 'Destination' stack and place them in a column under the '1' money card. This denotes the price to travel to that destination. Newly flipped destination cards always begin at 1. This area of the board is called the **Ticker**.
  - a. NOTE: There is always exactly one Chicago, Miami, New Orleans, and New York destination card in the Ticker at all times during the game
4. Shuffle the tan-backed 'passenger' cards and deal 2 to each player. These starting cards form a player's hand, hidden from other players. Place the remaining cards in a draw stack next to the Ticker.

5. You're almost ready to begin! You just need to setup the passenger Queue, and determine the initial price to each city.

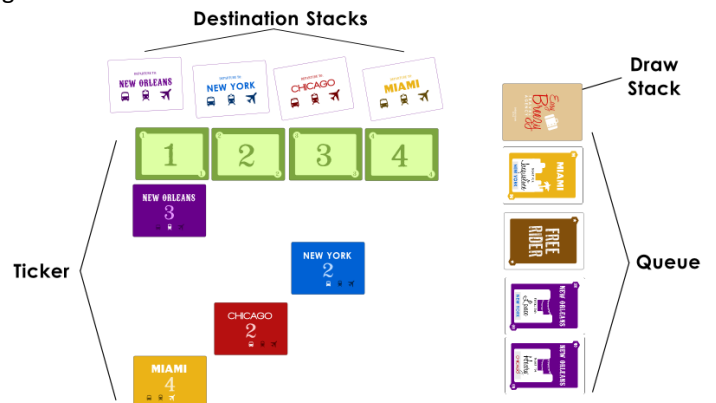
*Some notes on the Queue:* The queue is a line of 4 cards, or passengers, from which players may choose from on their turn. During the game, cards are only ever selected from the queue, never from the top of the deck. Each time a new card is replaced in the queue, the new card will typically increase the fare price of a particular city. The city receiving a fare increase (called the Fare Increase City) is found in a gray box at the bottom of the passenger card (see diagram below). No increase occurs for cards with no gray box or Free Rider cards.

- To begin the game, you will set up the starting queue of 4 cards. These cards are flipped face up in a row next to the draw pile.
  - For each card flipped, increase the fare for Fare Increase City (if it has one). This is done by moving the destination card one dollar forward in the ticker (i.e. moving the destination card from below 1 to below 2).
  - IMPORTANT: During the game, whenever a new card is added to the queue, increase the fare in the associated city each time a card with a Fare Increase City is revealed.
6. The player who most recently took a trip is the starting player. Play will proceed clockwise around the table. Track down a pen and paper to keep score, and you are now ready to begin!

Here is a diagram showing the important aspects of the two types of cards:



Here is an example of how the play area may look to begin the game:



## GAMEPLAY

In the game, players are attempting to collect sets of passengers traveling to the same destination in order to send them on fabulous trips (and, of course, earn a commission). Passengers travel to one of four different cities—Miami, Chicago, New York, or New Orleans—by one of three different methods—Buses (2 seats), Trains (3 seats), and Planes (4 seats). Once you have collected enough passengers to fill the seats on the active destination card for particular city, you may execute a departure to take that destination card and earn your commission—determined by where the card is in the fare Ticker. In addition to the commissions earned during the game, you will earn extra money at the end of the game for your largest set of like destinations and like transportation types. The player with the most money will be the winner!

On your turn, you must take one of three possible actions:

### 1. Recruit Passengers

- In this action, players are adding passenger cards from their queue to their hand or waiting area. Players can only hold up to 4 cards in their hand, so any cards beyond 4 must be placed face up in front of you in your ‘waiting area.’ These are vulnerable for other players to acquire if they choose the ‘reorganize’ action.
- You may take two passengers from the queue. When one is taken, it is immediately replaced, applying a Fare Increase as needed.

### 2. Execute a Departure

- To execute a departure, you must discard exactly as many Passenger cards as shown on a matching destination card in the Ticker. These may come from your hand, your waiting area, or a combination of both. You earn money equal to the money column the destination ticket is in for each passenger you send on the trip.
  - Sammie turns in 3 New York passenger cards to take the New York ‘Train’ destination card. It is located under the ‘3’ money card in the ticker, so Sammie earns 9 dollars.
- Mark your earned money on the score sheet and take the Destination card, placing it face down in front of you for end game scoring purposes. Replace it with a new destination card from that city’s stack and place it under the 1 spot in the ticker. (Prices for a given city always reset to 1 after a departure)
- **Free Rider cards:** Players may also use brown ‘Free Rider’ cards to fill unfilled seats; however, you earn no money from them. For instance, I could use 2 Miami passenger cards and 2 Free Rider cards to take a Miami airplane (4) destination card under the \$3 mark. The free riders do not pay, so I only earn 6 dollars (3 for each paying passenger)

NOTE: You cannot recruit passengers and execute a departure on the same turn. You may only take one action per turn!

### 3. Reorganize

- To do a reorganize action, you may first place any number of cards from your hand face up into your waiting area. You may then, if you choose, exchange 1 or 2 cards from your waiting area with 1 or 2 cards in other players waiting areas. These may be from the same or different players. To end your turn, you may draw up to 4 cards into your hand. This is the only time you can move cards from your waiting area into your hand.

Once a player has completed one of the 3 actions, their turn ends and play passes to the player to the left.

## GAME END

The end of the game is triggered when a player takes the ‘Execute a Departure’ action and cannot replace the destination ticket with another from that city. Each *other* player gets 1 more turn, and the game ends.

NOTE: The game does not end if the passenger draw pile runs out—reshuffle the discard pile to create a new draw stack.

## SCORING

In addition to the commissions players earned from executing departures during the game, players earn end game bonuses based on the destination tickets they collected. Players earn:

1. 5 dollars per destination card in your most common city
  - Sammie has two New Orleans destination cards, and just one from Chicago and New York. Her largest set is 2, so she earns 10 additional dollars.
2. 5 dollars per destination card in your most common transportation type
  - Sammie has three ‘Trains’ destination cards, one from Miami, New York, and Chicago. This is her largest set. She earns 15 additional dollars.

NOTE: In either case, if two are tied for majority, only score one set. If you only have a maximum of 1 in any type, you still receive 5 dollars.

The player with the most money once all bonuses have been awarded wins! Ties are won by the player with the most total destination cards. If players are still tied, they share in their victory!

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