

GRAB YOUR PASSPORT



EXPANSION

LET'S GO! TO JAPAN BASE GAME NEEDED TO PLAY

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Warning. Choking Hazard! Small parts. Not for use by children under 3 years of age.



45'



1 to 5



10+

CEUK
CA



0-3

AEG 1024



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A vacation is more than just the activities you do—it's also about who you are and how you interact in the location. The *Grab Your Passport™* expansion allows players to experience travel through the eyes of other types of people. Are you a planner who spends extra time getting every detail of your trip just right or are you more spontaneous, ready to hop on a train a moment's notice?

CONTENTS: 18 Passport Cards

SETUP

After all other setup rules have been completed, shuffle all Passport cards and deal 2 to each player. *(If players are relatively new to the game, we recommend not using cards with the Mount Fuji icon.)* Each player chooses 1 Passport card to be their identity for the game. Players reveal their selection simultaneously, placing the card face-up on the table near their player board, and then return their other card to the box, along with the remaining Passport cards. If using this expansion while playing solo, the travel agents starts with all their Experience Track tokens on the “3” space.

RULES


Some cards give players immediate bonuses, other give useful powers throughout the game, and others give additional end game scoring bonuses. Card effects only apply to the player who has selected it.




CLARIFICATIONS

AMBITIOUS |     icons don't count.

BALANCED | When scoring this card, only cards with a blue Tokyo tag or pink Kyoto tag count, including face-down Walk cards. (Do not count any face-up yellow cards without a city tag.)

DISCERNING | If two or more of your Experience Track tokens are tied for the most, choose one to score.

EXTRAVAGANT | Each  still counts toward any "Highlight of the Day" bonus requirements and scoring.

GO-GETTER | Only  are doubled, not any bonus Experience Track icons, Mood Tracker icons, or Wild tokens. Your starting   count toward "Highlight of the Day" bonus requirements and scoring.

LEARNER | The cards that score are: Kyoto National Museum, Kyoto Railway Museum, Manga Museum, Take a Cooking Class, Take a Drumming Class, Take an Ikebana Class, Tokyo National Museum, and Visit an Anime Museum.

PLANNER | Your starting  counts toward "Highlight of the Day" bonus requirements and scoring.

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