

LET'S GO GAME RULES

OBJECTIVES

Complete the destinations stated on your **Destination Cards (DC)** using the **Journey Cards (JC)** and **Destination Marker (DM)**. First player to achieve 8 points (by adding up the points on the completed **DCs** win!

SET-UP - BASIC RULES

Remove the Clear Roads and Faster Faster cards. Shuffle the **DCs** and **JCs** separately and place them beside the board. Each player starts the game with 5 x **JCs** and 2 x **DCs** in their hand and chooses one set of **DMs**. For young children playing the game initially, we recommend playing with cards face up on the table. Youngest player starts first!

GAME PLAY

1. Look at your **DC** and find the attractions on the board.
2. Find the best route joining the attractions in each DC. You will have to find other routes to your destination if both roads in that route have been taken up by others (who have placed a **DM** on that spot).
3. Each road is represented by a circle with its own colour and number (a **Spot**). This will be the total number of points and the colour you need to secure a particular Spot.
4. Look at the 5 **JCs** that you have. Each **JC** is numbered 1 to 5 (other than a Wild Card). Use one or more **JC** (when using two or more, add the numbers together to get the exact number on the Spot you plan to take) and use only **JCs** that match the same colour indicated on that Spot. You can play as many **JCs** (of the same colour) as you want in a turn to secure that Spot. A Wild Card represents any colour and number of your choice. A Wild Card can only be played with another coloured **JC** and not on its own.
5. Place a **DM** on the Spot that you have taken. Draw cards from the Journey deck until you have 5 cards again.
6. Each route between attractions has two Spots for players to claim. No player should claim both Spots.

7. If you choose not to claim any Spot, you may discard any number of **JCs** OR uncompleted **DCs**, and draw back the same number of cards.
8. Your turn ends and play passes on to the next older player.

ON EACH TURN (CHOOSE ONE OF THREE ACTIONS):

SECURE & REPLACE - You can play **JCs** to secure a Spot between any two adjacent attractions and draw back the same number of **JCs** played until you have 5 **JCs**. **OR**

DISCARD & REPLACE - You can discard any number of **JCs** you own and draw back the same number of **JCs** discarded until you have 5 **JCs**. **OR** You can discard any number of incomplete **DCs**, and draw a new **DC** for each **DC** you discarded.

COMPLETE! - You complete a journey when you have your coloured **DMs** on the board that connects the attractions shown on your **DC(s)**. Show the completed **DC** to the others and shout "Complete!". Place the completed **DC** face up in front of you. Draw a new **DC** to replace each completed **DC** if you have not won the game!

INTERMEDIATE RULES - FASTER FASTER & CLEAR ROADS

Insert these cards to the **JCs**. On each turn, you now have additional options to do one of the following apart from the above three actions.

A. **Faster Faster** - Play this at the beginning of your turn and draw 5 additional **JCs**. You may then play your **JCs** as usual and you may only draw additional **JCs** if you end up having less than 5 **JCs** in your hand. You are not permitted to Discard & Replace **JCs** when you play the Faster Faster card.

B. **Clear Roads** - Remove an existing **DM** from the board. This will or will not affect that player's completed **DCs** depending on what the players agreed to at the start of the game. Draw one new **JC** to replace the Clear Roads card played.

ADVANCED RULES

Advanced rules are designed for older children and/or for those who are familiar with subtraction.

1. **Basic Rules & Intermediate Rules.** First to reach 12 points wins!

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2. You can now add or subtract numbers on the **JCs** (provided it is the same color) to get the number you require to claim a Spot on a route.