

# ALTIPLANO

## THE TRAVELER



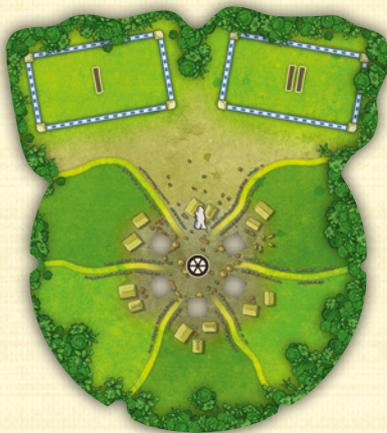
### Introduction

A traveler wanders through the South American highlands, bringing new ideas and assets from his journeys to anyone who meets him. At his public trading point, you can acquire rare goods in exchange for precious pink opals.

With this expansion to Altiplano, planning your moves becomes more important, and the competition to access resources is now stronger. Above all, the assets you can buy from the traveler open up new ways to increase your wealth.

On top of that, unforeseen events among the mountain ranges of Bolivia and Peru will demand that you make spontaneous decisions and change your strategy. Succeeding in this inhospitable region is now a completely new challenge! Who's ready?

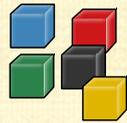
### Components



1 trading point



5 traveler strips



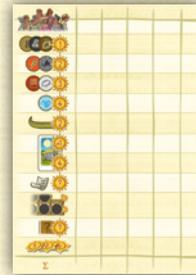
5 trading markers



36 point markers  
(11x 1-point, 11x 2-point,  
14x 5-point)



30 opals



1 score pad



traveler pawn



5 asset summary sheets

66 game cards



1 house card



1 boat card



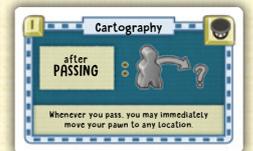
5 order cards



1 mission card



37 event cards  
(6x A, 6x B,  
3x C, 6x D,  
16x E)



21 asset cards  
(12x stage I, 9x stage II)

### Setup

Set up the game as normal, with the following changes:

- ▶ Add the new **house card** to the 10 houses. (You will play with a total of 11 houses.)
- ▶ Add the new **boat card** to the 10 boats. (You will play with a total of 11 boats.)
- ▶ Shuffle the 5 new **order cards** together with the other orders. (You will play with 10 or 12 order cards, as normal.)
- ▶ Sort the **event cards** into groups A to E, and shuffle each group face down. Then build the face-down pile of event cards as follows, from bottom to top: all 16 cards from group E, 3 random cards from group D, all 3 cards from group C, 3 random cards from group B, and 3 random cards from group A. Remove all other cards unseen from the game.

## PLAYING WITHOUT THE TRAVELER

If you wish, you can play the game without the traveler. In this case, use only these expansion components: the event cards, the point markers, the new house card, the new boat card, and the new order cards.

- ▶ Shuffle the new **mission card** together with the other missions (*if you are using the missions module*).
- ▶ Place the **trading point** in the middle of the circle formed by the 7 locations. Place all the **asset cards** of stage I face up on its "I" space, and place all the assets of stage II face down on its "II" space.

## PUBLIC INFO

At any time, any player may look at any face-up assets on the trading point, and may count up how many events have been revealed.

- ▶ Each player takes the **trading marker** of their color and places it on a trading space of the trading point (*ideally pointing in their direction*), marking it as theirs.

**Important:** The trading point is not a location. It is never occupied by **any** pawn, including the traveler or player pawns.



Along with the trading spaces marked with cubes by the players, the trading point also has a neutral trading space, marked with the  symbol. Except for the neutral trading space, any trading spaces not marked by a player are ignored.

- ▶ Place the **traveler pawn** on the road.
- ▶ Each player takes an **asset summary sheet**.
- ▶ Each player takes a **traveler strip** and places it above their action board.
- ▶ Place the **point markers** and **opals** within reach of everyone.

## POINT MARKERS AND OPALS ARE UNLIMITED

If the point markers or opals are ever used up, players may substitute other components.

## SHORT GAME VARIANT

You can play both variants (*with or without the traveler*) as a short game.

In the short game, each player begins on space 5 of the road and begins with 1 food tile in addition to the goods tiles shown on their role tile.

When making the stack of event cards, only stack 3 random event cards from group E (*not all 16*).

The game can now end in a third way: end the game at the end of the round during which the last of the 15 events is revealed.

In each cleanup phase, **always** remove the extension at the bottom of the extension strip (*the space without additional cost*), if any, even if other extensions were bought during the round.

## CHANGES TO GAMEPLAY

Play with the same rules as the base game, but make the following changes. During each round, before the drawing phase, add the following phase.

▶ Phase 0: Event (*reveal one and, if prompted, resolve it immediately*).

### Phase 0: Event

The start player reveals the top event card and places it face up in a discard pile.

If the event shows a ⚡ symbol, the event resolves immediately unless the card says otherwise. If it affects every player, then resolve it in turn order, beginning with the start player. Each player may only use its effect once.

If the event does **not** show a ⚡ symbol, the event affects all players for the whole round.

Some events also show an effect at the bottom marked with the 🧑 symbol. Only resolve this effect if you are playing a game with the traveler. This effect either will add a goods tile from the supply to the neutral trading space or will flip the assets of stage II face up. If the supply does not have the prompted goods tile, then nothing happens.

### Phase I: Drawing

Before drawing tiles, you may return any coins from action spaces of your assets to your supply, and you may take any tiles from action spaces of your traveler strip and your assets and return them to unoccupied planning spaces.

### Phase 2: Planning

In this phase, you may also place tiles from your planning spaces onto the action spaces of your traveler strip and assets. You may also place coins onto the action spaces of your assets.

As normal, once you have placed tiles or coins, you must leave them there until you either use them for an action or retrieve them at the beginning of the drawing phase.

### Phase 3: Actions

In this phase, you may also take the basic actions shown on the traveler strip and the actions shown on your assets marked with the 🧑 symbol. To take any of these actions, your pawn must be on the **same** location as the traveler pawn.

To use an asset that uses coins or goods, you must have placed them on the card during the planning phase. You **cannot** place more coins on assets during this phase.

If you have an extension showing an extra action space, you may also use it to take a traveler action.

## Traveler actions

These are new basic actions, shown on the traveler strips, available to every player.

▶ **Buy opals:** Take 1 or more goods tiles from your action spaces and put them in your container. For each tile you put in your container, gain 1 opal from the supply.

▶ **Buy asset:** Take any 1 face-up asset from the trading point, pay its cost, and place it face up in front of you. The cost of an asset is shown in its top-right corner: either any 1 good (*including food*), or 1 good of the 6 higher-value goods (*shown on the bottom row of the traveler strip*). Take these goods from one action space of your traveler strip and place them on **your** trading space of the trading point.



**Important:**

Each player may buy a maximum of **one asset per round**.

Always put the goods you pay for an asset on your trading space, not in your container or into the supply.

At the beginning of the game, only the assets of stage I are face up and available to buy, while the assets of stage II are face down and not available. An event in group C will make the assets of stage II face up and available to buy.

Assets **without** the  symbol give permanent advantages to the owner and can be used immediately.

Assets **with** the  symbol show traveler actions that the owner can take. To take an asset action, you must have placed the necessary goods or coins on it during the planning phase. You can only take asset actions if your player pawn is on the same location as the traveler.

As normal, put the goods used for an asset action in your container, and return coins used for an asset action to the general supply.

▶ **Buy good:** Take 1 good from the neutral trading space or from another player's trading space, and pay the opals shown for that good on the traveler strip (*1 or 2 opals*). Take the opals from your supply and return them to the general supply. You can only buy 1 good by taking this action, but you can take this action multiple times per round.

**Important:**

You cannot buy goods in this way from **your own** trading space.

## Phase 4: Cleanup

At the end of this phase, move the traveler to the next clockwise location that is not occupied by any player pawn.

## Scoring

Each player gains 1 point marker per 2 opals they have; a single opal has no value. Count up all the point markers, note them on the score pad on the line for point markers, and add them to the grand total.

## REFERENCE A >> NEW MISSION



Have at least 3 assets at the end of the game.

# REFERENCE B >> EVENT CARDS

## Group A



Each player gains 2 coins.  
(Traveler: Place 1 food on the neutral trading space.)



Each player may pay 1 coin to gain 1 cart. Each player may still buy 1 cart from the village this round.  
(Traveler: Place 1 stone on the neutral trading space.)



This round, extensions cost 1 coin less (minimum 1 coin).  
(Traveler: Place 1 fish on the neutral trading space.)



This round, fish and wood may be sold at the market, each for 1 coin.  
(Traveler: Place 1 alpaca on the neutral trading space.)



Each player may take 1 food from the supply and put it in their container.  
(Traveler: Place 1 wool on the neutral trading space.)



This round, each time an extension is bought, immediately slide the remaining extensions down to close the gap, but do not refill the strip.  
(Traveler: Place 1 ore on the neutral trading space.)

## Group B



Remove the bottom extension on the extension strip from the game, slide the remaining extensions down to close the gap, and refill the strip.



Each player with no coins gains 1 point.



This round, each player may use 1 more planning space. To fill the extra planning space, each player also draws 1 more good (maximum 8).



Each player may advance 1 step along the road. If you gain 1 corn from this, you can immediately store it or deliver it to fulfill an order.



Each player may pay 1 coin to take 1 wood from the supply and place it in their container. Do this even if there is not enough wood for everyone.



Each player may pay 1 coin to take 1 stone from the supply and place it in their container. Do this even if there is not enough stone for everyone.

Group C



This round, each player may use 1 more planning space. To fill the extra planning space, each player also draws 1 more good (maximum 8).



This round, each move without a cart (bought with food, possibly coins or glass) moves the pawn by up to 2 steps.



Each player gains 1 coin.  
*(Traveler: Flip the asset cards of stage II face up. From now on, assets of both stages may be bought.)*

Group D



Each player gains 1 coin per completed row in their warehouse.  
*(Traveler: Place 1 glass on the neutral trading space.)*



Each player may either pay 1 coin to gain 1 point or pay 2 coins to gain 2 points.  
*(Traveler: Place 1 cloth on the neutral trading space.)*



Each player may pay 1 coin to take 1 wool from the supply and place it in their container. Do this even if there is not enough wool for everyone.  
*(Traveler: Place 1 ore on the neutral trading space.)*



Each player may pay 1 coin to take 1 ore from the supply and place it in their container. Do this even if there is not enough ore for everyone.  
*(Traveler: Place 1 cacao on the neutral trading space.)*

Group E



Each player may pay 1 coin to take 1 alpaca from the supply and place it in their container. Do this even if there are not enough alpacas for everyone.

(Traveler: Place 1 wood on the neutral trading space.)



Each player may immediately move their pawn to any location.

(Traveler: Place 1 silver on the neutral trading space.)



Each player may move 1 corn to another space in their warehouse. The corn may substitute for another good if it comes from a corn row or if a corn row has not yet been completed. The corn cannot be moved to an empty row, and moving it cannot leave an empty row. (Traveler: Place 1 alpaca on the neutral trading space.)



During the drawing phase, each player may store or deliver 1 good from a planning space, and then draw 1 good from their bag. Do this after moving or drawing goods if an extension prompts it. If you fulfill an order by delivery and gain 1 corn, immediately store it or deliver it to fulfill an order.



Each player may draw 3 goods from their bag and immediately store them in their warehouse. You can only fill existing rows, and you **cannot** start new rows. Return goods that you cannot store or choose not to store to your bag.



Each player may choose to deactivate their free cart to gain 2 points. If you do this, immediately move the cart in your free space to the right, showing it cannot be used this round.



Each player may pay 1 food to the supply to gain 2 points. This food can come from your bag, container, action board, traveler strip, extensions, or assets, but **not** from an order or your warehouse.



During the drawing phase, each player may take 1 good from a planning space and return it to their container to gain 2 coins. Do this after moving or drawing goods if an extension prompts it.



Each player may use 1 less planning space this round to gain 2 points. If you choose to do so, you draw (or retrieve) 1 good less.



Each player may remove one of their extensions from group B, C, or D from the game to gain 2 points. Return any goods on your extension to your container, return coins to your supply, and store corn in your warehouse.



Each player may move any goods from their action spaces onto their other action spaces (*but not onto planning spaces*) or put them into their container, in any combination.



Each player may return 1 cart to the village to gain 2 points. You cannot return your topmost, free cart.



Choose 1 order at random from the market, and remove it from the game. If the market has no orders, then nothing happens.

*(Traveler: Place 1 stone on the neutral trading space.)*



Choose 1 house at random from the village, and remove it from the game. If the village has no houses, then nothing happens.

*(Traveler: Place 1 wood on the neutral trading space.)*



Each player may empty their entire container into their bag.

*(Traveler: Place 1 wool on the neutral trading space.)*



Each player may draw 1 good and either place it on one of their action spaces or return it to their bag.



Each player with no coins gains 2 coins.



The player with the least corn in their warehouse gains 2 points. On a tie for least corn, each tied player gains 2 points.



## Credits

**Game Designers:** Louis and Stefan Malz & Reiner Stockhausen **Developers:** dlp games, Louis and Stefan Malz

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