



# **EuroQuest**

## **Chase across Europe**

**RULES OF THE GAME**

**IN ENGLISH**



# TABLE OF CONTENTS

This game is intended for 2 to 5 players. The following explains its rules, some hints, and the origins of the game.

- 1. Scenario,** Page 3
- 2. Objective of the game,** Page 4
- 3. Content & preparation,** Pages 5 to 7
- 4. Gameplay,** Pages 8 to 13
- 5. Tactical hints,** Page 14
- 6. Origins of the game,** Pages 15 to 16
- 7. List of countries & cities on the map,** Pages 17 to 45
- 8. Legal notice,** Page 46

# SCENARIO

Going abroad as a young person isn't always as easy as it seems. The financial aspect, the language barrier and the lack of contact with your familiar surroundings repeatedly place obstacles in your way.

The runner tries to finally overcome these problems and fears in order to set off in search of new adventures. However, things are not this simple: The fears and problems (played by the chasers) simply follow behind and try to stop them from achieving their long desired goal.

All players travel from city to city on a map of Europe. They have 3 different modes of transportation at their disposal: Train ●, bus ●, and ferry ● (each marked with different colours on the map). To use one of these modes of transportation, you must have a corresponding ticket and of course check that this mode of transportation also operates between the desired cities on the map. A ticket is only valid until you reach the next city.

Thus, the runner will need to move cleverly and, above all, secretly (see **Gameplay**) from A to B without being caught by the chasers. Each time they cross a border, however, they must tell the chasers which country they are now in. Based on this information and with the help of their astute co-operation, the chasers will try to back them into a corner and catch them.

# OBJECTIVE OF THE GAME

There are 2 different situations that immediately end the game:

1. As soon as the runner has completed their randomly selected **quest**, they win and therefore end the game.
2. As soon as one of the chasers is in the same city as the runner, the runner is considered **caught**. The chasers therefore win and end the game.

**Please note:** The runner must inform the chasers **immediately** and **without prior request** if they have been caught.

If none of these situations occur, the game ends after **28 rounds** (when the chasers run out of tickets). If the game ends in this way, the runner wins (even if they did not fulfil their quest).

# CONTENT & PREPARATION

## Contents of the game box:

1 map of Europe (the game board)

5 coloured playing pawns

1 white playing pawn

80 train tickets ●

60 bus tickets ●

30 ferry tickets ●

2 orange joker cards ●

1 black joker card ●

10 quest cards for the runner

15 start cards for the chasers

1 logbook for the runner

1 erasable marker

## Additionally required (not included):

Cloth, sponge, or wet wipes to remove the notes from the logbook

## Set up of the game board:

The map of Europe simply needs to be unfolded. It is orientated so that the runner sits at the bottom of the map and can easily read the numeration of the cities.

## Dealing out the cards and tickets:

If no player volunteers to become the runner, all players draw a playing pawn with their eyes closed. The person who draws the white pawn automatically becomes the runner.

### The runner receives:

- 12 train tickets
- 10 bus tickets
- 4 ferry tickets
- 2 orange joker cards
- 1 black joker card
- the logbook
- the erasable marker

Afterwards, they draw one of the 10 quest cards.

### Each chaser receives:

- 1 coloured pawn
- 12 train tickets
- 10 bus tickets
- 4 ferry tickets

Each chaser then draws one of the 15 start cards.

**Please note (1/2):** The game is always played with 3 to 4 chasers (depending on the desired level of difficulty). If only 2 or 3 players are taking part in the game, one person can also represent multiple chasers. Therefore, they will also receive the corresponding number of tickets.

If someone represents more than one chaser, they must keep the allocated tickets for each chaser separate, as chasers are not allowed to help each other out with tickets!

**Please note (2/2):** The tickets that the runner receives are only their start supply. This supply will increase during the game, as the chasers have to give every used ticket to the runner.

## **Positioning of the playing pawns:**

The chasers each receive a coloured pawn and place it in the city indicated on their randomly drawn start cards.

**The runner does not do this!** They know their starting location, as it is indicated in the bottom left-hand corner of the quest card. However, this location must always stay secret!

The runner is nevertheless assigned a playing pawn (the white pawn). **However, they never move it themselves.** It is only moved by the chasers if they are sure which city the runner is in.

**Example:** If the runner has travelled to Ireland by bus, they must be in Dublin (IE-1), as this is the only Irish city on the map with bus connections abroad.



# GAMEPLAY

All players move from one numbered city to another. To do this, they either use train connections (marked in red on the map), bus connections (marked in green on the map) or ferry connections (marked in blue on the map). Each journey must be paid for with a ticket in the corresponding colour.

The numbered cities on the map are stops for these three modes of transportation. As an **example**, have a look at Barcelona (ES-7) in north-east of Spain:

Barcelona has connections with 7 other cities. The connections to Valencia (ES-11), Zaragoza (ES-6) and Perpignan (FR-12) can be used with both train and bus tickets. The connections to the Balearic Islands (ES-12, ES-13 and ES-14) can only be used with ferry tickets. The connection to Andorra la Vella (AD-1), on the other hand, requires the use of a bus ticket.

## The 3 most important rules for game moves:

1. You may only travel on colour-coded connections between two numbered cities! A ticket is only valid until you reach the next city on this line!

2. As long as they still possess suitable tickets, each player is obliged to move one time per round!
3. Two pawns may never be in the same city! If a chaser moves into a city in which the runner is already located, the game ends with a victory for the chaser. The same applies if the runner moves to a city in which a chaser is already located.

**Please note:** The white pawn, which is only moved by the chasers, can remain in a city to indicate a prior position of the runner. If one of the chasers then moves to this city, they can simply move the white pawn to the side. Of course, the game only ends in this case if the runner is back in this city at the time of the chaser's arrival!

## **Playing order:**

The chasers play clockwise after the runner has made their move. If a person represents several chasers, they determine an order which they must maintain until the end of the game!

**Please note:** Chasers can block each other involuntarily. It is therefore important to maintain the playing order!

## **This is how you make a move as a chaser:**

1. Pay for your journey and give the runner the corresponding ticket.
2. Move your pawn.
3. Repeat the first two steps for all pawns you control.

It is recommended to exchange with the other chasers about the best possible moves for each of you. Cooperation is key!

As a chaser, your ticket supply diminishes with each turn, and it is possible that at some point you will be stranded in a city because you have no (or no suitable) tickets left. If this happens, your pawn will simply remain in this city until the end of the current game.

## This is how you make a move as the runner:

By contrast to the moves of the chasers, who show their moves publicly on the board, all moves of the runner are **secret!**

1. Pay for your journey and put the used ticket back in the game box.
2. Tell the chasers which means of transport you used, and note it on the outside of your logbook.
3. Note the city you went to on the inside of the logbook. Never show the chasers this side!
4. Tell the chasers whether you have changed country or not. If so, tell them the country you are in now (only the country, not the city).

## First move of the runner:

The first move of the entire game falls to the runner. For this move, they don't write down their starting position in the first window on the secret inside page of the logbook. Instead, they write down the first city they went to!

For all subsequent moves, they continue like this, noting one city per window.

Even on the first move of the entire game, the rules apply that the runner **only** has to announce the country which they are in if they cross a border. However, if they have not changed country by the fourth round, the runner must reveal the country they started in (and are still in).

**Please note:** The explanations written in grey on the first window on the outside and the first and fourth windows on the inside of the logbook must simply be overwritten.

## Use of joker cards:

The runner disposes of **3** joker cards.

The 2 **orange joker cards** ● allow them to make a double move. To do this, they discard one of these cards before starting their turn.

**Example:** The runner's starting position is Dover (UK-1). From there, they move normally to Calais (FR-1). As they changed countries, they must inform the chasers that they are now in France. As their move is now finished, it's now the chasers' turn. After their turn, the runner decides to use one of their orange joker cards. Thus, they travel in a double move from Calais (FR-1) via Paris (FR-6) to Geneva (CH-1). They must therefore inform the chasers that they stayed in the same country on the first move and went to Switzerland on the second move. Like for any normal move, they must also pay for these journeys (2 tickets, as they used 2 connections).

A double move allows you to combine two modes of transport and also, if you wish, to go from city A to city B and back to city A.

The **black joker card** ● allows the runner to change countries without having to announce it. To do this, they discard it before starting their turn. They can also use this joker card, even though they are not going to change countries in the following turn, to lure the pursuers on a false trail. Like for any normal move, the runner additionally has to pay for this journey with ticket.

If the runner **combines** an **orange** joker card with the **black** joker card, the effect of the black card only applies to one of the two moves of the double move.

# TACTICAL HINTS

The runner should be careful, especially during the first few moves, to let their eyes roam all over the board so as not to give away their starting position with his own eyes.

At the beginning of the game, before the chasers know which country the runner is in, they should position themselves in (or near) large and centrally located cities that have many connections.

# ORIGINS OF THE GAME

This game was developed by Lucas Allebrod and Hannah Hennings as a “collective project” during their volunteering services under the European Solidarity Corps (ESC).

The basic principle and rules of this game are based on the 1983 board game “Scotland Yard”, in which detectives pursue a fugitive called “Mister X” through the city centre of London.

The idea of EuroQuest is to learn playfully about the network of environmentally friendly transport in Europe.

**Lucas Allebrod** (Instagram: @lucas.explores.europe)

... is from Dortmund, Germany and currently completing his ESC volunteering service at the “Centre Régional d’Information Jeunesse” in Rennes (capital of Brittany, France). His mission is to raise awareness of international mobility among young people in Brittany.

**Hannah Hennings** (Instagram: @heyxhannibal)

... is from Constance, Germany and currently completing her ESC volunteering service at the “Mission Locale” of Fougères (a historic town in north-east Brittany). Her mission is to support recreational activities and international projects for young people.



## European Solidarity Corps

The European Solidarity Corps (ESC) is an initiative of the Erasmus+ programme that enables young people from the European Union and several partner countries to complete a volunteering service of 2 weeks to 12 months abroad.

As part of this volunteering service, young people also have the opportunity to implement a personal or collective project that does not have to be related to their main mission.

### **Further information about the ESC at:**

[youth.europa.eu/solidarity\\_en](https://youth.europa.eu/solidarity_en)












**Photo of Lucas and Hannah**








# LIST OF COUNTRIES & CITIES ON THE MAP

<b>AD</b>	<b>ANDORRA</b> <i>sovereign state</i>
 AD-1	Andorra la Vella (capital)
<b>AL</b>	<b>ALBANIA</b> <i>sovereign state</i>
 AL-1	Tirana (capital)
<b>AT</b>	<b>AUSTRIA</b> <i>sovereign state (EU)</i>
 AT-1	Vienna (capital)
 AT-2	Graz
 AT-3	Innsbruck

<b>AX</b>	<b>ÅLAND</b> <i>autonomous region of Finland (EU)</i>
 AX-1	Mariehamn (capital)
<b>BA</b>	<b>BOSNIA AND HERZEGOVINA</b> <i>sovereign state</i>
 BA-1	Sarajevo (capital)
<b>BE</b>	<b>BELGIUM</b> <i>sovereign state (EU)</i>
 BE-1	Brussels (capital)
<b>BG</b>	<b>BULGARIA</b> <i>sovereign state (EU)</i>
 BG-1	Sofia (capital)
 BG-2	Plovdiv
 BG-3	Varna

<b>CH</b>	<b>SWITZERLAND</b> <i>sovereign state</i>
	Geneva
	Basel
	Zurich
<b>CZ</b>	<b>CZECHIA</b> <i>sovereign state (EU)</i>
	Prague (capital)
	Brno
<b>DE</b>	<b>GERMANY</b> <i>sovereign state (EU)</i>
	Hamburg / Kiel / Fehmarn
	Sassnitz / Stralsund / Greifswald

 DE-3	Hanover
 DE-4	Berlin (capital)
 DE-5	Cologne / Düsseldorf / Dortmund
 DE-6	Dresden
 DE-7	Frankfurt
 DE-8	Nuremberg
 DE-9	Stuttgart
 DE-10	Constance
 DE-11	Munich









<b>DK</b>	<b>DENMARK</b> <i>sovereign state (EU)</i>
	Hirtshals / Frederikshavn
	Billund / Aarhus
	Copenhagen (capital)
	Rønne (largest city on the island of Bornholm)
<b>DZ</b>	<b>ALGERIA</b> <i>sovereign state</i>
	Algiers (capital)
	Oran
<b>EE</b>	<b>ESTONIA</b> <i>sovereign state (EU)</i>
	Tallinn (capital)

	Pärnu / Valga
	Tartu
<b>ES</b>	<b>SPAIN</b> <i>sovereign state (EU)</i>
	A Coruña / Santiago de Compostela
	Gijón
	Bilbao
	Donostia-San Sebastián
	León
	Zaragoza

	Barcelona
	Salamanca
	Madrid (capital)
	Toledo
	Valencia
	Ibiza (largest city on the island of the same name)
	Palma (largest city on the island of Mallorca)
	Ciudadella / Maó (largest cities on the island of Menorca)
	Alicante



	Almería
	Málaga
	Seville
<b>FI</b>	<b>FINLAND</b> <i>sovereign state (EU)</i>
	Turku
	Helsinki (capital)
	Lappeenranta
	Tampere
	Jyväskylä

	Vaasa
	Oulu
	Tornio
	Rovaniemi
	Inari
<b>FO</b>	<b>FAROE ISLANDS</b> <i>autonomous territory of the Kingd. of Denmark</i>
	Tórshavn (capital)
<b>FR</b>	<b>FRANCE</b> <i>sovereign state (EU)</i>
	Calais / Lille
	Le Havre



	<p>Rennes / Saint-Malo / Fougères (Places where this game was developed)</p>
	<p>Brest / Roscoff</p>
	<p>Nantes</p>
	<p>Paris (capital)</p>
	<p>Reims</p>
	<p>Strasbourg</p>
	<p>La Rochelle</p>
	<p>Bordeaux</p>
	<p>Toulouse</p>

	Perpignan
	Montpellier
	Marseille
	Lyon
	Bastia (harbour city in the north-east of Corsica)
	Ajaccio (largest city on the island of Corsica)
<b>GI</b>	<b>GIBRALTAR</b> <i>British Overseas Territory</i>
	Gibraltar (city state)
<b>GR</b>	<b>GREECE</b> <i>sovereign state (EU)</i>
	Corfu (largest city on the island of the same name)

	Thessaloniki
	Alexandroupolis
	Patras
	Athens (capital)
	Kalamata
	Heraklion (largest city on the island of Crete)
	Fira (largest city on the island of Santorini)
	Rhodes (largest city on the island of the same name)
	Chios (largest city on the island of the same name)

 <b>GR-11</b>	Mytilene (largest city on the island of Lesbos)
<b>HR</b>	<b>CROATIA</b> <i>sovereign state (EU)</i>
 <b>HR-1</b>	Zagreb (capital)
 <b>HR-2</b>	Pula
 <b>HR-3</b>	Split
<b>HU</b>	<b>HUNGARY</b> <i>sovereign state (EU)</i>
 <b>HU-1</b>	Budapest (capital)
 <b>HU-2</b>	Pécs
 <b>HU-3</b>	Debrecen







<b>IE</b>	<b>IRELAND</b> <i>sovereign state (EU)</i>
	Dublin (capital)
	Cork
	Limerick
	Galway
<b>IM</b>	<b>ISLE OF MAN</b> <i>self-governing British Crown Dependency</i>
	Douglas (capital)
<b>IS</b>	<b>ICELAND</b> <i>sovereign state</i>
	Reykjavík (capital)
	Vík í Mýrdal

	Seyðisfjörður
	Akureyri
	Ísafjörður
<b>IT</b>	<b>ITALY</b> <i>sovereign state (EU)</i>
	Genoa
	Milan
	Bologna
	Venice
	Ancona


















	Rome (capital)
	Naples
	Bari
	Reggio Calabria
	Palermo (largest city on the island of Sicily)
	Catania / Pozzallo (harbour cities on Sicily)
	Cagliari (largest city on the island of Sardinia)
	Porto Torres (harbour city in the north of Sardinia)







<b>JE</b>	<b>JERSEY</b> <i>self-governing British Crown Dependency</i>
	Saint Helier (capital)
<b>LI</b>	<b>LIECHTENSTEIN</b> <i>sovereign state</i>
	Vaduz (capital)
<b>LT</b>	<b>LITHUANIA</b> <i>sovereign state (EU)</i>
	Klaipėda
	Kaunas
	Vilnius (capital)
<b>LU</b>	<b>LUXEMBOURG</b> <i>sovereign state (EU)</i>
	Luxemburg (capital)

<b>LV</b>	<b>LATVIA</b> <i>sovereign state (EU)</i>
	Riga (capital)
	Daugavpils
<b>MA</b>	<b>MOROCCO</b> <i>sovereign state</i>
	Rabat (capital)
	Tangier
	Fez
<b>MC</b>	<b>MONACO</b> <i>sovereign state</i>
	Monaco (city state)

<b>MD</b>	<b>MOLDOVA</b> <i>sovereign state</i>
 MD-1	Chişinău (capital)
<b>ME</b>	<b>MONTENEGRO</b> <i>sovereign state</i>
 ME-1	Podgorica (capital)
<b>MK</b>	<b>NORTH MACEDONIA</b> <i>sovereign state</i>
 MK-1	Skopje (capital)
<b>MT</b>	<b>MALTA</b> <i>sovereign state (EU)</i>
 MT-1	Valletta (capital)
<b>NL</b>	<b>NETHERLANDS</b> <i>sovereign state (EU)</i>
 NL-1	Rotterdam
 NL-2	Amsterdam (capital)

	Groningen
<b>NO</b>	<b>NORWAY</b> <i>sovereign state</i>
	Kristiansand
	Oslo (capital)
	Stavanger
	Lillehammer
	Bergen
	Ålesund
	Trondheim

	Mo i Rana
	Å i Lofoten
	Narvik
	Tromsø
	North Cape
	Kirkenes
<b>PL</b>	<b>POLAND</b> <i>sovereign state (EU)</i>
	Świnoujście / Szczecin
	Gdańsk

	Białystok
	Poznań
	Warsaw (capital)
	Wrocław
	Kraków
<b>PT</b>	<b>PORTUGAL</b> <i>sovereign state (EU)</i>
	Porto
	Lisbon (capital)
	Faro

<b>RO</b>	<b>ROMANIA</b> <i>sovereign state (EU)</i>
	Constanța
	Bucharest (capital)
	Timișoara
	Cluj-Napoca
	Iași
<b>RS</b>	<b>SERBIA</b> <i>sovereign state</i>
	Belgrade (capital)
	Niš












<b>RU</b>	<b>RUSSIA</b> <i>sovereign state</i>
	Saint Petersburg
	Kaliningrad (largest city in the oblast of the same name)
<b>SE</b>	<b>SWEDEN</b> <i>sovereign state (EU)</i>
	Malmö / Ystad
	Gothenburg
	Kalmar
	Visby (largest city on the island of Gotland)
	Örebro
	Stockholm (capital)

	Gävle
	Sundsvall
	Umeå
	Luleå
	Kiruna
<b>SI</b>	<b>SLOVENIA</b> <i>sovereign state (EU)</i>
	Ljubljana (capital)
<b>SK</b>	<b>SLOVAKIA</b> <i>sovereign state (EU)</i>
	Bratislava (capital)
	Košice

<b>SM</b>	<b>SAN MARINO</b> <i>sovereign state</i>
	San Marino (capital)
<b>TN</b>	<b>TUNISIA</b> <i>sovereign state</i>
	Tunis (capital)
<b>TR</b>	<b>TURKEY / TÜRKIYE</b> <i>sovereign state</i>
	Istanbul
	Edirne
<b>UA</b>	<b>UKRAINE</b> <i>sovereign state</i>
	Uzhhorod
	Lviv

	Ivano-Frankivsk
	Rivne
	Odesa
<b>UK</b>	<b>UNITED KINGDOM</b> <i>sovereign state</i>
	Dover / Folkestone
	Plymouth
	London (capital of the UK and England)
	Bristol
	Birmingham

 UK-6	Fishguard / Holyhead
 UK-7	York / Kingston upon Hull
 UK-8	Liverpool / Manchester
 UK-9	Newcastle upon Tyne
 UK-10	Edinburgh (capital of Scotland)
 UK-11	Glasgow
 UK-12	Aberdeen
 UK-13	Inverness
 UK-14	Kirkwall (largest city on the Orkney Islands)

	Lerwick (largest city on the Shetland Islands)
	Belfast (capital of Northern Ireland)
<b>XK</b>	<b>KOSOVO</b> <i>state with limited diplomatic recognition</i>
	Pristina (capital)

**Member states of the European Union (EU)** are highlighted in green on the map. In addition, abbreviations of the respective cities in these countries are also written and underlined in green.

**Example:**

ES-11 = this city is located in a member state of the EU

**NO-6** = this city is **NOT** located in a member state of the EU

# LEGAL NOTICE

## **Creation and design of the game:**

Lucas Allebrod,  
Centre Régional d'Information Jeunesse (CRIJ) Bretagne

Hannah Hennings,  
Mission Locale du Pays de Fougères

## **with support of:**

European Solidarity Corps

Association Jeunes à Travers le Monde

## **Licences of use:**

Logo created with: LOGO.com

Background map created with: MapChart ([mapchart.net](http://mapchart.net))

## **Copyright:**

In accordance with current legislation, the publishers cannot be held liable for any errors or unintentional omissions that may remain in this game and its rules despite all the care and control exercised by the editorial team. The partial or total reproduction of the game, its rules and the information contained therein for commercial purposes without explicit authorization by the publishers is strictly prohibited.

**CENTRE RÉGIONAL D'INFORMATION JEUNESSE BRETAGNE**

8 PLACE DU COLOMBIER

35000 RENNES, FRANCE

+33 2 99 31 17 77

[WWW.CRIJ.BZH](http://WWW.CRIJ.BZH)

**MISSION LOCALE DU PAYS DE FOGÈRES**

19 RUE HIPPOLYTE RÉHAULT

35300 FOGÈRES, FRANCE

+33 2 30 27 01 60

[WWW.ML-FOUGERES.COM](http://WWW.ML-FOUGERES.COM)