

POSTCARDS

© Eric Dubus & Simon Kayne

Crocotame



Rulebook

Get on your bike and explore France!

In this exciting travel game, you'll criss-cross the country's 13 regions, collecting postcards and setting up strategic camps. Collect stamps to send your souvenirs and earn the points that will lead you to victory. Who will be the first to share their adventures? From magnificent landscapes to souvenir gifts, every game is a new escapade. Get ready for a fun-filled journey across France!



Components



13 Itinerary cards



4 Movement tokens



25 Gift cards



72 Travel cards



1 First Player token



1 End Game Bonus token



60 Stamp/Souvenir tokens



52 postcards

For each player



1 Bicycle pawn & 1 plastic stand



1 score marker



13 Camp tokens

1 player board



1 central board

Setup

- 1 Place the central board in the middle of the table.
- 2 Shuffle the Gift cards and place the deck face down on the dedicated space. Draw 3 Gift cards and place them face up below the deck.
- 3 Shuffle the Travel cards and place the deck face down on the dedicated space. Draw 5 Travel cards and place them face up next to the deck.
- 4 Place the Stamp/Souvenir tokens on the central board in the dedicated space, to form a supply.
- 5 Each player takes a player board and places the 13 Camp tokens of their color on it.

Decide together whether you will all use side A or B of the player board. Side A has 3 fixed effects, whereas Side B allows you to choose the effects (see p. 8). For your first game, we recommend using side A.

Example setup for a 3-player game



- 6 Place the score markers on the 0 space of the score track.
- 7 Shuffle the Itinerary cards and give one to each player. Each player places their Bicycle pawn on the region indicated in the top-left corner of their Itinerary card. The remaining Itinerary cards are removed from the game.
- 8 Each player receives 5 Travel cards from the deck to form their starting hand, and 1 random postcard, non-illustrated side up.
- 9 Shuffle the postcards and place the deck, illustrated side up, above the board. Draw 3 postcards and place them next to the deck, illustrated side up.
- 10 Place the End Game Bonus token and the Movement tokens at the bottom right of the central board.
- 11 Randomly determine the first player. They take the First Player token, which they keep for the entire game. This player now becomes the active player.

Goal of the game


During a game of **Postcards**, you will need to move your bicycle across the country, set up camps, and collect postcards to send to your loved ones. Setting up camps will allow you to write down memories that will earn you various bonus effects, while sending postcards will give you points and valuable gifts!

Game Turn

During your turn, **you must play 3 Travel cards** from your hand. For each card played, you must choose between **Taking an Action** or **Sticking a Stamp**. Play each card one at a time in front of you to keep track of how many you have played. At the end of your turn, discard all your played Travel cards.

TAKING AN ACTION


The action of a Travel card is defined by its symbol. There are 3 types: **Movement**, **Postcard**, and **Camp**. When taking an action, the color of the card is ignored.

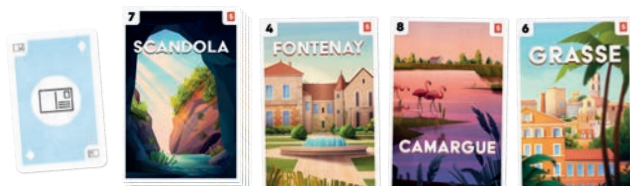
- **Movement action** : Move your Bicycle pawn to a region adjacent to the one you are in.

Regions that share a common border are adjacent.


Occitanie (Region 8) is adjacent to Nouvelle-Aquitaine (Region 9), so the yellow player can move there.



- **Postcard action** : Take an available postcard. You may choose the top postcard from the deck or 1 of the 3 postcards next to it. Before taking a postcard, you may discard the 3 next to the deck and draw 3 new ones to replace them. When you take a postcard next to the deck, immediately fill the empty space with the top postcard from the deck.



The number in the upper-left corner of a postcard indicates its region. The one in the upper-right corner indicates the amount of stamps required to send that postcard.

- **Camp action** : Take the leftmost available Camp token from your player board and place it on an available campsite in the region you are in. If its type matches an available Souvenir space on one of your postcards, you may take a Souvenir token from the supply and place it on that Souvenir space. This immediately grants you an effect (see p. 8).




There can only be 1 Camp token per campsite and you can only place 1 Souvenir token per Camp action.

You can place a Camp token on a campsite even if you don't have an available Souvenir space that matches it. However, when doing so, you don't place a Souvenir token.

Certain Camp tokens on your player board will also grant you an immediate effect when you place them.



Note: When you gain an effect, you may decide not to use it. Effects may only be used on the turn you gain them.

If you gain multiple Movement effects () during your turn, you can use the Movement tokens to help you track your extra movements. Return the tokens to the central board as you use them. Any unused tokens are also returned at the end of your turn.



THE BEST TRAVELER IN THE REGION!

If a player manages to place their Camp tokens on ALL the campsites in a region, they become known as the best traveler in that region! That player immediately scores 1 point per Camp token they have placed there.

Here, the yellow player has managed to place camps on all the campsites in Hauts-de-France (Region 2). Therefore, they immediately score 5 points.



STICKING A STAMP


Any Travel card can be used to place a stamp. When sticking a stamp, the symbol on the card is ignored.

Take a Stamp token from the supply and place it on an available Stamp space, on any of your postcards, that matches the color of the Travel card you played.



By playing a green card, the player can place a Stamp token on a green Stamp space on one of their postcards.

You can play 2 Travel cards of your choice to act as any other Travel card. This counts as 2 Travel cards towards your total of 3 Travel cards played.

Note: You can play an extra Travel card for each  effect you gain during your turn (see p. 8).

SENDING POSTCARDS

In addition to playing your 3 Travel cards, you can send a postcard at any time during your turn if:

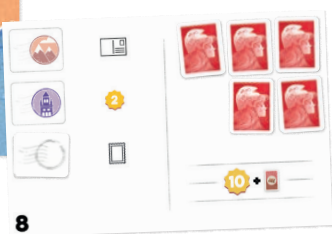
- ▶ all the Stamp spaces on that postcard are filled

AND

- ▶ you are in the region indicated on that postcard



Here, the yellow player is currently in Occitanie (Region 8) and their corresponding postcard is fully stamped. They can now send this postcard!



When sending a postcard, return all tokens on it to the supply, then immediately score the points indicated in its bottom-right corner and choose 1 Gift card. Finally, flip the card to reveal its illustration. It's sent!

Note: You can send multiple postcards during your turn.



By sending this postcard, the player scores 10 points and chooses 1 Gift card. The postcard is then flipped to show that it has been sent.

GIFT CARDS

When you send a postcard, choose a face-up Gift card and place it in front of you. Then fill the empty space with a new card from the deck.

For detailed explanations on the different types of Gift cards, see page 8.



END OF TURN

At the end of your turn, draw new Travel cards until you have 5 total in hand. You can take face-up cards, draw from the top of the deck, or both. After completing your hand, fill any empty spaces on the board with new cards from the deck. Then the next player in clockwise order takes their turn.

Note: If, at any point, a deck is empty, shuffle its discard pile to form a new deck.

Solo Mode

Postcards can also be played solo! In this solo mode, you play against a fictitious opponent – the Automa – which behaves like a real opponent.

Setup

Set up the game the same way as for a regular game. The Automa is set up just like a real player, except that it does not receive Travel cards. Randomly determine whether you or the Automa are the first player. Choose the difficulty of the Automa before starting the game; this will determine how many Travel cards the Automa plays on its turn.

► **Easy** = 3 cards ► **Normal** = 4 cards ► **Expert** = 5 cards

Rules

► **Player's turn:** Your turn proceeds as in a regular game.

► **Automa's turn:** During its turn, the Automa will play face-up Travel cards from the central board. Depending on the chosen difficulty level, it will play between 3 and 5 cards. The cards are played **one by one, in order, from left to right**. As soon as a card is played, it is discarded.

► **Automa's priorities:** The Automa's priorities are defined by its Itinerary card. Whenever the Automa makes a "choice", it prioritizes the postcard from the first region indicated on its Itinerary card. If it doesn't have a postcard from that region, it checks if it has one from the second region, and so on.



With this Itinerary card, the Automa will always prioritize a postcard from Region 2. If it does not have a postcard from Region 2, it will choose a postcard from Region 8, and so on.

The Automa applies this order of priority whenever it is **Sticking a Stamp**, performing a **Postcard action**, or performing a **Camp action**.


STICKING A STAMP


When the Automa plays a Travel card located to the left of the notebook binding, it places a stamp. It looks for an available Stamp space on its postcards that matches the color of the Travel card, choosing a postcard based on its priorities. **If the Automa has no matching available Stamp space, it plays the action for that card instead.**

Example: The Automa plays the first face-up Travel card, which is yellow. It therefore places a stamp on a yellow Stamp space on one of its postcards that matches its Itinerary card. It currently has postcards for Regions 8 and 12. There is no yellow space on Postcard 8, so it places the stamp on Postcard 12.


TAKING AN ACTION

When the Automa plays a card located to the right of the notebook binding, it performs an action. **If the Automa cannot perform the action, it places a stamp instead.**

► **Movement action** : The Automa places its Bicycle pawn in the region indicated by the top postcard of the deck. The Automa does not need to be adjacent to a region when moving. **If the Automa is already in that region, it places a stamp instead.**

► **Postcard action** : The Automa takes the leftmost available postcard based on its priorities. If no postcard matches those on its Itinerary card, it discards the 3 postcards next to the deck and replaces them; then takes one, still according to its priorities. If there is still no matching postcard it can take, it takes the top postcard from the deck (no matter which region it is from). **If the Automa cannot take a postcard, it places a stamp instead.**

Note: The Automa cannot have more than one postcard (sent or unsent) for a region on its Itinerary card.


► **Camp action** : The Automa places a Camp token in the region it is in. It chooses an available campsite that matches a type on its postcards. First, it chooses a postcard based on its priorities, then it looks for an available Souvenir space from top to bottom. It takes a Souvenir token from the supply and places it on that Souvenir space. The Automa immediately gains the corresponding effect. **If the Automa cannot place a Camp token, it places a stamp instead.**

Note: If the Automa gains   , it does not apply the effects. Instead, it immediately scores 2 points.


If the Automa cannot place a stamp or perform an action, the Travel card is considered played and is discarded.

SENDING POSTCARDS

As soon as the Automa has filled all the Stamp spaces on a postcard, it sends that postcard immediately, no matter which region it is in. Discard all tokens from that postcard, then flip it over. The Automa immediately scores the points for that postcard and takes the first face-up Gift card.

Note: The Automa does not play  Gift cards. Instead, each one it holds is worth 3 points at the end of the game.

End of the Game

You and the Automa follow all the same rules as described in the *End of the Game* section on page 6 (except for  Gift cards – see the note above). Whoever has the most points wins!

You can add several Automatas to your solo games or even include one or more in your multiplayer games!

Effects



Perform a **Movement action** (see p. 4).



Perform a **Postcard action** (see p. 4).



Perform a **Camp action** (see p. 4).



Immediately place a Stamp token from the supply on any available Stamp space on one of your postcards.



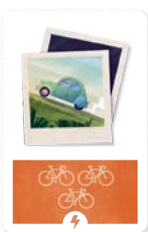
Immediately score X points.



You can play an additional Travel card during your turn.

When using side B of the player board, each time you benefit from a ★, you can choose between: a **Movement effect** (🚲), a **Postcard effect** (📄), or **placing 1 Stamp** (📧).

Gift Cards



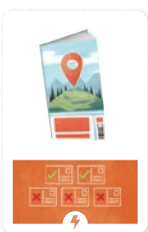
Car

When you use it: perform up to 3 extra Movement actions during your turn.



Caravan

At the end of the game: score 2 points for each region in which you have at least 2 camps.



Hiking Guide

When you use it: draw the top 5 postcards from the deck. Keep 2 and discard the other 3.



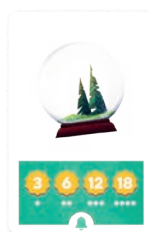
Keychain

At the end of the game: if you have 1/2/3/4/5/6 camps on this type of campsite, score 1/3/6/10/14/20 points.



Road Map

When you use it: move your Bicycle pawn to a region adjacent to the one you are in. Then you may place a Camp token on an available campsite in the region you moved to.



Snow Globe

At the end of the game: if you have 1/2/3/4 Snow Globe cards, score 3/6/12/18 points.



Stamp Collection

When you use it: immediately place up to 2 Stamp tokens from the supply on any available Stamp spaces on any of your postcards.

Gift cards with the ⚡ icon can be used at any point during your turn. Once you use a ⚡ card, discard it.

Gift cards with the 🔔 icon are scored at the end of the game and give you extra points.

Credits

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