



# Roll to the Top



## + Components

- A** 3 Travel Envelopes, each with:
  - B** 6 Double Sided Travel Boards
  - C** 1 Postcard
- D** 6 Dry Erase Markers
- E** 5 Exploration Dice: D4, D6, D8, D12, D20
- F** 1 Action Die

## + An Artist's Journey

In *Roll to the Top: Journeys* you will follow along with a young artist on a once in a lifetime trip across the world to experience some of the greatest landmarks up close. This journey will be one of personal growth as they write letters back home about their experiences.

Open the envelopes to follow the journey and find the travel boards you will play the game on. We recommend starting with *Envelope 1 - Pyramid of Giza & Eiffel Tower*, playing both boards in there, and then continuing to *Envelope 2 - Matterhorn & Major Oak* and finally *Envelope 3 - Marina Bay Sands & Half Dome Yosemite*. This allows you to start with the easiest landmarks and progress to greater challenges.

## + Objective

In *Roll to the Top: Journeys*, all players use the same pool of dice to fill in their travel boards. As you fill the boxes, the numbers you place must be greater than or equal to the numbers below them, so plan carefully! The first player to completely fill their board wins.

## + Credits

**Design:** Peter Joustra & Corné van Moorsel

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**Graphic Design:** Anca Gavril & Daniel Profiri

**Development:** Michael Dunsmore

**Writing:** Julie Ahern

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### 3. Change Dice

After all players have finished adding numbers to their boards, the player to the left of the active player becomes the new active player.

The new active player must perform the action showing on the previously rolled action die.

-  Add one die to the dice pool.
-  Remove a die from the dice pool.
-  Add OR Remove a die from the dice pool.
-  Swap a die from the dice pool with a die not currently in the dice pool.

#### Exceptions

-  If all 5 dice are in the dice pool, the active player **MUST** remove a die from the pool. Ignore the action die.
-  If only 1 die is in the dice pool, the active player **MUST** add a die to the pool. Ignore the action die.
-  If no players wrote a number on their board this turn, add a die to the dice pool (if available). Ignore the action die and the exceptions above.

The new active player now rolls the dice as described in step 1. A new turn has begun. Keep repeating Roll Dice, Explore the Landmark, Change Dice. The role of active player will pass clockwise around the table but remember that all players can write numbers every turn.

### Complete the Landmark

When someone fills in their last box, the game is over and they win.

There is no tiebreaker, all players who fill in their last box on the last turn win.

If you want to play multiple games, each player gets 1 point for each empty box on their landmark. Lowest total score after all games wins.

For a truly epic Journey, play all six landmarks.

### Solo Mode

To play alone, grab a second copy of your chosen travel board to serve as “The Companion”. Having a traveling companion is usually a fun way to see a new locale, but you don’t want to let them slow you down.

You are always the active player and change the dice pool according to the normal rules.

After you roll, but before you write numbers on your own travel board, X out boxes on the Companion’s board equal to the number of dice in the dice pool minus 1. If there is only one die in the dice pool, X one box instead of zero.

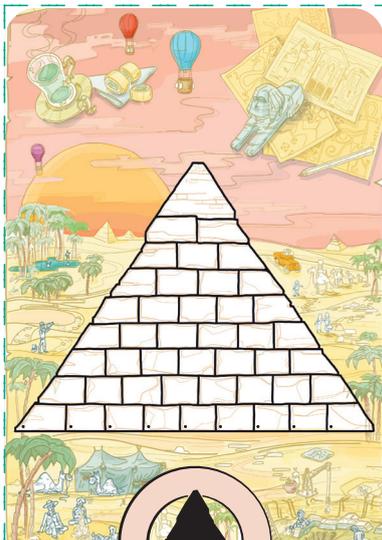


### Solo Game End and Scoring

The game ends at the end of a turn when you have completely filled your sheet with numbers or the Companion sheet is completely filled. Your score is the number of empty boxes on the Companion sheet.

|               |                      |
|---------------|----------------------|
| <b>0:</b>     | Obvious Tourist      |
| <b>1-3:</b>   | Well-Traveled        |
| <b>4-6:</b>   | Practically a Local  |
| <b>7-9:</b>   | Globetrotter         |
| <b>10-12:</b> | Citizen of the World |
| <b>13+:</b>   | Superhuman Sightseer |





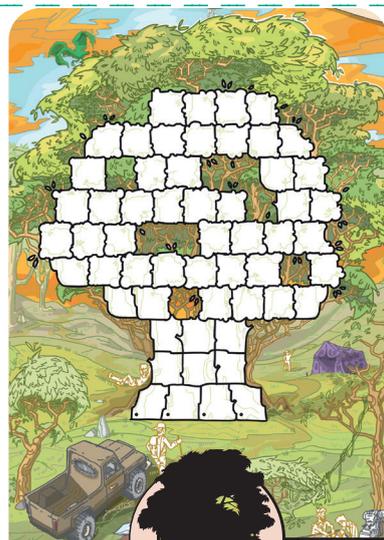
## Pyramid at Giza

You can't hide any numbers on this travel board, so plan carefully to join your lower numbers together.



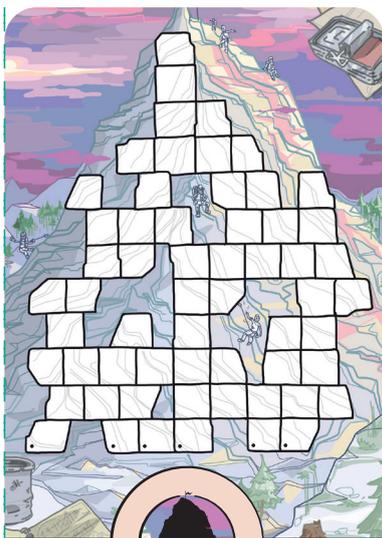
## Eiffel Tower

Sprint up to the spire, paying attention to the few spots you can place a larger number in the center of the board.



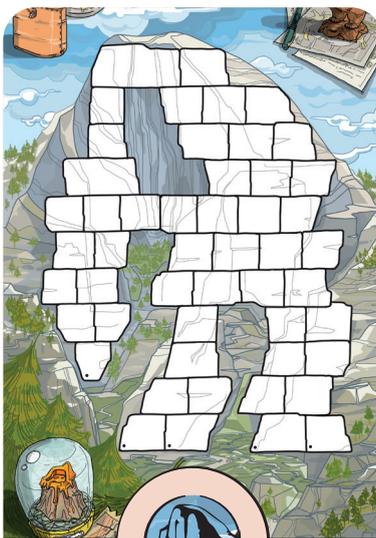
## Major Oak

Build a careful base at the bottom of this board, as it will guide everything else you do as you climb.



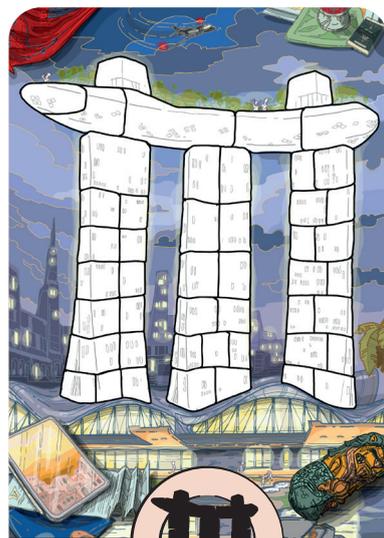
## Matterhorn

There are many spaces where you can place high numbers in the center of this travel board, so don't be afraid to take risks.



## Half Dome, Yosemite

Take risks to climb the left-hand face with high numbers while managing your risk on the two columns on the right that merge quickly.



## Marina Bay Sands

Each of the three columns presents a slightly different placement puzzle, and they don't join until fairly late in this board.

## Variant: Big to Small

Instead of numbers having to be larger than or equal to the box below them, they have to be smaller than or equal. Likewise, if the landmark has special rules requiring the number to be smaller, it now has to be larger. Be careful! It is much easier to get really stuck with this variant.