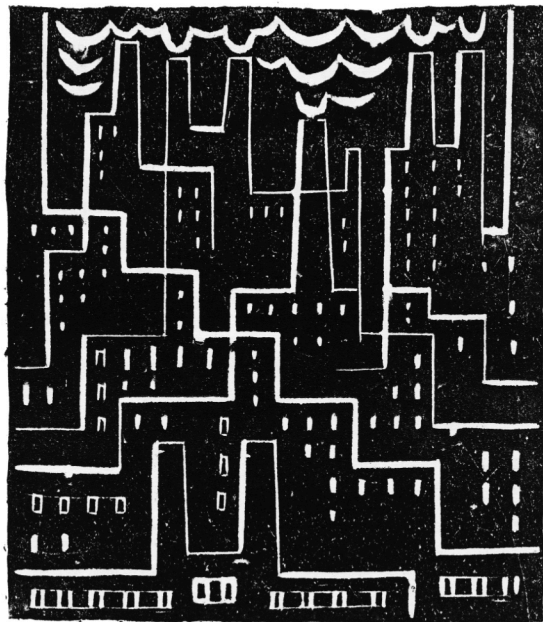


A Traveller City in the

City



Palleon Press

POCKET GAME

Overview

As a stranger to a strange town...

Walk the streets, rest your feet, & gaze at the city around. Only a few days until you must depart, on & on again...

Work together to guide the solitary **TRAVELLER** thru their stroll. Picture the sights they see, the people they meet. Gradually, sketch a map— not of the place itself, but of your own memory of it. For you are not its creator, nor any kind of expert. You are a visitor. How well will you know this place, when it's already time to leave?

What You Need

1. 1+ players
2. 60-90 mins
3. 1 deck of 52 standard playing cards
4. 1 six-sided die



Unfold this book to find credits & the A
TRAVELLER IN THE CITY – Playsheet!



1) The Map.

On the sheet of paper, draw *either* a 4x3 horizontal or 3x4 vertical grid.

Leave some room & add a small section labelled **Days** (see ex. below):

				<i>Days</i>

2) The Deck.

Remove the 2♥ & the 2♣ from the deck & set both to the side. These are the **ARRIVAL** & **DEPARTURE** cards, respectively. Shuffle all remaining cards.

3) The City.

Deal the shuffled cards facedown in a 4x3 or 3x4 grid (whichever you chose for **THE MAP**), skipping 2 opposite corner spots. Place the **ARRIVAL** card in one of these corners & the **DEPARTURE** card in the other.

All together, these cards are **THE CITY** that **THE TRAVELLER** will explore.



4) The Traveller.

A six-sided die represents **THE TRAVELLER**. Roll the die to see how many days they have to visit the **CITY** before their departure.

5) Arrive.

Place **THE TRAVELLER** on the **ARRIVAL** card, w/ the 6 side of the die facing up.

All players must agree on an answer to the following question:

How do you arrive?

- ~ By road*
- ~ By sea*
- ~ By air*
- ~ Another means (specify)*

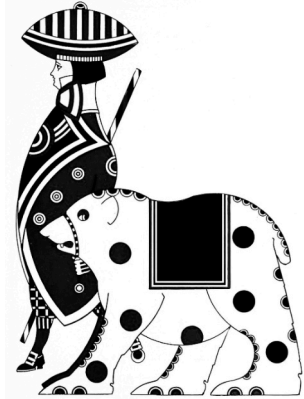


On **THE MAP**, draw a sketch that represents this choice in the corresponding grid square. The **ARRIVAL** card is also a ♥ **PATH**, so draw a path feature (**PLAYSHEET-1**) as well. All sketches should be simple, take a few seconds to complete, & must not include words (common symbols are fine).

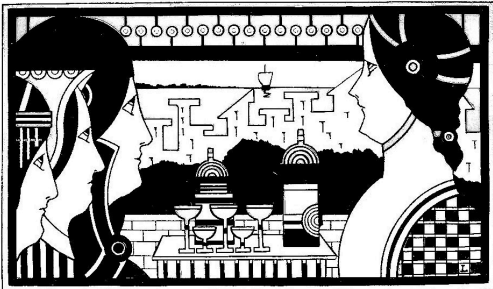
Ex. An outline of a hot air balloon could represent "By air," while 2 squiggly lines might represent a river Path

6) Move.

The player who most recently visited a new city is the acting player for the first round. They move **THE TRAVELLER** token to an adjacent stack of cards (up, down, or side to side). Turn the die so that the 5 faces up.



7) Respond.



Flip over the top card on this stack. The suit tells you what kind of **FEATURE** (PLAYSHEET-1) to draw. The acting player comes up with an appropriate **FEATURE** & draws it in the corresponding **MAP** square.

The acting player then looks up the card in **PLAYSHEET-2**, reads the matching question aloud, improvises a response, & sketches a small image representing this response. Place the flipped card in a discard pile.

8) Repeat.



Continuing counter-clockwise from the 1st player, take turns repeating steps #5-6. Each time **THE TRAVELLER** is moved decrease the die value by 1 (i.e. 4, then 3, then 2, then 1).

9) Rest.

The day comes to an end once the die reaches 1. The *next* acting player must move **THE TRAVELLER** to a previously visited area & draw a simple place to rest in the corresponding grid square (an inn, a park bench...). Mark a tally underneath the **DAYS** section of the map.

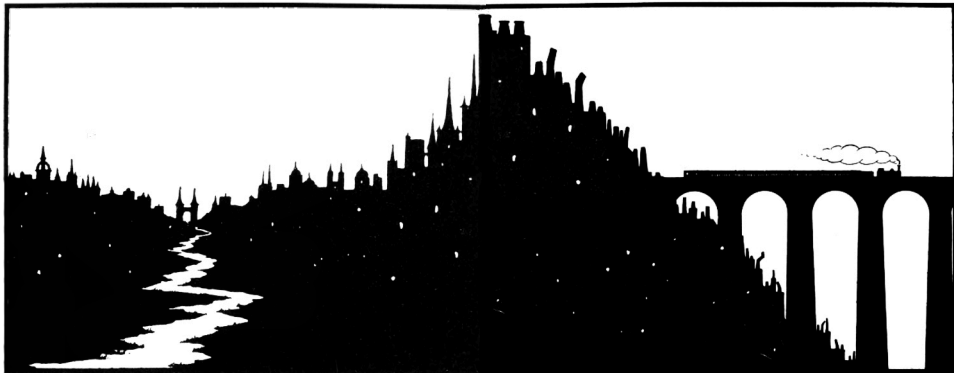


10) Depart.

Keep moving, responding, sketching, & resting until the final turn of the final **DAY**.

If **THE TRAVELLER** is *not* on the **DEPARTURE** card, they have missed their scheduled transit & must remain in The City. They cease to be a traveller. The game ends.

If **THE TRAVELLER** is on the **DEPARTURE** card, they must say their goodbyes & journey on towards the next stop on the road. Maybe they will return someday, if the road indeed goes both ways.



FOR MORE PLAYSHEETS & GAMES, VISIT:

palleonpress.com

A Traveller in the City



Playsheet

1. Features

Suit	Feature	Description	Action	Effect
♥	Path	Channels used for travel (streets, sidewalks, trails, waterways...)	Draw a PATH between the current square & a vertically <i>or</i> horizontally adjacent square	THE TRAVELLER CAN move between these squares w/o changing the die value
♣	Edge	Boundaries (walls, shorelines, overpasses, neighborhoods...)	Draw an EDGE between the current square & a vertically <i>or</i> horizontally adjacent square	THE TRAVELLER CAN NO longer move directly between these squares
♦	Node	Focal points & intersections (crossroads, transit stations, meeting places...)	Draw a NODE between a corner of the current square & the three corners adjacent to it	THE TRAVELLER CAN NOW move diagonally between these squares
♠	Landmark	Well known reference points (buildings, monuments, notable geography...)	Draw a LANDMARK in the middle of the current square	On the next turn, peak at all adjacent cards before moving

2. Questions

Card	Question
A♥	Name a district that extends over multiple squares
2♥	ARRIVAL (see step #5)
3♥	What is something admired here?
4♥	How do people navigate the city?
5♥	Describe the architecture of a building you see.
6♥	As a stranger, how are you greeted (or not)?
7♥	What is a common bond between people?
8♥	What is something commonly desired?
9♥	What marks the end of a day?
10♥	What signs do you see?
JQK♥	Sketch a person you meet along the way.
A♣	Name a district that extends over multiple squares
2♣	DEPARTURE (see step #10)
3♣	What is something traded here?
4♣	Write down a few letters that best evoke the sound of the language(s) spoken here.
5♣	What is something feared here?
6♣	What symbols represent the city?
7♣	What do you recognize here? What is foreign?
8♣	What is a historical event that is still talked about?
9♣	Why can't you stay here?
10♣	What do you feel under your feet?
JQK♣	Sketch a person you meet along the way.



This work is based on the Carta system (found at <https://peachgardengames.itch.io/carta-srd>), from Cat McDonald and Peach Garden Games, and licensed for use under the Creative Commons Attribution 3.0 Unported license (<http://creativecommons.org/licenses/by/3.0/>).

Public domain art by Augustus Jansson, William T. Horton, & others.

The text of *A Traveller in the City* is licensed by Palleon Press under CC-BY-SA 4.0.



Palleon Press

2. Questions

Card	Question
A♦	Name a district that extends over multiple squares
2♦	Are there many visitors? If so, what draws them? If not, why is this place avoided?
3♦	What is a job you see someone doing?
4♦	What knowledge is valued here? Who holds it?
5♦	What lies beneath the city?
6♦	What is something that has been abandoned?
7♦	What is something being built? When did construction start? When will it end?
8♦	Different people may view the city in unique ways. Which two views are the most opposed?
9♦	What are some of the groups that make up & divide the city?
10♦	Who, if anyone, departs the city? Who returns?
JQK♦	Sketch a person you meet along the way.
A♠	Name a district that extends over multiple squares
2♠	What impact will your visit have?
3♠	What surrounds the city?
4♠	Describe 1 sound & 1 smell you perceive here.
5♠	Where do residents like to visit? Newcomers?
6♠	What is the fastest way to get around the city?
7♠	Where do people often get lost?
8♠	What are the buildings made of?
9♠	Is nature present here? If not, what happened to it?
10♠	Where are the dead laid to rest? How are they remembered?
JQK♠	Sketch a person you meet along the way.

