

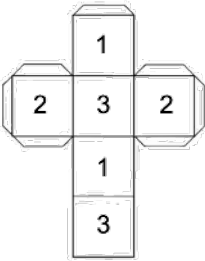
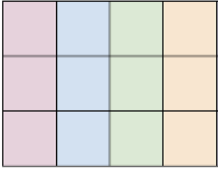
DON'T DIE IN BELLADORA

A lightweight travel-safety game for 2–4 players • Teens & adults • 30 minutes

You just landed in Belladora with your competitors. Race to collect helpful people and know-how, managing your travel money, surviving ridiculous-but-plausible travel problems, and completing memorable travel goals. **Don't have a travel meltdown (0 smiles) or you are out. The first player to complete the trip of a lifetime wins (12 smiles).**

Be attentive to the travel dangers and strategies that you will encounter in Belladora!

Components:

1 map 	1 travel journal 	1 d3 dice (or d6 read as 1,4 = 1, 2,5 = 2, 3,6 = 3) 
12 trackers (3 each of 4 colors) 	Belladorian Money 24 \$10 bills 15 \$50 bills 	4 rules reminder cards 
Deck of Unknown Cards	Deck of Goal Cards	Deck of Resource cards

Setup:

- Put resource deck, unknown deck, and goals deck face down in their spots on the travel journal.
- Put one goal card face up on each of the two "Goal 1" Locations on the map.
- Put 3 resource cards face up to form the resource store.
- On the Map, each player positions one marker at start.
- On the Travel Journal, each player positions one marker at 5 smiles and one marker at 5 health
- Each player starts with \$30.
- Each player starts with these resources cards:

Ask the Front Desk  Because getting lost is less fun after the third wrong turn.	Crinkled Map  It may be stained, but it still knows more than you do.	Polite Charades  OR  When words fail, point dramatically and hope.
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8. The first player is the one who speaks the most languages; if they speak the same amount of languages, whoever speaks the second language better goes first.
9. Gameplay proceeds counterclockwise.

Each Turn: Roll → Travel → Resolve

1. Roll- Roll the d3. Move that number of steps in either direction.
2. Travel. If you pass a goal and would like to purchase it you can.
3. Resolve- Complete the space where you stop. You must read any cards you receive out loud and keep them until the end of the game.

Space	What happens
RESOURCE	Buy one face-up card for its printed price. If you buy nothing, take \$2 instead. Refill the market after a purchase.
UNKNOWN	Draw the top Unknown card and follow its instructions immediately. Any action can only be taken once.
GOAL	If this Goal is available and you can meet its requirements, you may buy it and gain its smiles. If you buy a goal, you roll the dice and fill in all goal locations with that number. If you do not purchase a goal, the goals remain unchanged for other players.
START	Wild Card, choose any action you would like.

Rules:

1. You cannot gain smiles if your health is under 3.
2. If your health is at 8 you double all smile rewards from resource and unknown cards.
3. At any point you can take a nap (skip your turn) to gain 1 health
4. Each resource card can be purchased for the number of dollars on the card. Its power is illustrated by the number of  (people) or  (know how) on the card. Each resource also has a bonus effect that you can exercise.

For example “Copies of Important Documents” costs \$2 and is worth 2 Know-How but can be discarded to cancel a penalty at any time.

5. Each goal card can be purchased with the required money. You also must use the cards with the required people and know-how powers. The goal provides you with the designated number of smiles.

For example, “Make it to the Festival” costs \$2 and you must discard 3 people power. It gives the player 3 smiles.

6. Players must keep all cards. If they use a resource they should turn it face down.
7. At the end of the game, you must brag about your trip.

Copies of Important Documents

\$2

Discard this card to cancel a penalty.



Keep secure backups of important travel documents.

Make It to the Festival

\$2 +   

Reward:   



You found the music, the correct entrance, and somehow your group stayed together.

Please consult the rule book for any unclear part including how to set up.

Rule Cheatsheet

How to win?
First to **12** smiles wins!

YOUR TURN:

You can choose to
Skip your turn and gain one health.

1 ROLL:

Roll the d3 dice
(or d6 read as 1,4 = 1, 2,5 = 2, 3,6 = 3)



2 MOVE:

Move that many steps in either direction. If you pass a goal, you may buy it.



3 RESOLVE:

Do the action on the stop described below. Read any cards you receive aloud and keep them as part of your journey.



RESOURCE STOP

Buy one resource card displayed in the resource store for its printed price. If you buy none, take \$2 instead. Refill the store after a purchase.

Copies of Important Documents
\$2
Discard this card to cancel a penalty.
Keep secure backups of important travel documents.

Price
Special Effect
People/know-how power
(2 know-how in this card)
useful travel tips

UNKNOWN STOP

Draw the top Unknown card and follow its instructions immediately.

The Hotel Upgrades You
Gain 2 smiles and \$2.
Sometimes good service, flexibility, and polite communication really do make travel smoother.

Instructions
Useful travel tips

GOAL STOP

If an available goal is affordable and you can pay its required power, you may buy it and gain its smiles. After buying, roll the dice and refill all goal locations with that number.

Make It to the Festival
\$2 + 3 people
Reward: 3 smiles
You found the music, the correct entrance, and somehow your group stayed together.

Price: money cost + resource cost (\$2 + 3 people in this card)
Reward: Smiles gained (3 smiles in this card)

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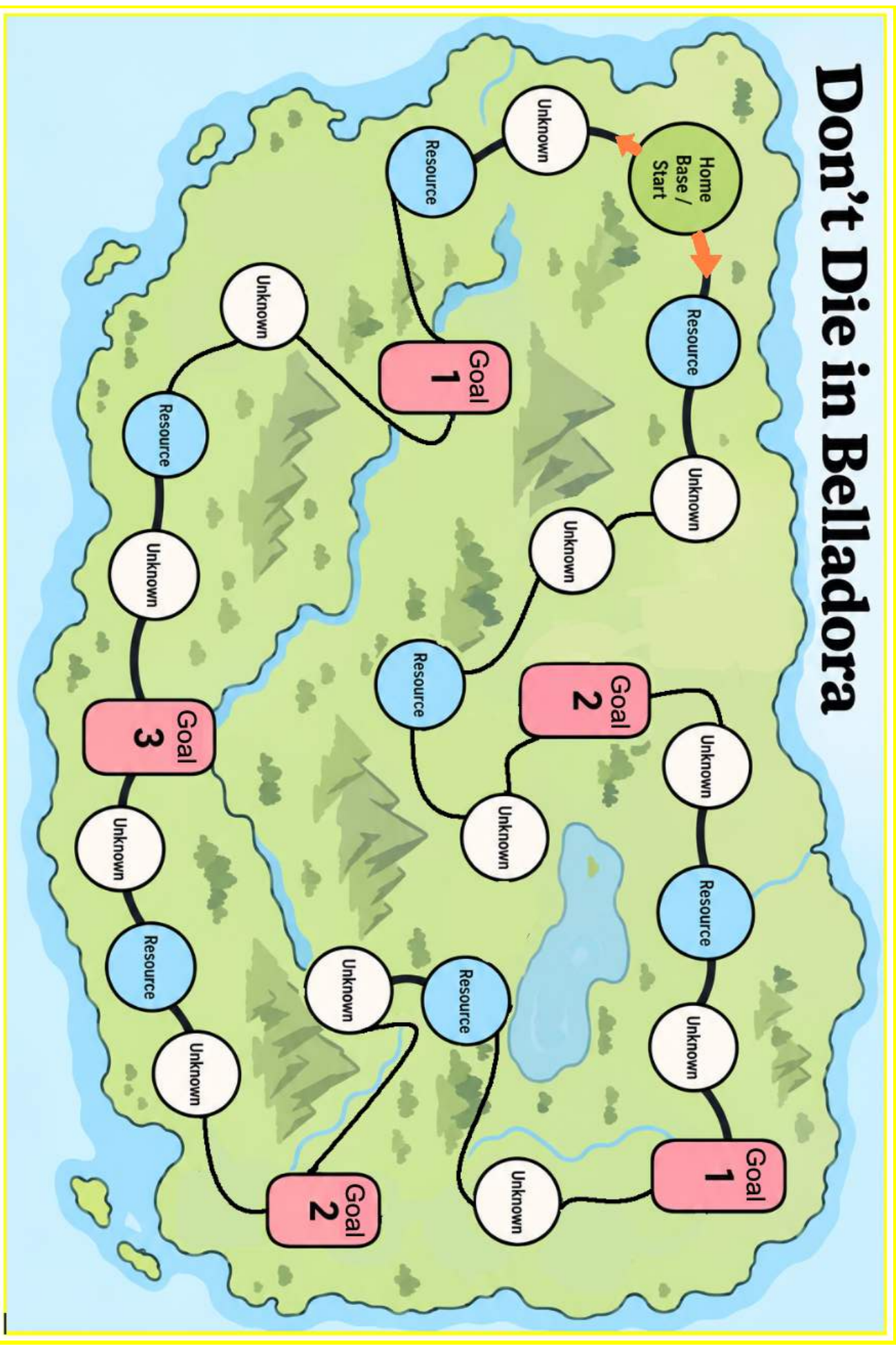
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Don't Die in Belladora



12	11	10	9	8	7	6	5	4	3	2	1	0
SMILES HEALTH												
SUCCESS Double Smile Gains from Resource & Unknown cards START NO SMILES GAIN PLAYER DIES												

RESOURCE STORE

Resource Deck
Face down

Resource Card
Face up

Resource Card
Face up

Resource Card
Face up

Buy 1 or take \$2
 Refill after purchase

UNKNOWN

Unknown Deck
Face down

Draw 1 • Read aloud • Resolve

GOALS

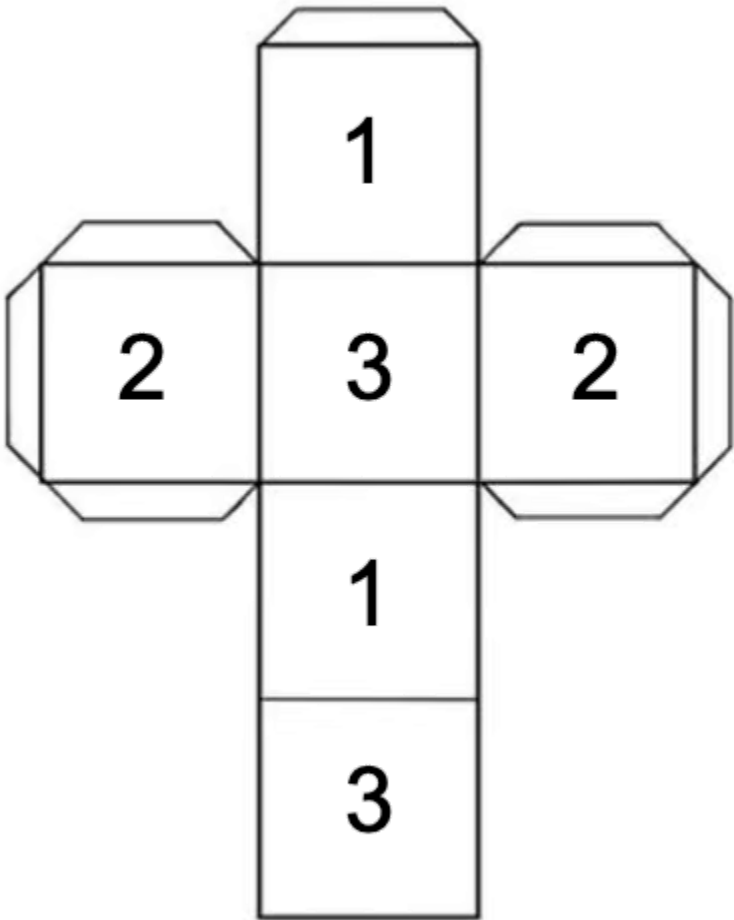
Goal Deck
Face down

BANK

\$1

\$5

Player Markers



Hotel Concierge Cost: \$20 When played against a danger, gain \$20.  Ask reputable lodging staff for local guidance and transport options.	Transit Desk Hero Cost: \$20 Move two bonus spaces on the map.  When confused, ask official transit staff instead of doubling down.	Pharmacist Who Has Seen Everything Cost: \$20 Gain 1 health.  Know where legitimate local health help is available.
Licensed Tour Guide Cost: \$30 Move up to 2 spots and take action there  Trusted local expertise can reduce avoidable problems.	Copies of Important Documents Cost: \$20 Discard this card to cancel a penalty.  Keep secure backups of important travel documents.	Emergency Numbers Saved Cost: \$10 If an Unknown card would make you lose smiles, reduce the loss by 1.  Know how to reach help before an emergency happens.
Scam Radar Cost: \$20 On a danger, pay \$10 less or lose 1 fewer smile.  Situational awareness and skepticism are travel skills.	Backup Payment Method Cost: \$20 Once in the game, gain \$40, then discard.  Do not rely on a single way to access money.	Translated Hotel Address Cost: \$10 You can move back to home at any time.  Carry your lodging address in a usable form.
Local Friend of a Friend Cost: \$30 Use this card to block an Unknown card, gain 1 smile.  Trusted contacts can reduce uncertainty—but “friend of a friend” still requires judgment.	Consular Help Line Cost: \$30 They are so helpful and knowledgeable  or  Know what official help exists and how to contact it.	Grease the Wheels Cost: \$50 Any combination of 4 people and know how 4  or  Sometimes money speaks the language better than you

Resource	Resource	Resource
Resource	Resource	Resource
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Tiny Hotel Breakfast, Enormous Morale

Gain 1 smile. If you want you can share and give someone \$10.



Sometimes the safe, boring option comes with pastries.

The Bathroom Is Clean

Gain 1 health. No catch. This is the whole card.



Travel joy can be extremely specific.

A Local Adopts You for the Afternoon

Gain 1 smile and one Resource card from the market



You asked for directions. You now have lunch plans and a walking tour.

‘Accidental’ Bag Swap

If you have a Resource card to give, steal 1 Resource card and give them your Resource card.



Make sure you have YOUR bag. Ribbons and stickers are great

Helpful Stranger Points With Their Arm

This card can cancel out the effect of any transportation unknown card once.



Ask for help, but use judgment about whom you trust.

Street Food Roulette

Do you want to eat it?
If yes, roll the dice.
1: gain 1 smile.
2 or 3: lose 1 health.



Be careful about street food in different countries.

Street Festival Appears

Gain 1 smile. You may move 1 additional space after resolving this card.



Positive unexpected experiences are part of travel too.

Your Bag Arrives First

Gain 1 smile. Only if you say something nice about baggage systems.



No safety lesson. Sometimes the universe apologizes.

"My Cousin Has a Better Exchange Rate"

Lose \$20.



Use legitimate, understood ways to exchange or access money.

Everything Connects Perfectly

Gain 1 health and move anywhere on the board



Good preparation plus a little luck can turn a stressful travel day into an easy one.

You Remembered to Drink Water

Gain 1 health. Feeling smug about it is optional but encouraged.



Hydration is the least glamorous travel hack, and the one that works best.

The Pharmacist Understood Charades

Gain 1 health. If you have a People card, also gain 1 smile.



Pointing at your stomach and grimacing works in every language.

Unknown

Unknown

Unknown

Unknown

Unknown

Unknown

Unknown

Unknown

Unknown

Unknown

Unknown

Unknown

Pickpocket With Excellent Timing

Lose \$20. If you have no money, lose 1 smile instead.



Keep valuables secure and stay alert in crowded places.

The Hotel Upgrades You

Gain 2 smiles and \$20.



Sometimes good service, flexibility, and polite communication really do make travel smoother.

Passport in a "Very Safe Place" You Cannot Remember

Lose 2 smiles.



Store documents securely and keep backups.

Taxi That Is NOT LEGIT

Pay \$20 OR let the player to your right drop you anywhere on the board.



Use reputable transportation and confirm where you are going.

Wrong Platform, Strong Confidence

Trade places with another player.



When uncertain, verify instead of confidently continuing in the wrong direction.

Scooter Confidence Exceeds Scooter Skill

Lose 1 health. If you have 2 Know-How, choose to lose \$10 instead.



Use appropriate safety gear and do not overestimate unfamiliar skills.

The ATM Fee Has Developed Ambitions

Lose \$10. If you have a Backup Payment Method in hand, instead gain \$10.



Have more than one way to access funds.

Your Phone Is at 2% and Feeling Dramatic

Lose 1 smile unless you play 2 Know-How.



Plan for battery, connectivity, and access to essential information. Bring and charge your power bank

Three Hotels with that Name

Lose 1 turn.



Keep the exact lodging name/address accessible.

Hostel Life

If you can convince someone to trade a resource with you, you each get \$30



Where else can you make lifelong friends in minutes

Sunburn: International Edition

Lose 2 health.



"It didn't seem sunny" are famous last words

Jet Lag Has Entered the Chat

Lose 1 health and move 1 fewer space next turn.



Your body believes it is 4:17 a.m.

Unknown

Unknown

Unknown

Unknown

Unknown

Unknown

Unknown

Unknown

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Unknown

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Unknown

Make It to the Festival \$20 + 🧑🧑🧑 Reward: 😊😊😊 🎉 You found the music, the correct entrance, and somehow your group stayed together.	Reach the Remote Viewpoint \$20 + 🧠🧠🧠 Reward: 😊😊😊 🏔️ The view is excellent. The return route is also known, which is even better.	Eat the Mysterious Local Specialty \$10 + 🧑🧑 + 🧠🧠 Reward: 😊😊😊 🍜 You asked what it was before committing. Growth.	Survive the Overnight Train \$20 + 🧑🧑 + 🧠🧠 Reward: 😊😊😊😊 🚆 You arrive with your dignity and one hour of sleep.
Get to the Airport on Time \$30 + 🧠🧠 Reward: 😊😊😊😊 ✈️ You are early enough to be bored. This is victory.	Navigate the Giant Market \$10 + 🧑🧑 + 🧠🧠 Reward: 😊😊😊 🛍️ You bought the thing you wanted and still know where the exit is.	Find the Tiny Guesthouse \$20 + 🧑🧑 + 🧠🧠 Reward: 😊😊😊 🏠 The sign is six inches wide. Somehow you still found it.	Cross Town During a Strike \$30 + 🧑🧑 + 🧠🧠 Reward: 😊😊😊😊 🚌 Plan B had a Plan B.
Spend a Day Without Data \$10 + 🧠🧠🧠 Reward: 😊😊😊😊 📵 You have become briefly powerful and mildly inconvenienced.	Recover From a Lost-Bag Scare \$20 + 🧑🧑 + 🧠 Reward: 😊😊😊 🧳 The bag was not lost. It was "on a journey."	Join a Last-Minute Group Excursion \$20 + 🧑🧑🧑 Reward: 😊😊😊 🚐 You verified the organizer before entering a mystery van. Excellent.	Handle a Minor Medical Problem \$20 + 🧑🧑 + 🧠🧠 Reward: 😊😊😊 🩹 You sought appropriate help instead of using a 2011 forum.

Goal	Goal	Goal	Goal
Goal	Goal	Goal	Goal
Goal	Goal	Goal	Goal

