

AGES
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VACASHON

Welcome to Vacashon!

"Vacashon" is board game made for the whole family inspired by the famous "Monopoly®" game playable on Desktop, browser and mobile.

Buy properties, build hotels and make your opponents pay rents to make them all go bankrupt and be the last one standing to become the new leader of world travel's economy!

Then take your luggage and **get ready for departure!**

Quick note before take-off !

To be able to play "Vacashon", you need to create an account when joining the game for the first time. Use a username, an e-mail address and a password then use the code sent by e-mail (**check your 'Spam' mailbox!**) and get ready for an incredible adventure around the world!



Game setup

Before starting your incredible journey around the world, you can either decide to **join a game** or **create a game** to meet other travelers.

If you prefer to meet random players you can join public lobbies to show your strategic skills! But if you prefer to play with friends you can join a private lobby using a password.

When creating a lobby, you can define the duration of the game, the number of players and choose a custom password when creating a private room. As the owner of any type of room, you're also able to kick other players if you don't want them to share the same flight as you...

When everyone's ready, let's start your **Vacashon!**

How to win?

The main objective is to buy properties and build hotels to increase the rent of your properties and make your opponents go bankrupt to be the last one standing at the end of the game.

If at the end of the defined game duration multiple players remain, the player with the largest fortune calculating their money, the value of their properties and buildings wins!



It's your turn!

When it's your turn, there is different actions you can do to try reaching your main objective and put traps along the way of the other travelers:



- Throw the dices!

Your first action in any good trip is to fly away! Throw the dices and move the number of spaces showed by the score.

If both dices show the same result, you get a **double score**, which allows you to play again! But be careful, if you get 3 double scores in a row, the border control will suspect you to be frauding and will get you to customs.

- Buy properties

When landing on a city in one of the 8 countries of the board you can decide to buy it or not!

If you have enough money to buy it and decide to, congratulations you're the proud owner of a new city! When other travelers land on your city, they owe you a rent that increases depending on the state of your property.

Be strategic and try to make the trip of your opponent as profitable for you as possible!

- **Buy buildings**

When owning every city of a same country, the rent of each of them doubles! But now you can also decide to buy buildings to increase their rent even more.

There are 3 categories of buildings, you can buy a hostel first and then upgrade it to have a motel and then an hotel!



Better is the type of building, higher will be the rent of your properties. Manage your money well and try to place your buildings the right way to make sure your opponents have an unforgettable stay in your cities!

- **Not enough money?**

If you need to spend money to pay a rent or taxes but you don't have enough on your account you can decide to **sell** your properties and your buildings for the same amount of money you spent to buy them.



By selling your buildings, your properties' rent will decrease.

Note: You cannot sell a property with buildings on it. You need to sell all buildings before selling the property.

Special spaces

When flying through the board, you will encounter different types of spaces that have effects on your journey:

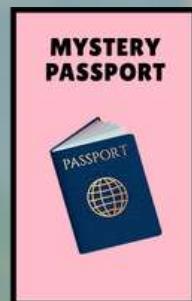
- **Lucky Suitcase & Mystery Passport**

All around the board are spaces where you'll have to draw event cards!

The "Lucky Suitcase" cards can give you money, make you pay, move to a certain space or even give you a bonus to get out of customs freely when being stuck there!



The "Mystery Passport" cards will determine your next destination and make you move on the board without throwing the dices. Sometimes it can give you opportunities to buy new cities, but it can also make you pay an expensive rent to other travelers so be careful to where you land...



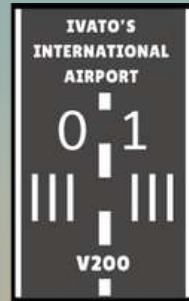
- **Touristic Attractions**

As well as normal properties, you can also buy touristic attractions. When another traveler lands on your touristic attraction, they must throw the dices and owe you **4 times** the score on the dices. If you own both of them, other travelers owe you **10 times** the score of the dices when landing on one or another.



- **Airports**

Airports are the main place to travel around the world easily, buying them will give you a great advantage for the rest of the game.



There are 4 airports on the whole board and can all be bought for 200, and when landing on one of your airports later you can decide to **travel to the next** without throwing the dices, but there is a twist!

If you travel to the next airport and it is free or you own it, nothing happens. You just skipped a quarter of the whole board in an instant!

But if it is owned by another traveler, you owe them a rent, and more airports you own, more expensive is the rent!

Corner spaces

In each corner of the board are particular spaces with each their own specificity:

- **Take-off**

This space is the starting point of your incredible voyage! Everytime you pass by this space you get 200 of money to get you ready for a next trip around the world!



• Stopover

This space is a simple stop to allow you to rest for a turn, enjoy doing nothing!



• Simple inspection

When going through this space, nothing happens. Every flight around the world begins with a customs process!

However if you're sent to customs control you will be stuck here for 2 turns.



• Go to customs

Oh no! You're being sent to customs for a complete control, you're now stuck there for 2 turns.

If you want to escape and continue your trip, you have multiples choices:



• Roll the dices

When rolling the dices, if you get a double score you can get out of customs immediately! You then need to throw the dices again to know how much you have to move.

• Paying a fee

If you don't want to spend more time in customs you can pay 50 to get out immediately and be able to throw the dices again!

- **'Get out of customs card'**

If you obtained a 'Get out of customs' card when landing on a **Lucky Suitcase** space, you will be able to use it when stuck at the customs and lose it after being used. Just after you can throw the dices to play!

- **Waiting**

Last option, waiting. Roses are red, violets are blue and money keeps coming to you when you're stuck in customs. Before playing again you can wait for 2 turns and on the 3rd you will be able to throw the dices again!



Bankruptcy

When you don't have enough money to pay taxes or a rent and you can't sell any building or property to make money again, your account hits negative numbers and you go bankrupt.

When going bankrupt, you are eliminated and automatically kicked out of the lobby to be able to join a new one.

End of the game

Your wonderful voyage through the world to be the new economic leader of the world comes to an end when the defined time at the beginning reaches zero or when only one player hasn't gone bankrupt before the end of the time.



Help and settings

If any problem or bug is experienced during a game or in the different menus of "Vacashon", a report form is included directly into the main menu by clicking the **Support** button.

The screenshot shows a mobile application's support form. At the top, there is a navigation bar with a back arrow icon and the word "SUPPORT". Below this, there are three input fields: "User name" with placeholder text "Your Username...", "E-mail" with placeholder text "xxx@vacashon.it", and "Phone" with placeholder text "xxx@vacashon.it". To the right of these fields is a section titled "Rate your experience" with a horizontal slider and five emoji faces ranging from "Worst" (frowny) to "Very Good" (smiley). Below the input fields is a text area labeled "Your question or comment:" with a placeholder "Write your message...". At the bottom center is a large blue "SEND" button.

Fig 1.: Screenshot of the report form

To send a message to the game's staff, you can fill the form by giving your informations and give a note to your game experience using the sliding bar then writing your message so the development team can check the problem you mentionned to solve it for the next version release. Your help is always really welcome to make "Vacashon" a game fun for everyone!

In the whole game you can hear background musics and sound effects to immerse you even more into the voyage around the world! But if they don't correspond to the volume you like, you can lower or increase it in the **Settings**.

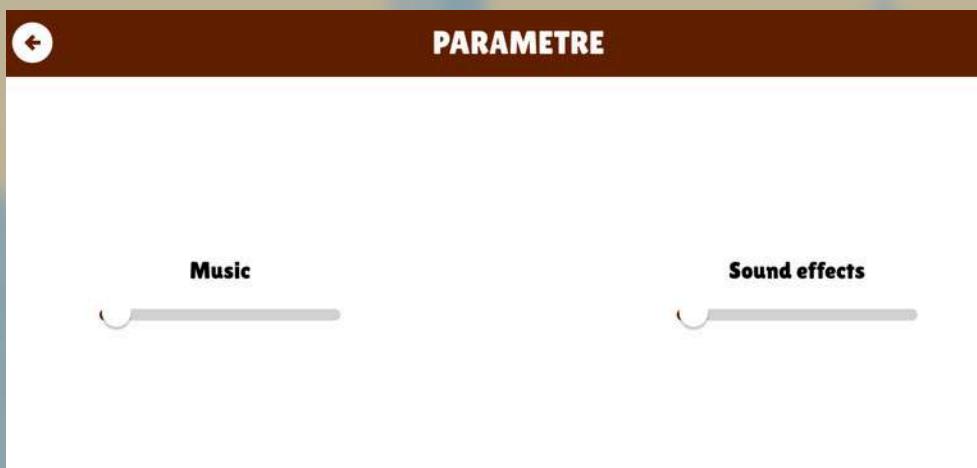


Fig 2. : Screenshot of the settings screen

In case you forgot how a specific space works or if you want to be rememberd a rule, the **Game Rules** can be consulted on the main menu and in the settings while playing a game.

Let's fly to Vacashon!

Now you're all ready for departure to rule over the touristic world! So please fasten your seatbelts, secure your belongings and we thank you for choosing Vacashon Airlines. Enjoy your flight!

The flight continues on our social medias!



@vacashon_game



@vacashon_game