

MINIMUM JOURNEY

Players: 3~4, Time: 20~40 min., Age: 10+

《Game Component》

- 70 game cards
- 16 initial drifting cards (4 players x 4 cards)
- 52 advanced drifting cards
- 1 unknown zone card / summary card
- 1 amulet card (double-sided)
- 1 rulebook

《DRIFTING CARD》



- 1 Name of the card
- 2 Symbols the card has:
 - The earth
 - The solar system
 - The Milky Way galaxy
 - The Virgo cluster
 - The Laniakea supercluster
 - An unidentified zone
 - An amulet
- 3 The exploration cost

4 Type of cards' effects

- ドロー時** ... The effect when a player draw the card
- 探査時** ... The effect can be used only once in each exploration phase if the card is drawn in the preperation phase
- 探査中** ... The effect activated in the exploration phase if the card is drawn in the preperation phase
- 探査力変動** ... The effect increases/decreases the exploration power
- 名声変動** ... The effect increases/decreases the fame point
- 獲得時** ... The effect triggered once when a player get the card

5 The effect of the card

7 The icon of the effect

6 The exploration power

8 The fame point

9 ID

《PREPARATION》

- Each player is dealt a set of four cards: "国旗," "乗組員," "乗組員," "初期探査船". This is the initial deck of each player. Each player shuffles the initial deck into a face-down deck.
- The 52 advanced drifting cards are divided by exploration cost (2, 4, 6, 8) and placed face down in a deck. 2 cards from each deck are removed from the game if 3 players are playing.
- Each card is flipped from each deck and revealed face up next to the deck. The number of cards to be turned over from each deck is as follows.

Players \ Cost	2	4	6	8
3 players	3	3	2	2
4 players	3	3	2	2
- Players decides which side of the amulet card ☽ will be used in this game. The player who has been to space most recently receives the amulet card ☽.

In the year 2XXX, a meteorite impact nearly wiped out the humans. Researchers engaged in space development were also affected, and it seemed that human space development had also come to an end. One hundred years later, however, humans have made a dramatic recovery and is enjoying peace. Scientists of the new era began to develop space exploration ships to make effective use of the legacy of space development left behind by their predecessors. Here, the space race was restarted, with each country's national prestige on the line.

You are the astronauts entrusted with the space exploration ships of your countries. You need to build superior spacecraft faster than other countries and collect relics. If you are too lazy to build your own spacecraft, other countries will beat you to it. However, the short range exploration ship will not be able to find valuable relics. Which nation will be the first to utilize the recovered relics and enter an unprecedented realm? Let's seize the upper hand in the space development race of the new era with MINIMUM JOURNEY.

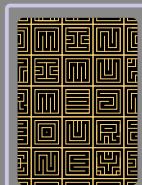
《GAME FIELD》

The example of the game field for 3 players is as follows.

Exploration field



Own deck



Preperation area



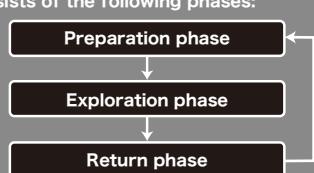
Own drifting cards



The amulet card

『GAME FLOW』

This game is played in rounds, with the goal of acquiring "Unidentified zone card" (鑑定).
Each round consists of the following phases:



『PREPARATION PHASE』



- Preparation Choice:** Each player who has not yet chosen "STOP" in this round secretly chooses "DRAW" or "STOP". Note that a player with no cards in his/her deck cannot choose "DRAW". (It is a good idea to signal the end of your choice by placing your hand on top of your deck when you have made your choice.)
- Choice Disclosure:** Each player simultaneously discloses the result of his/her choice. The player who choose "DRAW" draws a card face up from his/her deck. The player who chooses "STOP" draws a card face down from his/her deck. (It is recommended that all players draw their cards at the same time as a player call out, for example, "one, two, three!")
- Choice Resolution:** Depending on each player's choice, the following actions are taken
 - If all players choose "STOP", no special action is taken, the Preparation Phase is ended, and the game moves to the Exploration Phase.
 - If two or more players choose "DRAW", the player who choose "DRAW" resolves the listed effect [ドロ一時], if any. The game returns to the Preparation Phase 1.
 - If only one player choose "DRAW", the player who chooses "DRAW" turns the drawn card sideways. The card turned sideways is added to the number of cards prepared, but the exploration power and card effects are ignored. The game moves to the Exploration Phase.

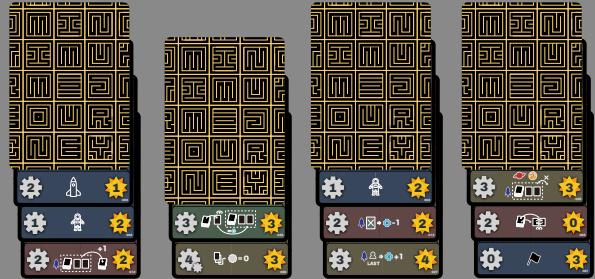
『EXPLORATION PHASE』

- Exploration Output Calculation:** Please calculate exploration output based on the cards you prepared.
 - Sum the exploration power [●] of the cards face-up in your preparation field. Note that the effects [探索力変動] increase/decrease the exploration power is also calculated.
 - The player who chose "DRAW" in the Preparation Phase 3-C halves the exploration output (rounding down fractions). Note that the exploration power and the effect of the card turned sideways is ignored.
- Determination of the Exploration Order:** The following order of priority is used to determine the exploration turn:

- Determination of the Exploration Order:** The following order of priority is used to determine the exploration turn:

- Ascending order of the number of cards in preparation area
(The amulet card [鑑定] is not included in the number of cards in preparation field)
- Ascending order of the exploration output
- Clockwise to the player who has the amulet card [鑑定]
(The player who has the amulet card [鑑定] has the highest priority when A and B is same as other players)

An example of determination of the exploration order



The number of cards prepared, the exploration output, and the amulet card holder are summarized in the table below.

	# of cards	Output	Amulet	Order
Alice	3	5	×	2
Jesse	2	7	×	1
Bryan	3	6	×	4
Toshi	3	6	○	3

First, Jesse, who has the smallest number of cards in her preparation area, is the first explorer. Next, Alice, who has the smallest exploration output among the three players with three cards, is the second explorer. Bryan and Toshi have the same number of cards in the preparation areas and the same exploration output. Toshi is closer clockwise to the amulet [鑑定]. So, Toshi is the third explorer, and Bryan is the last.

- Starting with the first player, a card in the exploration field can be explored. The cards that can be explored are cards whose exploration cost is less than or equal to your exploration output. If there is no card face up that you wish to acquire, you can explore the top card of each exploration deck. The exploration output required to explore the top of each deck is equal to the exploration cost of the cards in each row.

『RETURN PHASE』

- The ownership of the amulet card [鑑定] is transferred.** Ownership is determined in the following order of priority:
 - The lowest exploration output in this round
 - The slowest exploration turn in this round

If No. 058 "厄除けのお守り (Amulet to Ward off Bad Luck)" used in this game, the effect [獲得時] "choose up to one face-up card from your preparation area and remove it from the game" can be used at this time

An example of determination of the amulet holder

In the previous example, the ownership of the amulet card  goes to Alice because the player with the lowest exploration output is Alice. If the exploration output of Alice is 7, Bryan and Toshi have the lowest exploration output. In this situation, Bryan get the amulet card  because Bryan is the later player in the exploration phase.

2. Each player shuffles all cards prepared, acquired in this round and his/her deck, to make new deck.
3. If the number of cards in the exploration row is less than the specified number, cards are added from the exploration deck face up until the specified number is reached. The number of cards is the same as the number of cards turned over in GAME PREPARATION.
4. The game moves to the Preparation Phase of the next round.

《END CONDITIONS AND WINNER》

《End Conditions》

The game ends on the round when one of the following is fulfilled.

1. Someone has acquired the “Unidentified zone” card .
2. The exploration deck of “the Laniakea super cluster”  ran out of exploration cards.

《How to Calculate Victory Points》

Each player adds up the fame points  of the own drifting cards. Note that the effects  which increase /decrease fame points  are also activated.

The player who has the amulet card  gains 1 additional fame point . The player with the highest total fame points  wins this game! In case a tie, the following order of precedence will be used to determine the winning player:

1. The player who has the “Unidentified zone” card .
2. The player with the least number of cards with “the Laniakea supercluster” .
3. The player with the least number of cards with “the Virgo Galaxy cluster” .
4. The player with the least number of cards with “the Solar system” .
5. The player with the least number of cards with “the Earth” .

If the winning player is not decided by 1-5, please share the victory with each other.

《CREDIT AND ACKNOWLEDGEMENTS》

《Credit》

Danjiri Concerto (Zone, Maya, Tadukuri, Hinoki)

《Acknowledgements》

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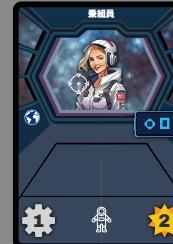
《CARD LIST》

This game is language-independent to play because the effect icon of each card corresponds to the effect of the card.

[No. 001] 国旗 (The Country Flag)

[No. 002] 乗組員 (The Crew)

[No. 003] 初期探査船 (The Initial Spaceship)



[No. 004] コロニーキャンプ (Colony Camp)



When you get this card,
choose a face-up card in your preparation
area. Remove the card from this game.

[No. 005] ロボットアーム (Robot Arm)



When you draw this card,
look at two cards from the top of your deck
and return them to the top of your deck in
any order.

[No. 006] 破れた地図 (A Torn Map)



During your exploration turn,
reduce the exploration cost  of a card with  or  in the exploration field by 1.

[No. 007] レーザー照準器 (Laser Scope)



When this card is drawn,
select a card in the exploration field column.
During this round, no one without you can
explore that card. However,  cannot be selected.

[No. 008] 観測衛星 (Observation Satellite)



When this card is drawn, select a card with A or B in the exploration row and resolve the effect of that card on draw.

[No. 009] 気まぐれなドリル (Whimsical Drill)



When you draw this card, you may return the card prepared immediately before this card to your deck. If you do so, shuffle your deck and draw 1 card. The draw-time effect [ドロー] of the newly drawn card cannot be used.

[No. 010] 効率的な開発マニュアル (Efficient Development Manual)



When you draw this card, look at a card from the top of your deck. Return that card to the top of the deck or put it on the bottom of the deck.

[No. 011] 広範囲レーダー (Wide-area Radar)



At the beginning of your exploration turn, you may select one exploration deck. If you do so, add the top card of the selected deck face up to the exploration row of the exploration field.

[No. 012] 奉引可能コンテナ (Towable Container)



During the exploration phase, you may explore another card so that the total exploration cost △ of the cards you explore in this round is less than or equal to your exploration output.

[No. 013] 局所的な地図 (Local Map)



During your exploration turn, you may remove this card from the game in your preparation area. If you do so, reduce the exploration cost △ of the card in the exploration field by 1.

[No. 014] リサイクル装置 (Recycle Equipment)



When you draw this card, you may return all cards with △ in your preparation field to your deck. If you do so, shuffle your deck and draw cards equal to the number of cards returned. You cannot use the draw effect [ドロー] of the newly drawn cards.

[No. 015] ローバー探査機 (Rover Plobe)



If your exploration output is the smallest among all players, reduce the exploration cost △ of cards on the exploration field by 2 during your exploration turn.

[No. 016] 愛国ロボット (Patriotic Robot)



If the flag ⚓ is prepared on your exploration field, the exploration power △ of this card is increased by 3.

[No. 017] 中継カメラ (Relay Camera)



If a crew card ⚓ is prepared before this card, the exploration power △ of this card is increased by 2.

[No. 018] ギャンブルチャージャー (Gambling Charger)



The exploration power △ of this card is increased by the number of your cards prepared before this card, including this card. (For example, if this card is the third card prepared, the exploration power △ is increased by 3.)

[No. 019] 鉱石ミキサー (Ore Mixer)



The next card you prepare is treated as an exploration power △ in terms of its fame point ★, and its exploration power variation effect [探索力変動] is also ignored. However, if the card has a fame variation effect [名声変動], the effect of this card is not activated.

[No. 020] 太陽系探査マニュアル (Solar System Exploration Manual)



When you draw this card, you may choose a card with from your deck and put it aside face down. Shuffle your deck, and put the card you put aside face down on the top of your deck.

[No. 021] 乙女座銀河団の地図 (Map of Virgo Cluster)



During your exploration turn, reduce the exploration cost of cards with in the exploration field by 1.

[No. 022] 小型衛星 (Small Satellite)



If the number of cards in your preparation area is less than or equal to the number of cards in the preparation area of the player to your left, the exploration power is increased by 1.

[No. 023] こだわりの操縦桿 (Stick-to-itiveness of the Control Rod)



If the card prepared immediately before this card is a card without , the exploration power is increased by 1. (If this card is the first card prepared, the exploration power is also increased by 1.).

[No. 024] 溢れ出る燃料 (Overflowing Fuel)



When this card is drawn, the player who has already chosen STOP prepares a card from the top of each deck. The draw-time effect of the newly drawn card cannot be used.

[No. 025] 曇った宇宙望遠鏡 (Cloudy Space Telescope)



You cannot explore cards in the exploration row. However, can be explored.

[No. 026] 大振りエンジン (Large-swing Engine)



During your exploration turn, you cannot explore cards with , .

[No. 027] 賞味期限が近い宇宙食 (Space Food Nearing Expiration Date)



If your exploration turn is the last, reduce the exploration cost of cards in the exploration field by 1 during your exploration turn.

[No. 028] 思い出のアルバム (Memories Album)



You must choose DRAW in the next preparation choose following the draw of this card.

[No. 029] 安全装置 (Safety Device)



You must choose STOP in the next preparation choose following the drawing of this card.

[No. 030] 核熱ブースター (Nuclear-thermal Booster)



The exploration power of the card prepared immediately before this card becomes 0, and the exploration power change effect is not activated.

[No. 031] 割れない鏡 (Unbreakable Mirror)



The exploration power of this card is increased by the exploration power of the card prepared immediately before this card.

If this card is the first card prepared, the exploration power is increased by 1.

[No. 020] 太陽系探査マニュアル (Solar System Exploration Manual)



When you draw this card, you may choose a card with from your deck and put it aside face down. Shuffle your deck, and put the card you put aside face down on the top of your deck.

[No. 021] 乙女座銀河団の地図 (Map of Virgo Cluster)



During your exploration turn, reduce the exploration cost of cards with in the exploration field by 1.

[No. 022] 小型衛星 (Small Satellite)



If the number of cards in your preparation area is less than or equal to the number of cards in the preparation area of the player to your left, the exploration power is increased by 1.

[No. 023] こだわりの操縦桿 (Stick-to-itiveness of the Control Rod)



If the card prepared immediately before this card is a card without , the exploration power is increased by 1. (If this card is the first card prepared, the exploration power is also increased by 1.)

[No. 024] 溢れ出る燃料 (Overflowing Fuel)



When this card is drawn, the player who has already chosen STOP prepares a card from the top of each deck. The draw-time effect of the newly drawn card cannot be used.

[No. 025] 曇った宇宙望遠鏡 (Cloudy Space Telescope)



You cannot explore cards in the exploration row. However, can be explored.

[No. 026] 大振りエンジン (Large-swing Engine)



During your exploration turn, you cannot explore cards with , .

[No. 027] 賞味期限が近い宇宙食 (Space Food Nearing Expiration Date)



If your exploration turn is the last, reduce the exploration cost of cards in the exploration field by 1 during your exploration turn.

[No. 028] 思い出のアルバム (Memories Album)



You must choose DRAW in the next preparation choose following the draw of this card.

[No. 029] 安全装置 (Safety Device)



You must choose STOP in the next preparation choose following the drawing of this card.

[No. 030] 核熱ブースター (Nuclear-thermal Booster)



The exploration power of the card prepared immediately before this card becomes 0, and the exploration power change effect is not activated.

[No. 031] 割れない鏡 (Unbreakable Mirror)



The exploration power of this card is increased by the exploration power of the card prepared immediately before this card.

If this card is the first card prepared, the exploration power is increased by 1.

[No. 032] 人力発電機 (Human-powered Generator)



The exploration power is increased by 1 for the number of cards with in your preparation area.

Fame points are increased by 1 for the number of cards with in your deck.

[No. 033] 太陽光発電設備 (Solar Power Generation Equipment)



The exploration power is increased by 1 for the number of cards with in your preparation area.

Fame points are increased by 1 for the number of cards with in your deck.

[No. 034] 粉塵バキューマ (Dust Vacuumer)



Select one card with only or in the exploration field and acquire the card.

[No. 035] 天の川銀河探査マニュアル (Exploration Manual for the Milky Way Galaxy)



When you draw this card, you may choose a card with from your deck and put it aside face down. Shuffle your deck, and put the card you put aside face down on the top of your deck.

[No. 036] 簡易ワームホール (Simple Worm Hole)



When you draw this card, turn one card on top of your deck face up.

You may replace that card with a card of the same exploration cost in the exploration row and add it to your deck. Then shuffle the deck.

[No. 037] ふかふかのベッド (A Soft Bed)



If this card is your last prepared card, reduce the exploration cost of cards in the exploration field by 1 during your exploration turn.

[No. 038] 大まかな地図 (Rough Map)



If your exploration turn is the first, reduce the exploration cost of cards in the exploration field by 1 during your exploration turn.

[No. 039] 妨害電波発信機 (Jamming Radio Transmitter)



When this card is drawn, other players will not activate the draw-time effect of cards without .

[No. 040] 先駆者の道標 (Pioneer Signposts)



When this card is acquired in the Exploration Phase, in the next Return Phase, after shuffling the deck, place this card on top of your deck.

If this card is the first card prepared, its exploration power is increased by 1.

[No. 041] 美麗な小箱 (Beautiful Small Box)



If you hold the amulet card , the exploration power is increased by 1. At the end of the game, if you hold the amulet card , the fame point is increased by 1.

[No. 042] アップグレードパッチ (Patch for Upgrading)



If the card prepared immediately before this card is a card with or , the exploration power is increased by 1. At the end of the game, fame points are increased by 1 for each pair of and in your deck.

[No. 043] 暴走転送ポッド (Runaway Transfer Pod)



Other players may shuffle the cards drawn in this draw back into the deck. If he or she does so, that player draws a card from his or her deck and prepares it.

Each player decides whether this effect is applied or not before activating the draw-time effect .

[No. 044] ナレッジデータベース (Knowledge Database)



The exploration power is increased by 1 for the number of cards in your preparation area.

[No. 045] アップグレードパーツ (Part for Upgrading)



The exploration power is increased by 1 for the number of types , , , , and in your preparation area.

At the end of the game, fame points are increased by 1 for the number of types , , , , and in your deck.

[No. 046] 何かの部品 (Any Part)



When you draw this card, draw a card from your deck and place it next to this card. The card is not added as the number of cards in your preparation area, and the exploration power, effect, fame points, and affiliation symbol are added to this card.

[No. 047] 荣光への地図 (Map to Glory)



During your exploration turn, the exploration cost of is reduced by 2. At the end of the game, if you have in your deck, your fame points are increased by 3.

[No. 048] 重力反転装置 (Gravity Reverser)



All cards in your preparation area are treated as exploration power by fame point , and the exploration power change effect 変動 is not triggered. However, the effect of this card is not activated for cards with fame fluctuation effects 変動.

[No. 049] 時間停止装置 (Time Stopping Device)



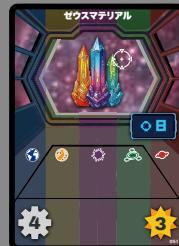
In the next preparation choice, after other players have chosen DRAW or STOP, you can choose DRAW or STOP.

[No. 050] 宇宙探査マニュアル (Space Exploration Manual)



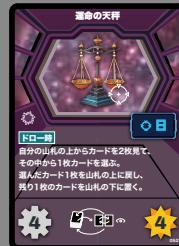
When you draw this card, you may choose a card from your deck and put it aside face down. Shuffle the deck, and put the card you put aside face down on the top of the deck.

[No. 051] ゼウスマテリアル (Zeus Material)



No effect.

[No. 052] 運命の天秤 (Balance of Destiny)



When you draw this card, look at two cards from the top of your deck and choose one card from them. Return one of the selected cards to the top of your deck, and place the remaining one card at the bottom of your deck.

[No. 053] スーパーフラーエ誘発装置 (Super Flare Inducer)



The draw-time effect of cards drawn by other players with this draw is not activated.

[No. 054] ビッグバンの種 (Big Bang Seeds)



In the next preparation choice following the drawing of this card, all players must choose DRAW. Players who have already chosen STOP during the preparation phase must also DRAW, and STOP due to other card effects is also ignored.

[No. 055] ブラックホール発生機 (Black Hole Generator)



When you acquire this card, choose up to two cards from your deck/preparation area and remove them from the game.

[No. 056] Unknown (Unknown)



No effect.

[No. 057] 航路安全のお守り (Safe Passage Amulet)



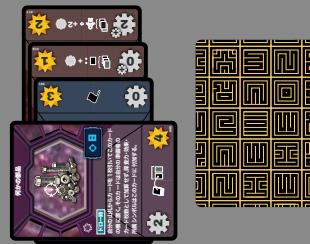
No effect.

[No. 058] 厄除けのお守り (Amulet to Ward off Bad Luck)



In the return phase, when you acquire this card, choose up to one face-up card from your preparation area and remove it from the game.

《GAME FIELD FOR 4 PLAYERS》



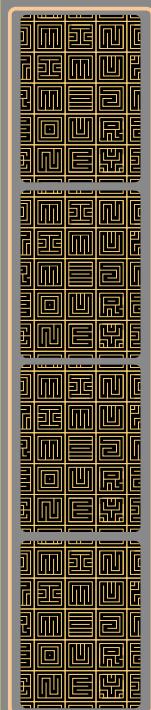
Exploration field



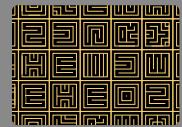
The unidentified zone card

Exploration deck

Exploration row

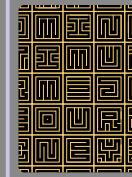


Exploration row



Own drifting cards

Own deck



Preparation area



The amulet card