**GOAL OF THE GAME**

The players will travel around Korea’s famous Jeju Island and gather Sightseeing tiles along the way. Any Harubang statue they find will give a bonus. By gathering Sightseeing tiles, players will collect point cards with special effects. At the end of the game, the player with the most points wins!

**WINNING THE GAME**

The game is over when less than five Point cards remain in the deck, or once all the stacks of Sightseeing tiles are gone. All players count up the points showing on their Point cards, and also add up their unused Sightseeing tiles (1 point per two tiles). The player with the most overall points wins.

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**1 GAME BOARD**

**32 POINT CARDS**

Card front Card back

**80 SIGHTSEEING TILES, IN 7 DIFFERENT TYPES**

- Hallabong orange: 11 tiles
- Jeju cactus: 11 tiles
- Hallasan mountain: 11 tiles
- Cutlass fish: 11 tiles
- Jeju pony: 11 tiles
- Jeju Black pig: 11 tiles
- Haenyeo diver: 14 tiles

**4 PLAYER INDICATOR TOKENS**

**14 WOODEN TOKENS**

- 6 Neutral tokens
- 2 sets of Player tokens (8 total)

**1 HARUBANG STATUE**

apply the included stickers to the matching colored tokens
GAME SETUP

1. Lay out the board in the center play area.
2. Each player takes two Player tokens of the same color (not the black tokens.)
3. Each player takes the Player Indicator token of their color.
4. Shuffle the Sightseeing tiles and place them in roughly equal stacks on the 6 locations shown on the board.
   Note: if a Haenyeo diver token is on the top of any stack, shuffle it lower in that stack.
5. Place the 6 black Neutral tokens on the circled spaces of the board, one on each space.
6. Choose a player order. The first player takes two of their tokens and places them on top of any two different spots occupied by the Neutral tokens. The next players do the same, in turn order.
   Note: During setup only, no spot can have more than 3 tokens on it. But during the game, the number of tokens in a stack doesn’t matter.
7. The last player to play also takes the Harubang statue and places it near any one of the 6 stacks of Player tokens.
8. Shuffle the Point cards, and place the deck face-down near the board. Draw 5 cards, flip them over and place them above the board.
PLAYING THE GAME

On a player’s turn they must choose and perform one of the following two actions:

1. TRAVEL AND SIGHTSEEING TILE COLLECTING

TRAVEL

1. Choose a stack on the board that includes one of your pieces.
2. Pick up the entire stack and choose whether you will travel left or right around the board.
3. Starting with the next space in the chosen direction, drop the bottom-most piece of your stack on top of the stack in that space. Continue to the next stack and so on, dropping pieces until none are left.

Travel example:
SIGHTSEEING TILE COLLECTION

1. After movement, all players may then collect Sightseeing tiles. For each of the stacks on the board, the player whose token is on top of the stack takes the top Sightseeing tile next to it. If the top token in a stack is Neutral, nobody collects a tile from that stack.

   Note: if there are no tiles left in a stack, players receive nothing.

2. If the Harubang statue is next to the tile that a player picks up, it’s bonus time! The player may either leave the statue in that spot, or, move it to any of the other locations on the board. Either way, the player takes the top Sightseeing tile tile next to where the statue is placed, as a bonus.

Sightseeing tile collection example:

Statue example: The player who owns the top piece of a stack next to the statue gets the bonus.

1. “I’ve found the statue!”

   The player moves the statue to any location and takes the top tile from that spot!
**2 TAKING POINT CARDS**

1. On their turn, instead of taking the travelling action, a player may choose to use the Sightseeing tiles that they have collected to pick up one of the face-up Point cards.
2. Each card shows the tiles that are needed to pick it up. The player must discard those tiles (removing them from the game) in order to gain the card.
   
   **Note:** the Haenyeo diver tile counts as a joker. It can be used in place of any other tile.
3. If a player takes a Point card, then another is drawn from the deck to replace it.

**End of the Game**

If there are no longer any tiles on the board, or if 5 point cards can't be pulled from the deck, the game is finished.

**Special Effect Explanation**

- **Instant Harubang:** as soon as this card is picked up, the player completes the Harubang bonus exactly as it happens during the Sightseeing tile collection phase.
- **Card Refresh:** as soon as this card is picked up, the other 4 face-up Point cards are discarded from the game, and 5 new cards are put in their place.
- **Everlasting tile:** for the rest of the game, the player who owns this card can purchase Point cards without having to give up one of this particular tile.
COUNTING UP YOUR SCORE

1. Count up the point values on all your Point cards.
2. Count up the number of tiles you have left over. Every 2 tiles are worth 1 point.
   
   Note: The Haenyeo diver tiles are NOT counted. They are not worth points in this phase.

Combine your score for the above steps. The player who scored the most overall points wins! In the case of a tie, the player with the most point cards wins.

Scoring example:

![Scoring example image](image)

Add the points on your Point cards...

1 POINT + 3 POINTS + 17 POINTS + 3 POINTS = 24 POINTS

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