

Bubble Travel Current Rules - EN

Version 0.9.5 - Game Rules 5/2025

What is your goal in this game?

Your goal is to safely navigate the bubble from entrance to exit by adjusting the path in the maze. You will have a variety of tools for this job and we highly suggest cooperating with other players to accomplish your goal

Game Cycle

To start a game, player / players place a tile by respective tile rules.

The Bubble token is moved one tile up in the direction of the airflow.

Do this for all 4 player drawn tokens.

Add obstacles by drawing a card from obstacle cards and placing it not closer than 3 rows from another obstacle and above the current position of the bubble.

Draw 4 player tiles again from the bag.

Repeat player actions now without adding another obstacle from cards.

The game ends when the Bubble is either destroyed or moved to Exit Tile.

Start the Game

- To start the game, prepare a game plan, add the **Airflow Token** in the direction of numbered rows up.
- Shuffle and choose position for exit and entrance and put them to respective tiles
- Prepare and shuffle obstacle cards back sides up and draw a card, add obstacles as it's described on the obstacle card.
- Do this two times to add obstacles on numbered rows **5**, **10**.
- If you would rather play a non randomized game, choose one of the scenarios from Obstacle Cards and add obstacles accordingly.
- Put all tiles into bag:
 - If you want to play purely cooperative:
 - all Fan Tiles
 - all Bounce Tiles
 - all Teleport Tiles
 - all Flip Tiles
 - all Player Obstacle Tiles
 - If you want the game a bit spiced up:
 - all Spike Tiles
 - only 9x Fan Tiles
 - only 5x Bounce Tiles
 - all Teleport Tiles
 - all Flip Tiles
 - all Player Obstacle Tiles
- Shuffle it and draw **4** tiles.
- By number of players you play number of tiles each turn:
 - 1 player - all tiles
 - 2 players - 2 tiles each
 - 3 players - one tile each and last determined by player decision
 - 4 players - 1 tile each
 - Or you can cooperate on all the tiles together.
- First player is determined by how long time was spent before the meal and starting the game. The hungriest goes first
- Place the Bubble Token next to the Entrance Tile.
- Players can have only 4 tokens chosen at the time.

Game Plan

GamePlan is a big board with squares in columns from **A** to **J** and rows from **0** to **18**. Base game is used on columns from **A** to **H**. For a more cosy game you have an option to add one or two columns. For this, move the numbered ruler of the second wall to the respective column and make the right wall with it.

When determining the position of an Entrance Tile and Exit Tile use corresponding coordinates.

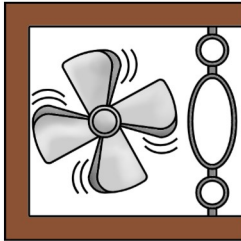
Determine Entrance Tile and Exit Tile positions

Spin the fidget spinner.

- Coordinates of an Entrance Tile are based on numbers of rows and letters of columns:
 - Base set is made from tokens marked **A1, B0, C0, D0, E0, F0, G0** and **H1**
 - To add one more column, subtract **H1** token from the set and add tokens marked **H0** and **I1**
 - To add two columns, subtract **H1** token and add tokens marked **H0, I0, J1**
- Coordinates of an Exit Tile are based on numbers of rows and letters of columns:
 - Base set is made from tokens marked **A16, A17, B18, C18, D18, E18, F18, G18, H17** and **H16**
 - To add one more column, subtract tokens **H17** and **H16** and add tokens marked **H18, I17** and **I16**
 - To add two more columns, subtract tokens **H7** and **H16** and add tokens marked **H18, I18, J17** and **J16**

Tile and Token Description

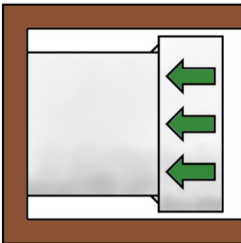
Entrance Tile



Entrance Tile is marking a spot where Bubble Token will be placed right next to it inside the playfield.

Entrance Tile position is determined by randomly choosing from positions on Entrance Tokens

Exit Tile

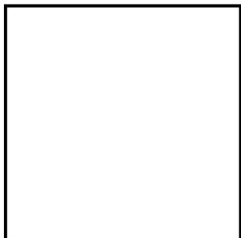


Exit Tile is the marking spot where Bubble Token should exit the game plan.

It is not taking the bubble itself, Bubble Token should finish its movement on this tile.

When Bubble Token enters this tile, players win the game.

Blank Tile



This tile is only used to mark free space right next to Entrance or Exit Tiles.

When an Obstacle Tile is added and would block Entrance or Exit, it will be placed on respective square to make a free space instead.

Obstacle Tile



Obstacle Tile is marking all positions on the game plan which are either the border of the game plan or inserted tiles into the game plan by mechanics or players.

When Bubble enters this tile by movement or player action, bubble is popped and players lose the game.

Once obstacle tiles are added to the game plan, they cannot be moved or removed. If the obstacle is added on the row where Entrance Tile or Exit Tile would be blocked by obstacles, the square right next to Exit or

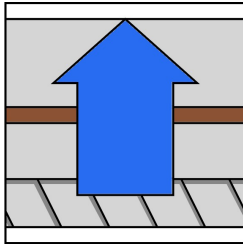
Entrance tile is changed for Blank Tile instead.

When choosing obstacles before the game starts, or after the first turn, positions of the obstacles and their shape is determined by Obstacle Cards.

Players can add obstacles as their action by playing Obstacle Token. This counts as player action and the bubble is moved when an obstacle is added.

Players added obstacles need to touch a wall or another obstacle by at least one side of it. If the obstacle added by the player covers exit or entrance, the same rule with blank tile applies and when added with Obstacle Cards.

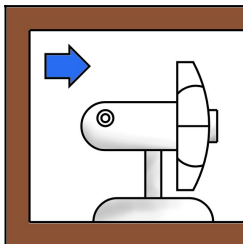
Teleport Tile



Teleport Tiles allow the Bubble to bypass obstacles. These tiles cannot be added on the walls but must be put on top of the Obstacle Tile (Cannot float in space, nor be blocked by another tile or obstacle from either side). By placing Teleport Tile, Bubble can bypass obstacles to sides or top and bottom. It can be rotated to accommodate the right direction.

When the Bubble enters square right next to the teleport, it will automatically teleport itself on the other side of the Teleport Tile.

Fan Tile



A fan can be placed touching an obstacle or wall but its free side cannot be blocked by an Obstacle Tile or Wall. The fan can be also placed inside the wall facing inside the Game Plan with its free side.

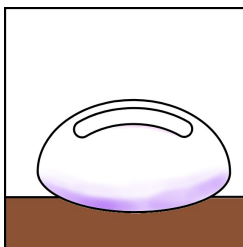
The fan has its airflow signalled by an arrow and the direction of the fan.

Bubble cannot enter this tile. If it does, it is destroyed and the game ends. If the Bubble is moved row where the fan is placed and direction of fan is aiming at the bubble with free side, the bubble is propelled 1 row up diagonally in direction of the Fan tile airflow. This works for up to 3 square on base game settings or 4 with more columns.

Beyond these squares, fan is ineffective. While Fan is placed facing down, it will move the Bubble to the right or left square right where it hits the fan airflow. While Fan is placed facing upwards it will not move the Bubble to sides but two tiles up instead.

Fan is also ineffective if an obstacle is placed in fan affected squared. In that case, the bubble is travelling straight up on row in the direction of airflow as normal.

Bounce Tile

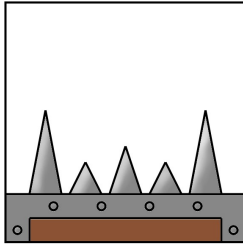


Bounce Tile can be placed touching an obstacle or wall.

The Bubble can pass through this tile, but when it does, it is bounced one row up and diagonally one column of player choosing.

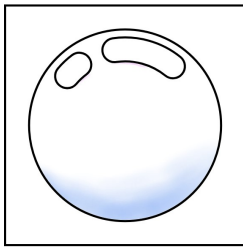
If the Bounce tile added on ceiling (row 18) or floor (row 0) next to the wall and direction into the wall is selected when the bubble is bouncing from it, the Bubble bounces straight left or right into the wall instead of diagonally.

Spike Tile



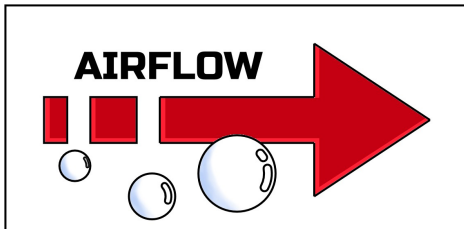
Spike Tile can be placed touching an obstacle or wall by its flat surface. When the Bubble passes through this tile, it is destroyed.

Bubble Token



Bubble token spawns next to Entrance Tile. Whenever player place a tile, the Bubble is moved one row up in direction of the Air Flow

Airflow Token

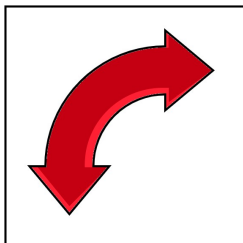


Airflow Token serves as a marker of a direction in which the Bubble is moving. Base settings of the game is the direction of numbered rows up. Airflow can be flipped 90 degrees to the side to make the Bubble move in the direction of lettered columns.

To flip the flow back to its original position, the player needs to use another flip token.

Airflow cannot be flipped or directed 180 degrees of its original flow.

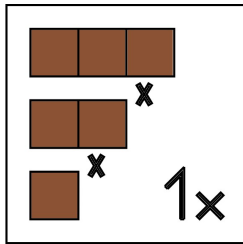
Airflow Flip Token



Using this token triggers the Bubble movement by one row / column. And changes airflow as it is described in the Airflow Token section. A player can delay using Flip Token to another round. If this option occurs, it is counted as one of new tokens for the next round and the Bubble is moved in the direction of an airflow. A Player can choose to change Flip Token for another one from the bag. Simply put the Flip Token back and choose a new one randomly instead. The chosen token by this action

needs to be played right the way. This all is considered one action and it will move the Bubble 1 tile in the direction of the airflow.

Obstacle Token



Obstacle Token represents player action where the player can choose one obstacle of size 1, 2 or 3 tiles and put it freely on gameplan. By adding an obstacle, it counts as player action and the bubble is moved 1 row up the airflow.

Tile Combination Rules

Fan Tile Stacking

Placing on same row

When Fan tiles are placed on the same row directing one on another, tiles covered by both are nullified and will not move the Bubble diagonally but straight up as its normal movement by only one row. Tiles not covered by each other when facing each other will still change direction diagonally.

Fan tiles do not stack power when placed one behind another.

Horizontal Stacking

When placing Fan tiles facing down next to each other, the bubble will move one tile left or right by the player choosing from the first fan hitting its flow. When stacked next to each other, it will move in the same direction every time. When placing Fan tiles facing up next to each other, it does not matter until it will be moved to sides by another token.

Placing on row next to another Fan Tile

When placing Fan tiles on top of each other on rows, the Bubble will trigger all of them in one action and will move diagonally in respective directions

Bounce Tile Stacking

Horizontal and Vertical Stacking

When placing Bounce tiles next to each other, the Bubble will bounce in the same direction on both of them. The player is choosing only the first direction of movement. When the Bubble leaves stacked Bounce tiles, it is still moved just one square diagonally in the same direction.

Diagonal Stacking

When placing Bounce tiles diagonally next to each other, the Bubble will bounce on all stacked Bounce Tiles in one action. The player is choosing bounce direction on every one of those tiles and standard rules of bouncing the bubble applies as written in Bounce Tile description.

Teleport Tile Stacking

If two Teleport tiles are added to the game plan one up on another, the bubble will go straight through both of them in one single action. Both Teleports still need to be placed over the Obstacle.

Adding Teleport tiles with their direction opposite each other is prohibited because that will make an infinitely moving bubble and the game would never end.

Bounce combined with Fan

Placed on same row

Bounce Tile placed in squares affected by Fan Tile do not cut Fan Tile effectiveness but it will negate its effectivity since the movement is the same and the Bubble will be still moved only one column and row diagonally. In this case, while Bounce Tile would be normally triggered and the player would choose direction of the movement, in this case Fan direction is used.

Placed on rows above each other

When placing Bounce Tile and Fan Tile diagonally above each other, both will be triggered by one player action if the Bubble will travel by defined rules on both of them and / or direction on Bounce Tile is chosen correctly by the player.

Bounce combined with Teleport

Bounce Tile can be placed on the square next to the Teleport Tile entrance and / or exit.

Placing Bounce on tiles next to Teleport Exit

When placed on square next to Teleport Tile exit, the Bubble will bounce normally by Bounce Tile rules as part of the same player action.

Placing Bounce on tiles next to Teleport Entrance

Placing Bounce Tile on the square next to Teleport Tile entrance will deviate Bubble and forbid the Bubble from entering the Teleport. Normal Bounce Tile rules of movement applies.

Fan combined with Teleport

Fan Tile cannot be placed on tile next to exit and entrance of Teleport Tile

Fan Tile placed on Obstacle next to Teleport Tile

When Fan Tile is placed on an obstacle next to Teleport Tile, the Bubble will not travel through Teleport Tile but it will be destroyed on the obstacle or wall next to it because of the diagonal movement rule of the fan.

In case the Bubble will end up in Teleport Tile after applying Fan Tile movement rule, it will travel through Teleport Tile normally to the other side in the same player action.