

JULES VERNE MICHAEL STROGOFF

1-5 12+ 60 min

Russia – end of the 19th century. The traitor, Colonel Ivan Ogareff has allied with the Tartars to invade the empire. They have cut telegraph lines between Moscow and the capital of Siberia, Irkutsk. Now they are headed for the city to start their invasion plan. The Tsar is asking for help from some of his brave couriers to race out quickly to Irkutsk and warn the Tsar's brother, the Grand Duke, of the threat moving toward him.

1. COMPONENTS

- ◆ BOARD
- ◆ ACTION DIE (White)
- ◆ TARTARS' DIE (Black)
- ◆ BLACK MEEPLE (Ivan Ogareff)



- ◆ 5 CHARACTER BOARDS
- ◆ 5 CHARACTER MEEPLES
- ◆ 5 DISKS (Energy)



- ◆ 10 DISKS (Resolution)



- ◆ FIGURE (Traitor's Phase)



- ◆ 154 CARDS:

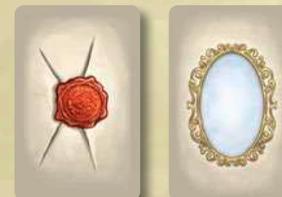
24x Route "Russia" 7x Route "Ural Mountains" 32x Route "Siberia"



8x Route "Tomsk" 20x Route "Irkutsk" 1x Route "Sangarra"



56x Action 6x Allies



CARDS

Cards are the principal element of the game and represent all the aspects of the novel: the dangers of the voyage, the allies you encounter, the experience you acquire and even the movement of the traitor Ivan Ogareff.

	ROUTE CARD	ACTION CARD	
IMMEDIATE DANGER (See page 3: "Immediate dangers")			DANGER ICON (See page 4: "Resolve dangers")
NORMAL DANGER (See page 3: "Advance")			ALLY PORTRAIT (See page 3: "Help from ally")
PENALTY (See page 3: "Penalties")			IVAN OGAREFF'S TURN (See page 6: "Traitor's phase")
ABILITY (See page 5: "Abilities")			

There are **8 different danger icons in the game**. The following icons appear on route cards, and they represent dangers. These dangers can be resolved with objects found on action cards.



2. PREPARING THE GAME

1. Unfold the board. Place the “*Resolution*” disks on the inkpot and the properly shuffled action deck in the envelope area.
2. Shuffle the 6 ally cards and leave the deck face down next to the board book. Take the first card and place it in space “A”.
3. Place the “*Sangarra*” card next to the board on the side with the closed curtains up if you are playing in solitaire mode or on the portrait side if you are playing with other players.
4. Place the black piece (Ivan Ogareff) in the box which corresponds to the number of players playing the game.
5. Separate the route cards into 5 decks based on the card back: Russia, Ural Mountains, Siberia, Tomsk and Irkutsk. Shuffle each one and place them face down in the spaces on the board.
6. Place the black die representing the Tartars, with a strength value of “3” in space 9 of the journey, “*Tomsk*”, which is the main camp in Siberia.
7. Each player receives 1 character board *, 1 meeple and 1 disk of their color. Place the energy disk on the 6 value of your character board and the meeple on the first space of the journey: “*Moscow*”.
8. Each player receives 5 action cards that they will keep hidden and a “*Russia*” route card that will be placed face up at the right of their character board to show the start of their journey.
9. The player that wrote and sent a letter most recently starts the game and the rounds are played in clockwise order. Place the “*Traitor’s phase*” figure to the right of the starting player to remind players whose turn it is to play the traitor before the players begin a new round.

Example of preparation for a 3 player game



3. SUMMARY OF GAME

The game is played in quick turns. Each player must fully play their turn and then the next player (in clockwise order) will have their turn. When all the players have taken their turns, it is the turn of the villain, Ivan Ogareff, who is symbolized in the game by the die cut figure that is always placed to the right of the starting player.

This process repeats until a player obtains victory by reaching square 12 on the journey, “*Irkutsk*” the capital of Siberia and defeats the traitor; or until Ivan Ogareff successfully completes his invasion of Russia thereby defeating all the players and leading the Tartars into Moscow.

Each full round consists of 2 phases:

◆ THE COURIERS’ PHASE.

Each player chooses which action they want to carry out.

◆ THE TRAITOR’S PHASE.

In this phase the villain will advance, the Tartars move and other effects occur, such as the entrance or exit of allies who help the players, or the activation of abilities.

* The character boards have two sides. On one of them the players start with the special ability to steal a card (see page 5: “*Abilities*”) and on the other, there is no special ability.

Each player can choose which side they want to play with. If you want the game to be simpler, choose the side with the ability and if you prefer it to be more complex, choose the side without the ability.

4. THE COURIERS' PHASE

Each player, whether starting or in the clockwise progression, must perform these steps in this order:

4.1- ALLY'S HELP (Optional)

During the game characters will enter and leave the scene of the adventure, and they can help the players with their abilities.

At the start of their turn, if they so desire, a player can discard an action card (or two cards if asking help from Captain Strogoff) from their hand and activate their ability. Only an action card that has a portrait of the one of the allies who is on the board can be discarded in order to activate their character's ability.



A player can only ask an ally for help once per turn. The abilities of the allies are explained in the "Allies" section (see page 5).

4.2- ACTION (Obligatory)

After asking for help from one of the allies (or not), the player must choose one of the following 3 actions:

- A) Advance
- B) Rest
- C) Resolve dangers

A) ADVANCE

During the game a player will take route cards that represent various dangers that are encountered along the journey. With these cards a line will be formed along the right side of their character board in which they will try not to repeat any danger icons. The initial cards for Russia only have one danger icon, while those for the Ural Mountains and Siberia have two: one immediate danger in a darker color and another normal danger.

To advance, a player reduces one energy point from the character board and advances their meeple to the next square on the journey. They then immediately take a card from the route deck for the area their meeple is in (Russia, Ural Mountains or Siberia) and place it to the right of any previously placed route card.

Immediate dangers



If the route card just picked up has an immediate danger icon (indicated by a dark background) the player can **immediately** discard an action card from their hand with the same symbol to resolve it and place a "Resolution" disk on top of it (see page 4: "Resolve dangers").

Penalties

Now the line of danger icons for all of the cards in your journey must be checked. If there are any repeated icons, the player will suffer a delay in their journey and **activate the penalty icons for ALL the cards that make up their journey from left to right**. There are 3 kinds of penalties:



Choose 1 action card from your hand and discard it.



Lose 1 energy point.



Turn this card face down.

Whenever a route card makes a player lose energy or an action card and he is unable to fulfill the penalty, the card must be turned face down.

IMPORTANT: A player can only "Advance" if:

- ◆ They have at least 1 energy point.
- ◆ They have no route card face down. They must first be reestablished by using the "Rest" action.
- ◆ They don't have the any icon type repeated in his journey. They must first cover them using the "Resolve dangers" action.

The resolution disks on top of the danger icons (see page 4: "Resolve dangers") on cards that are turned over, are lost and returned to the reserve. When the card is face up again (see page 4: "Rest") they will have to be resolved again at some other time.

A player can only suffer the activation of a penalty during their "Advance" action. During the traitor's phase, a player can add a new card to the journey when blinded by the Tartars (see page 6; "Tartars") or run into the spy Sangarra (see page 7: "Sangarra"). In both cases, if the danger icons repeat, **NO** penalties are activated.

ADVANCE AND PENALTIES EXAMPLE



The player advances and takes a Siberia card for their journey:

- ① They play a card from their hand to cover the immediate danger.
- ② This does not stop the wound icon on the new card from matching those on the Ural Mountain cards leading to the activation of all the penalties.
- ③ They lose 1 card from their hand, 2 energy points and must turn the Ural Mountain card face down, which means the resolution disk on the immediate danger of that card is discarded.

B) REST

When performing this action, players can choose TWO of these benefits:

- ◆ Draw 2 action cards.
- ◆ Gain 1 energy point.
- ◆ Flip over a route card that was face down.



The effects of the two benefits are carried out one at a time, so if you choose “Draw 2 action cards” you can look at them before choosing what the second option will be. Also, the player can repeat the same action twice, so that with one “Rest” action, they can draw 4 cards, gain 2 energy points, or flip two route cards back over.

IMPORTANT: The limit for a player’s hand is 7 cards, but there are abilities (see page 5) that can increase this limit. If at any time of their turn a player receives cards above their hand limit they must **immediately** discard the excess number of cards.

C) RESOLVE DANGERS

With this action the player can place resolution disks to cover different danger icons on the route cards in order to eliminate repeated icons or to remove cards. Danger icons can be resolved using 3 different methods:

- ◆ **Use 1 action card with the same icon as the route card.** This can only be used to cover one icon present on the **most recent route card** (the one that is on the far right of your path). If this card has 2 icons, the matching icon’s position is irrelevant. They are both recent.
- ◆ **Use 2 actions cards from your hand that have the same icon (even though they do not match the danger icon).** This method allows you to cover one danger icon on any card in your journey (including the most recent one).
- ◆ **Subtract 1 energy point.** This method allows you to cover one danger icon on any card in your journey (including the most recent one).

The icons covered with resolution disks no longer count when checking for repeated icons when you decide to advance in a later turn.

A player can resolve all the dangers they want until they can play no more cards or lose no more energy points.

When a card has all its danger icons resolved, the player removes it from their journey. If the most recent card is resolved, the one to its left will then be considered the most recent and can be resolved using a card with the matching danger icon.

It is better if you resolve the problems from the most recent card to the oldest card (from right to left), because that way you use the action cards one by one. However, there may be times when a player is unable to do that.

Abilities

Facing the dangers of being a Tsar’s courier helps you become stronger and gain special abilities. At the end of an action in which the player resolved one or more dangers, they can choose **ONE** of the resolved route cards (the rest are discarded) and place it below their character board so that the lower part of the card remains visible to show the ability they have gained. The full list of abilities and their explanation is on the next page.

You can accumulate all the abilities you want and even have the same one multiple times, but remember that for each “Resolve dangers” action you take, you can only keep one of the resolved cards.

IMPORTANT: Even though you can resolve dangers and in doing so discard route cards outside of your turn (with the help of the ally “Pigassof”, or the activation of the “Resolute” ability during the traitor’s phase), you can only turn them into abilities during your turn through the use of the “Resolve dangers” action.

RESOLVE DANGERS EXAMPLE



- 1 The player decides to resolve the most recent card, the one to the far right of their journey. To do so, they cover the disguise icon using 2 cards with the same icon (lost the way), since they have no action card with the matching icon.
- 2 The other icon (wounded) on this card can be covered with an action card and that way the card is eliminated.
- 3 The Tartars card is now the most recent. A card is played to eliminate the vehicle damaged icon but then the player has no card matching the Tartar patrol and decides to resolve it later.
- 4 Finally the player decides to cover the disguise icon of the card to the far left because they want the ability it has. To do so they use one energy point.

ALLIES



CAPTAIN MICHAEL STROGOFF: *A loyal officer in the Tsar's couriers with an iron will. Born and bred in Siberia, he knows the area and its dangers.*

Discard 2 action cards with the portrait of Michael Strogoff and you can perform **2 different actions** in that turn. For example: “Rest” and then “Advance”, or “Resolve dangers” and then “Rest”, etc.



HARRY BLOUNT: *A highly observant and professional English correspondent for The Daily Telegraph who has joined with his French colleague Alcide Jolivet to make their way through the Russian territories in order to report on the invasion.*

Discard 1 action card with the portrait of Harry Blount and take a look at the top card of any route deck. After viewing it put it back on either the top or bottom of the deck.



MARFA STROGOFF: *A strong Siberian woman and Michael Strogoff's mother. It is only due to the tears in his eyes upon seeing her, that Michael Strogoff was saved from being blinded by a Tartar's saber.*

This ability is different in that it is not used in the “Allies’ help” phase, but is instead used when the player is in Irkutsk resolving dangers and during the duel with Ogareff (see page 7: “End of the game”). All the action cards with the illustration of Marfa are considered as “wild-cards” and can be used to eliminate any danger icon.



ALCIDE JOLIVET: *A loquacious French journalist who hides his capacity to pay attention to details behind his jokes and jests. He has come to Russia to write about the invasion for a newspaper he will not name, instead claiming he is writing “to his cousin”.*

Discard 1 action card with the portrait of Alcide Jolivet and draw two action cards.



NICHOLAS PIGASSOFF: *A loyal Siberian Telegraph worker who believes strongly in friendship that helps the other characters get across the hazardous steppes.*

Discard 1 action card with the portrait of Nicholas Pigassoff and place a resolution disk on any danger icon in your journey. While doing so, if you discard a Route card **you do not acquire it as an ability** since it was not resolved by using the “Resolve Dangers” action.



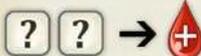
NADIA FEDOR: *After the death of her mother, this courageous young woman is traveling to Irkutsk to reunite with her father, an official who was exiled to Siberia years earlier. Her sense of duty is her greatest quality.*

Discard 1 action card with the portrait of Nadia Fedor and roll the action die to activate all the abilities you get with the result. Keep in mind that only your abilities are activated, not those of the other players.

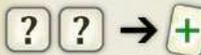
ABILITIES



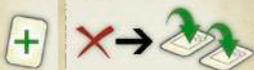
RESOLUTE: If the action die shows the indicated result, the player can resolve one of the danger icons. If they eliminate a route card by doing so, it does NOT become an ability.



ENERGETIC: If the action die shows one of the indicated results, the player earns one energy point.



SKILLED: If the action die shows one of the indicated results, the player draws an action card.



RESISTANT: The player draws a card when they acquire this ability. At any time during their turn, they can discard this ability to flip back all the route cards so they are face up.



PREPARED: The player draws a card when they acquire this ability. The limit of cards in their hand increases by 1.



QUICK: The player draws a card when they acquire this ability. After performing a successful “Advance” action (which does not end with repeated danger icons or flipped over route cards) they can discard this ability in order to immediately perform another “Advance” action (paying another energy point and drawing another route card).

5. TRAITOR'S PHASE

When all the players have completed the Courier's Phase, Ivan Ogareff is then activated. An action card is drawn and all the indications in the lower part of the card are performed in order:



Ivan Ogareff. Advance the black Ivan Ogareff meeple the indicated number of spaces (1, 2 or 3) along his journey.



Card. Each player draws an action card from the deck.



Die. The action die is rolled and all the players perform their abilities that match the result, if they have them.

A
B
C
D

Ally ("A", "B", "C" or "D"): Draw an ally card and place it in the indicated position. If the position is occupied, discard the older ally card. If at any time you need to draw an ally and there is none available in the deck, shuffle the discarded ally cards in so that there will be one.



Sangarra. The gypsy Sangarra, Ivan Ogareff's spy, enters the game. Consult the "Sangarra" section below.



Move the Tartars. Place the Tartars die in the indicated square and modify its strength (-1, 0, +1) as shown. Do so even if the new box is the same as it was already in, but it will never have less than 1 or greater than 6 strength. If the Tartars fall into a square occupied by one or more players, they will automatically capture them (see page 7: "Tartars").

Ivan Ogareff arrives in Irkutsk

If Ivan Ogareff reaches the end of his journey, move his piece to square 12: Irkutsk. From that moment on, whenever a traitor's phase begins, no action card will be drawn. Instead, roll the action die and:

- ◆ First, the players activate their abilities.
- ◆ After that, the Tartars advance towards Moscow as many squares as the number shown on the die. If the Tartars enter the capital, the invasion of Russia is successful and all the players lose the game.



SANGARRA

This beautiful gypsy is completely loyal to Ivan Ogareff and has served him as his spy since he saved her years ago. She has no family, no country and no qualms. Her intrigues will complicate your adventure.

When her icon comes up during the Traitor's Phase, you must check whether Sangarra is beside the board or if she is already in the journey line of one of the players.



If Sangarra is next to the board, she is sent by Ivan Ogareff to spy on the player who is farthest ahead. If there is more than one, she will target whichever leading player has more energy. If there is a tie between them, she will go for the one with more action cards in their hand, and if the tie persists then the players will roll dice and she will target the one with the lowest roll.

If Sangarra has already been placed in a player's journey, she is then summoned back to report to Ivan Ogareff and will then return to the side of the board.

Sangarra is considered a route card. Her card is placed to the right of a player's journey and is then considered the most recent route card. Even though it is not a card that has a penalty, its danger icon can cause the player to frequently suffer penalties. A player can get rid of Sangarra during a "Resolve Dangers" action, as he would with any route card.

It is important to remember that a player **only receives penalties when there are repeated icons visible during his "Advance" action.** If there are repeated icons with the Sangarra or Tartars' blinding cards (see page 7), the penalties will NOT be activated. However, as usual, the player cannot advance until the dangers have been resolved.

Special rules for 1 player:



If the game is played in solitaire mode, Sangarra starts next to the board with the side where she is hidden behind the curtain face up. The first time that "Sangarra" comes into effect in the Traitor's Phase the card is then turned over. If another "Sangarra" effect comes up, Sangarra is then assigned to the character's journey as usual. When Sangarra returns to the reserve, whether because another "Sangarra" effect comes up or because the player chooses to resolve the danger, the card will be placed on the side with the curtains closed face up.



TARTARS

The Emir of Bukhara, Feofar Khan, has gathered various nomadic tribes under his control in order to conquer part of Eastern Siberia with the help of the traitor, Ivan Ogareff. From there they begin their invasion of all of Russia. The proud Tartars have set up their main camp in the city of Tomsk, and from there they range all over Siberia to search for you.

The Tartar troops are represented by a black die whose strength value varies depending on whether they are near or far from their base camp. The players must be very careful when trying to get away from them. The Tartars act differently depending on the phase in which they come in contact with the players:



◆ **During the Courier's Phase**, if a player moves into a square where the Tartars are, they must escape from them by rolling the action die and getting a result that is equal to or greater than the strength indicated on the Tartars die. If successful, the player draws an action card for his bravery and cleverness. If they fail, the player loses 1 energy point.



◆ **During the Traitor's Phase**, if the Tartars enter the box occupied by one or more players, they are captured. Then according to Tartar custom, they are blinded by bringing a burning saber close to their eyes and then left to find their own luck. Each of these players receives a route card from the Tomsk deck. This card, unlike the others, is placed to the left of their journey, so that it cannot be resolved with a "Resolve dangers" action and the player will drag them along on their journey, thereby increasing their chances of having repeated uncovered icons. The only way to get rid of this card is at the end of the adventure, during the confrontation in Irkutsk (see page 7: "End of the game").

Once the player has been blinded and left for dead, during any subsequent encounter with the Tartars they will ignore the player since he is no longer considered a threat.

6. END OF THE GAME

During his turn, when a player advances and enters square 12 of the journey, Irkutsk, he does not draw a route card but instead begins the final duel with Ogareff that will end in either his victory or his death.



IMPORTANT: Unlike the rest of the journey, a player cannot enter Irkutsk by using his last energy point. Entering Irkutsk without energy would mean his immediate defeat.

First, the player must get rid of all of the route cards in their journey including the Tomsk (blinding) route card or Sangarra card if they have them. Doing this is different from the "Resolve dangers" action. The player must eliminate **each danger icon in their journey with a card from their hand bearing the same icon**, regardless of which card is most recent. If they don't have a card with the matching icon, they must subtract 1 energy point.

After having gotten rid of all the cards, if the player has not exhausted all of their energy, then they must face Ivan Ogareff. **One by one**, the player draws and resolves as many Irkutsk route cards as are indicated in the distance zone where Ivan Ogareff's piece is located (from 3 to 5 cards). For each card that is drawn, an action card must be played from the player's hand that has a matching icon or they will lose 1 energy point.



NOTE: Remember that if **Marfa Strogoff** is in the line of allies, a player can play any action card with her face as a wildcard to eliminate any danger icon during the final confrontation.



There are 2 kinds of cards that have different icons:

Direct attack. The player loses 1 energy point.



Tartar attack. The player rolls the action die and must get a result greater than or equal to the Tartar's strength. If they don't succeed, they lose 1 energy point.

If, at any time, the player's energy reaches "0" then they have died and are eliminated from the game. The Ivan Ogareff cards that were part of the confrontation are discarded (the competing players can memorize the cards as it will help to know they will not face them). The rest of the players continue playing normally. If at any time the Irkutsk deck runs out, it can be formed again using the discarded cards.

If after drawing all the Irkutsk cards you have at least 1 energy point then... CONGRATULATIONS! You have succeeded in defeating the traitor and can proclaim yourself the winner of the game and savior of Russia!

Jules Verne published “*Michael Strogoff*” in 1876 and it quickly became a bestseller since the author was already well known for his science fiction novels. His ability to describe details and his vast research in Russian and Siberian history, geography and customs allowed him to tell of an imagined Tartar invasion of Russia that was absolutely believable. Whether you have read this marvelous story and would like to remember the adventure or you haven’t yet and would like to have an idea of the plot, we have provided a summary of the novel as it corresponds to the 12 squares that you will go through as a player in the game.

GETTING TO KNOW THE NOVEL IN 12 STEPS



MOSCOW: Ivan Ogareff, a Russian Colonel who has fallen out of favor, has incited a rebellion among the Tartars in Siberia. His plan is to pretend to be a man in the Tsar’s inner circle, in order to get into Irkutsk, the capital of Siberia. There he will assassinate the Grand Duke (the Tsar’s brother) and allow the Tartars to enter the city. The telegraph lines between Moscow and Irkutsk have been cut and the only option the Tsar has is to send a courier over the enormous distance separating the two cities in order to warn his brother. This courier is Michael Strogoff.



RAILROAD: Strogoff, traveling in the guise of a fur trader under the alias of Nicholas Korpanoff, begins his journey by train. He is carrying a “*podaroshna*” or safe passage document that will open doors if there are problems, as well as a letter addressed to the Grand Duke, warning him of Ogareff’s plans.



NIZHNY NOVGOROD: This is the city in which the border has been closed with the eastern part of Russia. It is here that Michael meets Nadia, a strong-willed and beautiful young woman who is trying to get to Irkutsk to reunite with her father, a banished Russian officer. Thanks to his “*podaroshna*”, Strogoff is able to get both of them on a steam ship along the Volga headed to Perm.



VOLGA RIVER: Strogoff and Nadia sail on the “*Caucasus*”. One night Strogoff overhears the gypsies who’ve been expelled from Nizhny Novgorod talking about a Tsar’s courier headed to Irkutsk and he realizes they are aware of his mission.



URAL MOUNTAINS: The travelers make their way through the dangerous pass between the Ural Mountains. In the mountains Michael Strogoff saves Nadia from a bear attack using his hunting knife and helps two competing journalists, the Frenchman Alcide Jolivet and the Englishman Harry Blount, who join them on their journey.



ISHIM: Due to the threat of the Tartars, the horses and other transport are scarce. After racing across the grasslands to reach a provisions station, Strogoff has his first duel with Ivan Ogareff, who does not recognize his challenger.



OMSK: This is Michael Strogoff’s hometown and his mother still lives there. After seeing him in a tavern, she recognizes him and greets him with tears in her eyes. Michael rebuffs her to keep his cover. However, Sangarra, a gypsy spy working for Ogareff, reports him and he is captured and brought to the camp of the Tartar leader, Feofar Khan.



KOLIVAN: At a telegraph station near this city there is a large battle between Russians and Tartars. Michael and his friends are captured, despite the help provided by the telegraph worker Nicholas Pigassoff. They are all taken to the camp of Feofar Khan.



TOMSK: Thousands of Tartars have gathered in a great camp and there Strogoff is revealed and forced to look at his mother for the last time before he is punished with blinding by means of a sword heated red hot in the fire. Assuming he is now handicapped, the Tartars abandon him to his luck, but not before Ogareff has taken the Tsar’s letter.



LAKE BAIKAL: Despite being blinded, Strogoff decides to continue his mission. Nadia guides him on a long hard hike to the shore of Lake Baikal where they catch a boat to cross it.



ANGARA RIVER: Strogoff and Nadia join other exiled Russians to try to reach the Siberian capital by sailing a raft up the Angara River. Along the way they see the Tartars dump great quantities of oil into the water so they can ignite it and use it to burn down Irkutsk.



IRKUTSK: Ivan Ogareff pretends to be Strogoff and enters the city in the guise of the Tsar’s courier. He is just about to assassinate the Grand Duke but Michael gets there in time to face him. He reveals that he was not really blinded, but the tears that came to his eyes when looking at his mother for the last time were evaporated by the red hot steel, and the vapor protected his pupils with the Leidenfrost effect. Strogoff kills the traitor in a fight to the death and with the help of the Russian army in the city, he manages to stop the Tartar invasion.

MICHAEL STROGOFF

Author: Alberto Corral

Development, illustration and design: Pedro Soto

Rules: Pedro Soto and Alberto Corral

Translation: Andrew Campbell

Editorial Production: David Esbri

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