



CARAVAN

VIA
EGNATIA

Game Rules



AN ADVENTUROUS JOURNEY
INTO HISTORY



The background of the page is a detailed, dark-toned illustration of a desk. It features several rolled-up scrolls or books standing upright, a quill pen resting on a surface, and an inkwell. The overall aesthetic is that of a historical or scholarly setting.

Table of Contents

Introduction	4
Game Components	5
Game Objective	6
Game Concepts	7
Setup	12
Gameplay	16
Winning the Game	22
Advanced Game Mode	23
Thanks and Acknowledgments	24
Quick Start	25

Introduction

Welcome to the Via Egnatia, traveler! Are you ready to embark on an exciting caravan adventure along an ancient route connecting the Balkans?

In CARAVAN Via Egnatia, you take on the role of a traveler at the turn of the 19th century, making the month-long journey between the two ends of the Via Egnatia, Durrës and Istanbul. Originally built by the Romans in the second century to help transport their armies, it continued to serve as a vital trade route when the Ottoman Empire stretched across most of the Balkan peninsula.

In this time before planes, trains, and automobiles, travelers had to rely on their trusty feet to carry them over this 1120 km long route, often aided by donkeys and other beasts of burden carrying belongings. The fortunate could afford to travel on the backs of horses and camels but few dared to attempt the arduous journey alone. For safety and company travelers of diverse backgrounds came together in groups, often pooling their resources to form caravans, each contribut-

ing their unique skills and talents to help deal with the many challenges they faced on the road.

As one such traveler, you will have to balance your personal needs and goals with those of the group if you are to succeed in your journey. CARAVAN Via Egnatia is a game of voluntary cooperation. You are free to travel alone if you are so bold, but your freedom may come at the expense of safety and opportunity. Should you choose to stick together with others as part of a caravan, you will have to surrender some of your freedom to work as a group but you will be rewarded with a safer journey and more opportunities to score points by aiding fellow travelers.

Regardless of your preferred mode of travel, the road ahead will be filled with events and challenges that will test your ability to plan, strategize, compete, and cooperate. Good luck on your journey and may the savviest travelers triumph!

Game Components

Game Board (4 parts)

12 Traveler Mats

6 Traveler Tokens

6 Score Tracking Tokens

180 Resource Tokens

- 60 Water
- 60 Food
- 60 Lira

2 Caravan Mats

2 Caravan Tokens

Cards

- 126 Action Cards
- 12 Pantomime Cards
- 12 Traveler Skill Cards
- 72 Goods Cards
- 30 Event Cards
- 30 Challenge Cards
- 15 Agora Cards
- 6 Detour Mission Cards

1 Six-Sided Die



Game Objective

CARAVAN Via Egnatia is a 3-6 player game of travel, resource management, and cooperation/competition within a group. Your goal is to score the most points before a player reaches the final destination, triggering the end of the game. There are many ways to score points from visiting new places for the first time to helping your fellow Travelers overcome challenges on the road (see *Winning the Game* for details).

Players take on the role of one of 12 Travelers, each with a unique Scoring rule, Starting Resources, Skill Card (active ability) and Talent (passive ability) so your strategy may depend on the Traveler you choose to play, how other players choose to play, and a bit of luck.



Game Concepts



TRAVELERS

Represented by Traveler Tokens players move along the spaces on the map to indicate the physical progress of their journey and Traveler Mats that players keep in front of them as a reminder of their Skill, Talent and Scoring rules. There are 12 distinct Traveler characters to choose from, each with a unique profession and place of origin.



CARAVANS

Represented by Caravan Tokens, groups of players move along the spaces on the map to indicate the physical progress of their journey. When part of a Caravan, they put Action Cards and Resources on their Caravan Mat for their group travel needs.



MAP

The map is the central area of the game board, representing the Via Egnatia and the part of the Balkan peninsula it traverses. The map is split into three Regions - East, Center and West.



SPACES

Spaces indicate where Traveler Tokens can be placed on the map. They come in two varieties - **Roads** and **Stops**.



Roads – are represented by the Road Lines. Each Line segment is a separate Road space. To move a Traveler Token onto a Road using an action, you must first pay the Resource Price indicated by the icons attached to that Road. Some Roads contain Points of Interest, indicated by icons (Port, Bridge or Ferry), allowing for special interactions.



Stops – are settlements and important locations along the Via Egnatia, represented by Greater Stops for towns/cities and Lesser Stops for detour locations. Using an action to move a Traveler Token onto a Stop does not require any resources to be paid. Stops can contain up to four Points of Interest, as indicated by icons (Port, Temple, Fort and Landmark), allowing for special interactions with particular Action Cards and Travelers.



RESOURCES

Resources are used to pay the cost of moving onto a Road space, to activate certain Action Cards, or to interact with Event/Challenge Cards. They come in three types: **Food**, **Water** and **Lira**. When trading on a Market (using a Trade action on a Stop to trade with the game instead of a player), 1 Lira is worth 2 Water or 2 Food.



SCORING TRACK

The Scoring Track is the frame with numbered spaces surrounding the map on the game board. The player who advances his Scoring Token the furthest on the Scoring Track before the game ends is the winner.



SCORING TOKENS

Each player has a Scoring Token in the same color as their Traveler Token. When a player scores points, he moves his Scoring Token the corresponding number of spaces forward on the Scoring Track.



ACTION CARDS

Action Cards represent different actions players can take on their journey, in addition to the standard actions listed on their Traveler Mat. They can have up to six of these cards in their hand at a time. By playing the Rest action on their turn, players can take or swap cards from the Action Card deck.

Pantomime Cards – are a special type of Action Card that can be randomly drawn from the Action Card deck when playing the Rest action. Five Pantomime Cards are shuffled into the Action Deck when setting up the game.

Pantomime Cards require you to use pantomime to explain one of three keywords (own choice), indicated on the card, to the other players, for a chance to score points. The Via Egnatia is home to many languages, and it was rare for travelers to know them all. When words failed, travelers would resort to pantomime to communicate their needs.

When a player draws a Pantomime Card from the Action Card deck, they must immediately resolve it by using pantomime to try and get the other players to correctly guess their chosen keyword. Players must raise their hand before they are allowed to answer. When multiple hands are raised, the pantomiming player chooses who gets to guess first. If they get it wrong, they must stay quiet until the card is resolved. Pantomime Cards are played until a player guesses correctly, or until every player makes one wrong guess.

If a player guesses correctly - they and the pantomiming player both score 2 points. If no one guesses correctly - no points are scored. Afterwards, the Pantomime Card is discarded until the end of the game. If the Action Card deck is spent and must be reshuffled from the pile of discarded cards, five new Pantomime Cards are shuffled in.

Skill Cards – are a special type of Action Cards unique to each of the 12 Travelers. They are played to score points, usually by aiding other Travelers in some unique way. Skill Cards are played like Action Cards but are never discarded into the common discard pile for Action Cards or shuffled into the Action Deck.



GOODS CARDS

Goods Cards represent stock and items you can purchase to aid you on your journey, either by using them or trading them for a profit. Each is worth a different amount of Lira to buy/sell, depending on the Region. The price per Region is indicated on the cards.



EVENT CARDS

Event Cards represent events that occur at the start of each round as the journey progresses. Some are resolved immediately while others remain on the board as a modifier to the rules for the duration of that round.

Agora Cards – are special Event Cards intended to insert discussion topics and other educational activities into the game, especially during classroom play guided by a teacher/facilitator. When drawn instead of a normal Event the facilitator initiates a discussion/activity by matching the card number with the corresponding topic for discussion/activity on their list. You score points if you take part in the discussion/activity.



CHALLENGE CARDS

Challenge Cards represent challenges the Travelers encounter as they progress on their journey. When the round ends, a Challenge Card is drawn for each Road with a Traveler on it. If multiple Travelers are on the same Road - they draw and resolve one Challenge Card as a group.

Helpers - Each Challenge Card lists specific Travelers as Helpers (e.g. Scout and Seer for the *Hopelessly Lost* card) that can help resolve that challenge more easily. The Helper must be present in the Space the Challenge Card was drawn for. Otherwise, Travelers responding to a Challenge Card can choose to ask for aid, allowing Helpers to immediately move to their space and resolve the card for the whole group.



DETOUR MISSION CARDS

Detour Mission Cards are optional cards for the Advanced Game Mode described near the end of the rulebook. They allow each Traveler to take on a special mission that requires them to travel to a detour location outside the main Via Egnatia route for a chance to score lots of points.



Setup

- 1. Game Board:** Lay out the game board in the center of the playing area. Connect the four board pieces as shown in the image so that the road starts with *Durrës* to the left and ends with *Istanbul* to the right.
- 2. Events Deck:** Shuffle the deck and place 10 face-down Event Cards on each Region's Event Card space on the board.
- 3. Agora Cards** (optional, for classroom play): Insert up to five Agora Cards into the Events deck, shuffled randomly or in an order of your choice.
- 4. Challenge Deck:** Shuffle the deck and place all Challenge Cards face-down on the Challenge Card space on the board.
- 5. Goods Deck:** Shuffle the deck and place the Goods Cards face-down on the Goods Card space on the board.
- 6. First Player:** The player who has taken a road trip most recently goes first. Alternatively, roll the die to determine the first player. Play proceeds clockwise. If more than one player wants to play the same Traveler/Color, you can choose in turn order.
- 7. Traveler Tokens:** Choose a Traveler Token and a Scoring Token of the same color. As a group, decide whether to start in *Durrës* and end in *Istanbul*, or start in *Istanbul* and end in *Durrës* (the default journey is from *Durrës* to *Istanbul*). Place your Traveler Tokens on the chosen starting Space.



8. Score Tokens: Place your Score Tokens at the Start of the Score Track that frames the game board.

9. Traveler Mats and Skill Cards: Each player chooses one Traveler Mat out of the 12, which comes with a unique Skill Card, the name of which is listed on the Traveler Mat.

10. Starting Resources: Each player receives the starting Resources (Water, Food and Lira) indicated on their Traveler Mat.

11. Actions Deck: Shuffle the Action Cards and place them on the Action Card space on the board. Each player draws six face-down Action Cards. **Players can never have more than six Action Cards in their hand, plus their Skill Card.**

12. Pantomime Cards: Shuffle five pantomime cards into the Action Deck. Must be done after all players have drawn their starting Action Cards since you can't keep Pantomime Cards in your hand.

NOTE: Caravan Mats and Caravan Tokens are placed on the table only when players decide to form a Caravan, after the game has started.

4 Travelers

1 Caravan (3 players)



Gameplay

The game progresses in rounds, with each player and Caravan getting one turn during which they can take up to two actions. After all players and Caravans conclude their turns, a new round begins.

Before the start of the first round, every player introduces their Traveler and reads their story out loud for the group (back side of the Traveler Mat) and explains their special Skill and Talent.

START OF THE ROUND

1. At the start of each round, draw and reveal one Event Card in every Region of the map where a Traveler is present. Event Cards only affect Travelers in the corresponding Region. If the Event Card requires you to roll dice or make a decision, do so before proceeding. Events may be positive, negative, or neutral. If a region runs out of Event Cards, reshuffle the discarded cards to restock the deck.

- If an Agora Card is drawn instead of an Event, the facilitator reads out the topic and the players start a discussion for a chance to win points. The players discuss as themselves and not in the role of their Travelers, unless otherwise instructed.

2. Next, each player takes a turn in clockwise order and plays up to two Actions. Players are advised to keep their Action and Skill Cards hidden and in their hands.

- To play an Action Card - lay it down on the table face-up, resolve the related action, and then discard the card in a shared discard pile.
- To play a Skill Card - lay it down on the table face-up, resolve the related action, and keep the card face-up in front of you until you decide to take the Rest action, allowing you to return it to your hand. Skill Cards cannot be played on the first turn!

ACTIONS

On their turn, a player takes up to two actions:

Play a card: Play an Action Card or a Skill Card.

Move: Discard any Action Card to move up to two spaces.

Beg: Discard an Action Card to get one of each resource: 1 Food, 1 Water, and 1 Lira.

Trade: Trade with Travelers on your space.

- Exchange Resources or Goods Cards with other Travelers on your space, according to whatever terms you manage to agree on. You can trade with multiple Travelers on your space using the same Trade action.
- When on a Stop, you can also use this action to exchange Resources on a Market (with the game bank), with 1 Lira being worth 2 Food or 2 Water, or to sell Goods Cards at their listed price for that region.

Aid: You can offer a Traveler on your space some of your goods or resources. If they accept - score one point. Regardless of how much you give them, you cannot get more than one point per Aid action, but you can choose to use this action twice per turn, even if it is to Aid the same Traveler.

Rest: Draw or change Action Cards in hand and restore your Skill Card if played during a previous action.

- When Resting on a Road, you can draw/change up to 3 Action Cards.
- When Resting on a Stop, you can draw/change up to 6 Action Cards.
- Regardless of where you Rest, you can always return your Skill Card to your hand.
- If you draw a Pantomime Card while Resting - you play it immediately, discard it once played, and then draw a new Action Card in its place. This repeats if you happen to draw more than one Pantomime during a Rest.

Form Caravan: If on a Stop you can ask travelers on your space if they would like to form a Caravan with you. Choose one of two colors – Red or Blue.

- A minimum of three Travelers is required to form a Caravan. If at least two others agree, replace the Traveler Tokens of the Caravan members with the single Caravan Token and place the Caravan Mat of the corresponding color next to the board.

- If you fail to get enough Travelers for a Caravan, the action isn't spent, and you can still use it for something else.
- Place your Traveler Tokens on the Caravan Mat, indicating that you are a member of that Caravan.
- The Travelers forming the Caravan must invest at least one Action Card or three of any Resource into the Caravan Stockpile to join. Place these Cards/Resources on the Caravan Mat.
- Read the *Caravan Play* section to learn how to play as part of a Caravan.

Invest in Caravan: If you are a member of a Caravan, you can use an action to invest any number of Action Cards or Resources into the Caravan Stockpile. Place these Cards/Resources onto your Caravan Mat.

Actions can be played in any combination and order: Play two Action Cards or an Action and a Skill Card; Play a card then Rest, or vice-versa; Move then Rest; or even Rest two times per turn. The only limitation is that you cannot play more than two actions per turn (Caravans are the exception - see *Caravan Play* section).

END OF THE ROUND

When every Traveler and Caravan has had a turn, the round concludes with the following:

Road Challenge: A Challenge Card is drawn for each Road occupied by Travelers. The card only affects the Travelers on that space. If the Challenge Card requires you to roll dice or make a decision, do so before starting the next round. Some Challenge Cards require all Travelers on the Road space to act as a group.

Many Challenges can be easily resolved with Helpers - Travelers who can remove specific negative outcomes of a card or get the best possible result at no risk. If they are not on the Road where the Challenge takes place, they can be called to help and can choose to travel to that space immediately, as long as they're no more than five spaces away from you. When moving backward to help with a Challenge, the Helper scores one point per Traveler they help (e.g. 2 Travelers calling for help on a space = 2 points for the Helper).

After all Challenge Cards have been resolved, they are reshuffled back into the Challenge Deck.

Town Market: Four Goods Cards are drawn for each Stop occupied by Travelers. Travelers on that Stop can choose if they want to buy any of the Goods on offer in exchange for Lira, according to the price for the Region they are in. If two or more Travelers want to buy the same Good at the same time, they can try to make a deal or outbid each other. The Traveler who agrees to pay the highest price gets the card. Travelers can also trade Resources at the Town Market at set rates: 1 Lira = 2 Water or 2 Food; 1 Water = 1 Food. After everyone is done trading, any unsold Goods are shuffled back into the Goods Deck.

CARAVAN PLAY

Traveling as part of a Caravan is a little different than traveling alone.

3. When part of a Caravan, you can no longer use the Move action or *Travel* Action Cards to travel as an individual.
4. When part of a Caravan, you can only use a Rest action as a group. To gain the benefits of resting, everyone in the group must agree to skip **both** their actions on their individual turns (the Caravan still gets its turn at the end of the round). If they do, everyone in the Caravan can draw/swap Action Cards on their turn as normal.
5. On their turn, Caravan members can play actions (other than movement) as they normally would, or they can use an action to Invest in the Caravan (donate any number of Action Cards/Resources to the Caravan Stockpile).
6. The Caravan gets its own turn at the end of the round, played immediately after the last Traveler's turn. Caravan members can appoint a permanent or temporary leader to play this turn, or they can make decisions as a group. Deciding how to run the Caravan is part of the game.
7. On its turn, the Caravan can play an Action Card from the pool of cards invested (donated to the Caravan Stockpile) or use the Move action.
8. The Caravan has as many actions as it has Travelers, e.g. three for a Caravan of three and six for a Caravan of six.
9. The Caravan cannot move more than four spaces per turn (this can be increased with Animal Goods Cards).
10. All resource costs for traveling and playing Action Cards are paid from the Caravan Stockpile, but costs are increased for:

CARAVAN *Via Egnatia*

3-5 member Caravan = x2 resource cost

6-member Caravan = x3 resource cost

11. When played by a Caravan, Action Cards that allow Travelers to score points (Cook, Entertain, Sightsee, Enjoy Local Cuisine and Explore Countryside) score a point for every member of the Caravan. But any resource costs related to using them are increased as indicated above.

12. If others in the group agree, Caravan players can use Lira from the Caravan Stockpile when buying Goods at their own turn, but those Goods must be immediately donated to the Caravan.

13. To join a Caravan after it has been formed, a Traveler must be on the same space as the Caravan and use an Invest in Caravan action. If the Caravan members accept the donation - the Traveler can join the Caravan. If not - the action is not wasted and the Traveler can do something else instead.

14. A Traveler can leave a Caravan on their turn by declaring their wish to do so. They return the Traveler Token to the board on the same space as the Caravan and proceed with the turn as normal. If they want to, the remaining Caravan members can decide to give the departing Traveler some of the resources or cards from their Caravan Stockpile.

15. If a departing Traveler leaves the Caravan without a minimum of three members, the Caravan disbands - all Traveler Tokens are returned to the same space and the Caravan Token is removed from the board. Any cards/resources remaining on the Caravan Stockpile are divided among its former members in any way they see fit. If they cannot agree on how to split the remaining cards/resources, everything on the Caravan Stockpile is lost.

CARAVAN PLAY EXAMPLE (three- player Caravan)

The Monk, the Fisherman, and the Soldier have formed a Caravan.

The Monk goes first, using his first action to play a **Work** card while the Caravan is on a Stop with a Temple. They roll the die and get 5 Lira and also score a point because of their Monk Scoring. They use their second action to *Invest in the Caravan* - donating 1 Food, 3 Lira, a **Cook** Action Card and a **Travel +2** Action Card to the Caravan Stockpile.

The Fisherman goes second, using his first action to play a **Sight-see** Action Card and his second to *Trade* with another member of the Caravan. He doesn't use any of his actions to contribute to the Caravan this turn.

The Soldier goes third, using his first action to play an **Enjoy Local Cuisine** Action Card and his second action to *Invest* 3 Food, 4 Water, and a **Work** card into the Caravan Stockpile.

The Caravan itself goes last. It has three members and therefore three actions per turn. It currently has 3 Lira, 4 Food, 4 Water, a Travel +2 card, a **Cook** card, and a **Work** card.

The Caravan uses its first action to play the **Travel +2** card, moving onto a Road and then onto a new Stop. The cost for a single Traveler stepping on this Road is 1 Food and 1 Water, but a 3-member Caravan must pay double, so the Caravan pays 2 Food and 2 Water from its Stockpile. Every Caravan member scores a point for arriving at a new Stop. The Caravan uses its second action to play the **Cook** card, giving its remaining 2 Food (instead of 1, because the cost is doubled) to the Monk. Every Caravan member scores a point for the played **Cook** card. For its third and final action, the Caravan discards the **Work** card to play a *Move* action, moving onto a Road at the cost of 2 Water.

Because the Caravan ends the round on a Road, it draws and resolves a Challenge card.

Winning the Game

When a player reaches the end of the Via Egnatia and the round concludes with a Traveler on the final destination (*Istanbul* or *Durrës*), one last round is played and then the game ends. At the start of this final round players return all of their discarded Action Cards to their hands as if *Resting*.

The player who scores the most points by the end of the game - **wins!**

NOTE: When play time is limited, players can decide to use another Stop as the final destination for a shorter travel route and game.

SCORING POINTS

Journey progress: Score 1 point whenever you first reach a Stop on the Via Egnatia.

Traveler scoring: Each Traveler has a unique way of scoring as stated on their Traveler Mat. Pay attention to this as you make progress on your journey and score points accordingly.

Cooperation: Every time you benefit other Travelers by playing your Skill Card, you score points as indicated on this card. This is one of the best ways to score many points in a single round, especially when playing with six players.

Actions: Some Action cards allow you to score points when played.

Challenges: Some Challenges allow you to score points when resolved.

Resources: At the end of the game gain 1 point for every resource unit (Water, Food, Lira) you have left, up to a maximum of 10 points.

Goods: At the end of the game score points equal to the lowest price on all the Goods you own, up to a maximum of 10 points.

Proximity to the final destination: If you have not reached the final destination when the game ends, you lose one point for every space between you and that destination (shortest route).

Advanced Game Mode (optional)



DETOUR MISSION CARDS

At the start of the game, after determining turn order, every player has the choice to draw one Detour Mission Card before the start of their first turn. These cards require the players to complete some task that requires traveling off the main route and along one of the detours. Completing these tasks awards a large number of points. Failing to complete them before the end of the game leads to a loss of points.

NOTE: This advanced game mode is completely optional and exists to add another level of strategy to the game, as well as more tension between group and individual goals along the journey.



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Quick Start Rules

ROUND ORDER

1. Draw and resolve Event Cards per Region with Travelers present.
2. Travelers play their actions.
3. Caravans play their actions.
4. Draw Challenge Cards for players on Roads and Goods Cards for players on Stops.

ACTIONS

Play a card: Play an Action Card or a Skill Card.

Move: Discard any Action Card to move up to two spaces (not possible as individual if member of Caravan).

Beg: Discard an Action Card to get one of each resource: 1 Food, 1 Water and 1 Lira.

Trade: Trade with Travelers on your space.

Aid: You can offer a Traveler on your space some of your goods or resources. If they accept - score one point. Regardless of how much you give them you cannot get more than one point per Aid action, but you can choose to use this action twice per turn, even if it is to Aid the same Traveler.

Rest: Draw/change Action Cards in hand and restore your Skill Card if played during a previous action.

Form Caravan: If on a stop ask Travelers on your space if they would like to form a Caravan with you.

Invest in Caravan: If you are a member of a Caravan you can use an action to invest any number of Action Cards or Resources into the Caravan Stockpile. Place these cards/resources onto your Caravan Mat.



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