

For 2 - 4 players



Ages 7 to adult

in reach. The **ROAD BUILDER** then takes the top three tiles and place them face up in front of him. **NOTE:** Throughout the game, the **ROAD BUILDER** should always have three tiles face up in front of him to use on each turn, unless the tiles run out.

The **DRIVER** selects any one of the 4 car playing pieces.

To Play:

The **ROAD BUILDER** selects any one of the three tiles face up in front of him and places it next to the Start tile, on either one of the two sides that are formed by the cross of the "T," to connect to either of the two roads. He then draws a replacement tile so that there are still three tiles in front of him.

The **DRIVER** rolls the game die and moves his car that many spaces onto the first tile, counting the **START** space as one.

The **ROAD BUILDER** then extends the road by choosing any one of the three available tiles to place next to any of the already played tiles. He then takes a replacement tile from the pile. The **DRIVER** rolls the game die as before and moves the car in any one direction to try and get off the road via one of the exits.

Special Rules:

1. Once the **DRIVER** has moved off the Start tile and onto another tile, he can then go back on later turns and use any of the three exits on the Start tile, including the one marked "Start".

2. The **DRIVER** must move in one direction only during his turn. He cannot move in one direction and then turn around to continue the count in a new direction. The direction can only be changed during the next turn.

3. The **ROAD BUILDER** cannot place a tile that connects a road to the countryside (see illustration).



All sides of a newly-placed tile that touch existing tiles must have roads connecting to roads.

4. **Tunnel Spaces:** Some tiles have a tunnel space on them. When the **DRIVER** lands on any of these spaces by exact count, he **MUST** move the car to another tunnel space. If the driver lands on the tunnel space on the Start tile, and no other tunnel tile has been played, the player stays where he landed.

Ending the Round:

The round ends when either the car moves off the track and onto the table OR when the **ROAD BUILDER** has placed all the road tiles.

RULES FOR 2 PLAYERS

Object:

ROAD BUILDER: To lay down as many tiles as possible before the car exits the playing area.

DRIVER: To get the car off the tiles as soon as possible.

Contents:

21 game tiles, 4 car playing pieces, 1 game die, score pad

Set Up:

Remove the labels from the sheet and place one on each side of the game die in any order.

The players decide who will be the **ROAD BUILDER** for the first turn. **NOTE:** Both players will get a chance to be both **ROAD BUILDER** and **DRIVER** during each round.

The **ROAD BUILDER** places the tile marked "Start" face up between the two players, turns the rest of the tiles face down, mixes them, and puts them in a stack, face down

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Scoring:

The **ROAD BUILDER** writes down how many tiles he was able to play when the round ended. The "Start" tile is NOT included in the score.

Players then switch roles and play the same as above.

Ending and Winning the Game:

The game continues for four rounds, with both players taking four turns at being the **ROAD BUILDER**. The scores are totaled and the player with the highest score wins.

RULES FOR 3-4 PLAYERS

Option 1: Team Play 4 players, 1 car

Forming two teams: One team will be the **ROAD BUILDERS** and the other team will be the **DRIVERS**. The **START** tile is placed face up on the table. The remaining tiles are mixed and 10 are given to each of the two **ROAD BUILDERS**. Each **ROAD BUILDER** should put his tiles in a stack and turn over the top two tiles in front of him.

One of the **ROAD BUILDERS** starts the game by placing one of the two tiles next to the **START** tile, following the rules for the 2-player game. A replacement tile is drawn from that player's stack.

One of the two **DRIVERS** takes his turn by rolling the game die and moving the car onto the **START** tile, counting the **START** space as one. The second **ROAD BUILDER** adds

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one of his two available tiles to the path, and then the second **DRIVER** rolls the die and moves the car. Play continues, using the same rules and scoring as the 2-player game.

Ending the Round:

When the round ends, the roles of **DRIVERS** and **ROAD BUILDERS** are switched until both members of each team have started the game twice, for a total of 8 rounds. The winner is the team with the most points.

RULES FOR 3 OR 4 PLAYERS

Option 2: One Against All

Set-up and rules are the same as for the 2-player game.

One player starts as the **ROAD BUILDER**, while the other players are **DRIVERS**. Each **DRIVER** takes a car. The **ROAD BUILDER** places the **START** tile face up on the table, mixes the tiles and places three of them face up in front of him. He then chooses any one of the three tiles to add to the **START** tile, and takes a replacement tile so that there are always three face up from which to choose.

The first **DRIVER** rolls the die and moves his car that many spaces on the road, counting the **START** space as one. The second **DRIVER** takes his turn, and so on until each **DRIVER** has had a turn. The **ROAD BUILDER** then chooses another tile from the three available tiles, and play continues.

Note: Two cars cannot be on the same space. If a turn

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*ends on a space already occupied by a car, the **DRIVER** should advance to the next open space, even if it takes him off the road.*

Ending the Round:

The round continues until all of the cars are off the road. The number of tiles played are counted and scored for that **ROAD BUILDER**.

The player to the left then becomes the **ROAD BUILDER**, while the others are **DRIVERS**.

Winning the Game:

Play continues until each player has started the game three times. The scores for all rounds are totaled and the player with the most points wins.

We appreciate your comments on this game. Please send your correspondence to:
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