



YELLOW BRICK ROAD

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2 8+ 20min

CONTENTS

20 Road Section cards

(each card is unique)



Front



Back

12 Winged Monkeys tokens



Face-up



Face-down

PRINCIPLE AND AIM OF THE GAME

You are playing construction workers building the Yellow Brick Road which stretches out across the Land of Oz.

Your mission is to extend it further! You are disturbed in your work by the mischievous Winged Monkeys but nonetheless, you hope to build the longest road possible avoiding any dead ends.

When placing a card down on your turn, your aim is to form a grid of 3x3 cards with as many cards linked by Road Sections as possible to score more points than your opponent.

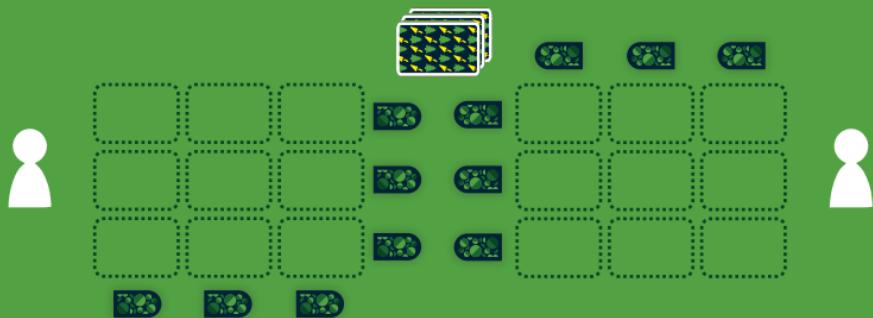
SET-UP

Shuffle the cards and place a pile in front of both players. The player who most recently went for a walk in a forest goes first.

Imagine a grid of 3 by 3 cards in front of each player.

Each player places a **Winged Monkey token** face-down above each column and to the right of each row as shown on the diagram below.

Next, each player picks up a card.



GAMEPLAY

Players **take it in turns to play**, starting with the first player.

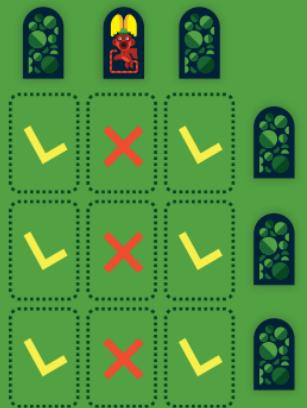
- The player whose turn it is **draws a card**.
- The active player's opponent turns over a face-down **Winged Monkey token** on the active player's grid, so it is facing up. Next (except on the first round), they turn over the face-up token from the previous round so it is facing down.
- The active player then places a card (face-up) on one of the empty spots on their grid. However, they cannot place a card on the column or row where a Winged Monkey token has been turned face-up. Once their card is put down, it is the opponent's turn to play.

END OF THE GAME

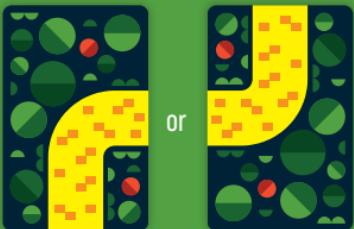
The game ends when each player has placed 9 cards on their grid. There will be one card in each player's hand that they do not play. Each player adds up their points (see page 4). **The player with the most points wins the game.** In the event of a tie, the player with the longest Road wins. If the tie persists, the players share the victory.

PLACEMENT RULES

- You cannot put a card down on a row or column if it is blocked by a face-up Winged Monkey token.



- Cards must be placed vertically, in one way or another. So, there are always 2 ways to put down the same card.



- It is forbidden to block the same row or column two turns in a row.
- It is forbidden to block all of your opponent's free Spots in one go. For example, if all their free Spots are in the same column, you cannot block it with a face-up Winged Monkey counter. But you can still block another row.
- When there is only one free Spot left on a player's grid, this cannot be blocked. The blocking action is simply not played.

SPECIAL CARDS



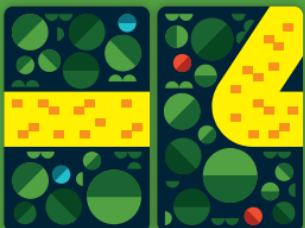
The Wooden Snake: When you lay it down, you can swap it with a horizontally or vertically adjacent card. Put the two cards down in the direction of your choice.



The Sapphire Bird: When you put this card down the Winged Monkey counter will not affect you on your next turn. You will therefore be able to put a card down wherever you choose.

CALCULATING POINTS

Two cards are considered linked and belonging to the same Road if their yellow-brick Road Sections are touching.

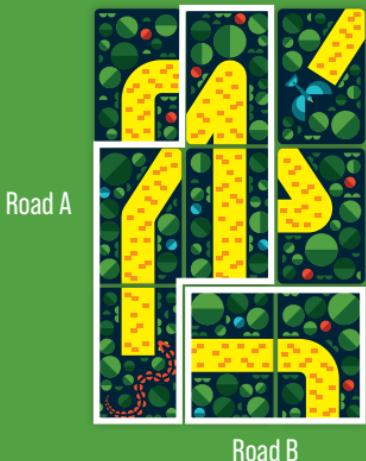


Non-linked cards belonging to different Roads.



Linked cards belonging to the same Road.

Each card is worth as many points as the number of cards that make up the Road to which they belong. For example, if 4 cards are linked together and belong to the same road, each one is worth 4 points.



In the example on the left:

- The 4 cards in Road A are each worth 4 points, for a total of 16 points.
- The 2 cards in Road B are each worth 2 points, for a total of 4 points.
- The 3 isolated cards are each worth 1 point, for a total of 3 points.
- This player has therefore scored 23 points.



Collection  Feux-Follets

YELLOW BRICK ROAD is a game edited by GHOST DOG in the FEUX FOLLETS collection.
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