



# YELLOW BRICK ROAD

Samuel Sinniger · Maxime Morin



2



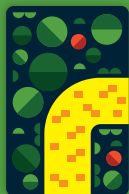
8+



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.**

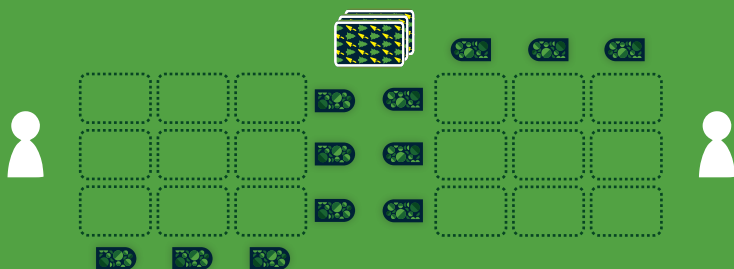
## SET-UP

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.

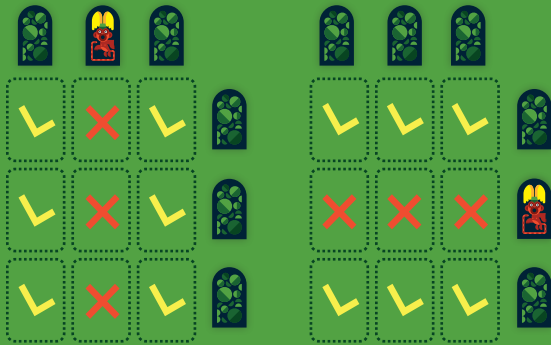
- The player whose turn it is **draws a card**.
- The **active player's opponent** turns over a **face-down Winged Monkey token** on the active player's grid, so it is facing up. Next (except on the first round), they turn over the face-up token from the previous round so it is facing down.
- The **active 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

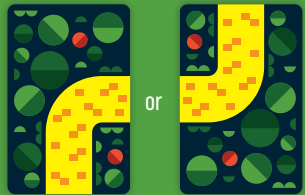
The game ends when each player has placed 9 cards on their grid. There will be one card in each player's hand that they do not play. Each player adds up their points (see page 4). **The player with the most points wins the game.** In the event of a tie, the player with the longest Road wins. If the tie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

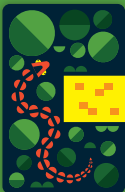


- Cards must be placed vertically, in one way or another. So, there are always 2 ways to put down the same card.



- 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



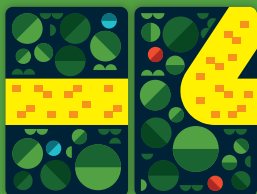
**The Wooden Snake:** When you lay it down, you can swap it with a horizontally or vertically adjacent card. Put the two cards down in the direction of your choice.



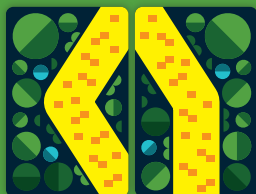
**The Sapphire Bird:** When you put this card down the Winged Monkey counter will not affect you on your next turn. You will therefore be able to put a card down wherever you choose.

## 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



**DONNEZ  
OU  
RECYCLEZ**



Adresses sur [quefairedemesdechets.fr](http://quefairedemesdechets.fr)

YELLOW BRICK ROAD is a game edited by GHOST DOG in the FEUX FOLLETS collection.  
SUPERLUDE SARL - 93 quater Avenue de la République - 91230 Montgeron - France  
[www.ghostdoggames.fr](http://www.ghostdoggames.fr) - © 2025 Superlude - All rights reserved - Reproduction prohibited