

HIGHWAYS & BYWAYS

RULES (HIGHWAY 5)

Players: 2 to 4

Time: 45 - 75 Minutes

Age: 14+

Components

1 Game Board

72 Byway Cards – 64 **Blue Byway Cards**, 8 **Red Byway Cards**

10 Construction Cards

6 Vehicle Cards

48 Event Cards

64 Travel Markers – 16 **Purple**, 16 **Green**, 16 **Yellow**, 16 **Orange**

4 Cars – 1 **Purple**, 1 **Green**, 1 **Yellow**, 1 **Orange**

4 Reference Cards

4 Home Markers

Objective

The first player to drive the entire length of all **Byways** depicted on their **Byway Cards** AND return to their **Start Space** is the winner.

To get credit for completing the road, Byways must be travelled for their entire length non-stop at least one time. If a player leaves a Byway in mid-travel, it does not count toward its completion and they must travel the entire Byway's length later.

After one player wins, players continue to play the game to see who comes in second, third, and/or fourth place.

Game Set Up

Each player selects a **Vehicle**. Each Vehicle has a special ability. Special abilities grant cars immunity to certain **Events** or allow for faster movement on the board. Set the remaining Vehicles aside – they won't be used in this game.

There are 48 **Event Cards** and 10 **Construction Cards**. Shuffle both decks. There are 4 **Reference Cards** to help players remember what to do and when – give each player one and set any remaining Reference Cards aside.

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At the start of the game, each player must choose a Start Space and put a **Home Marker** and **Car** on it. Start spaces are marked with ★ icons. Then, each player draws 5 Events from the pool to hold in their hand for their eyes only. Two or more players cannot share the same Start Space.



Start Spaces circled in *Red*. There are six. One is located in each of the following: California, Wyoming, Iowa, Texas, Georgia, and Pennsylvania.

Plan Your Route

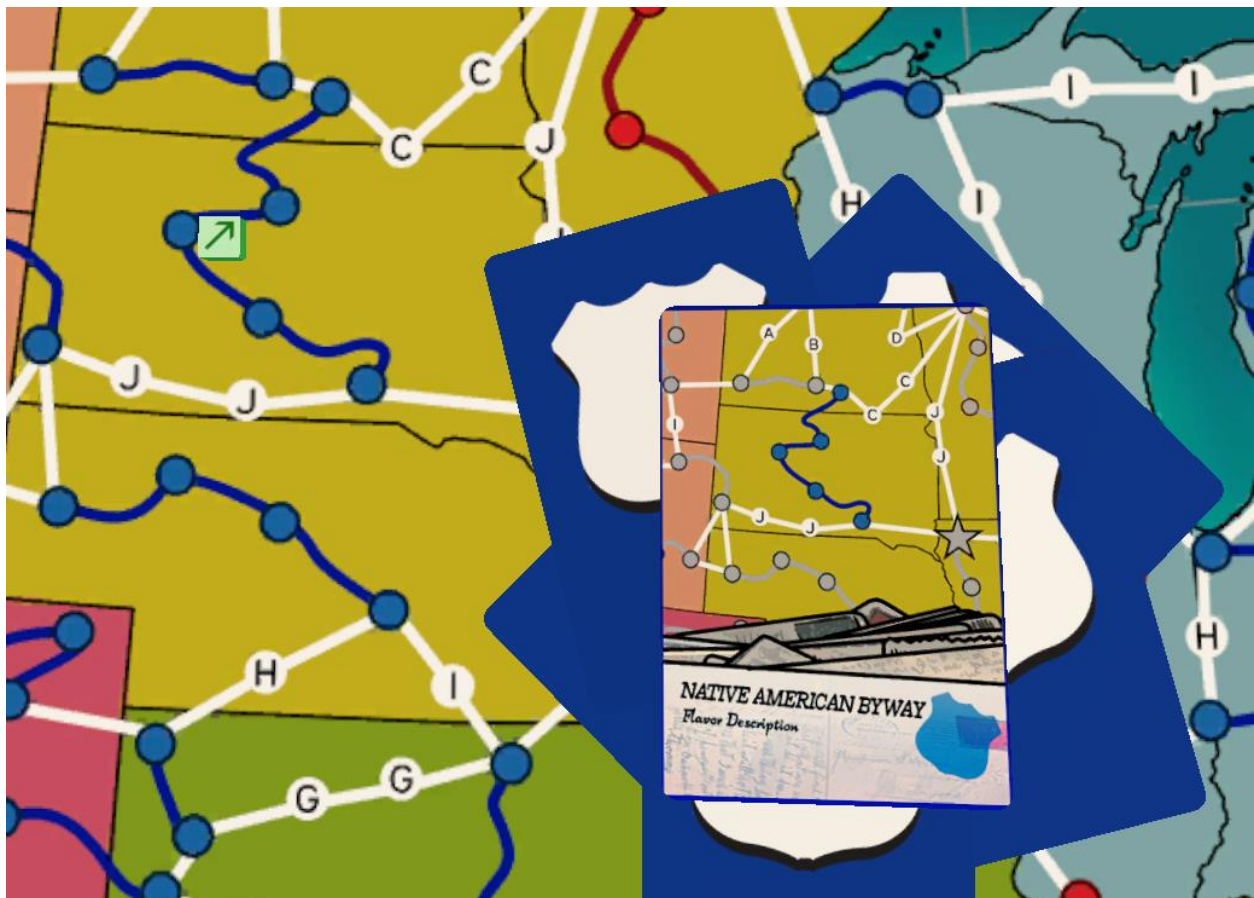
Shuffle the **Blue Byway Cards** and **Red Byway Cards**. After 16 **drawing** rounds, each player will end up with 14 Blue Byway Cards and 2 Red Byway Cards.

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Place one Red Byway Card on the table for each player. The last player to drive more than 50 miles (80 kilometers) gets to choose the first Red Byway Card. Go *clockwise* around the table until each player chooses one Blue Byway Card.

Each player takes a **Travel Marker** and places it on the **Byway** depicted on the Byway Card just received. This is so all players can quickly and visually see where they and their opponents will be going in the game. Place the Travel Marker anywhere on the Byway that is not overlapping with another Byway.



A Travel Marker has been placed on the road depicted on the Byway Card. In this case: Native American Byway.

The process of all players choosing a Byway card and placing a Travel Marker is called a drawing round. At the start of each drawing round, the person who drew second in the previous drawing round always gets to draw first in the current drawing round. Do a

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second drawing round for Red Byway Cards, then set any remaining Red Byway Cards aside.

After each player has 2 Red Byway Cards, do 14 drawing rounds for Blue Byway Cards. Place remaining Blue Byway Cards aside after everyone has 14 of them. Each time you draw a Blue Byway Card, don't forget to put a Travel Marker on the corresponding Byway!

Once all players have 14 Blue Byway Cards and 2 Red Byway Cards, they each must do *one and only one* of the following:

1. Discard 1 Red Byway Card and remove its Travel Marker from the board.
2. Discard 2 Blue Byway Cards and remove their Travel Markers from the board.

In either case, players are not required to travel to the Byways which they discarded. This is so players can eliminate the most inconvenient Byways from their road trip.

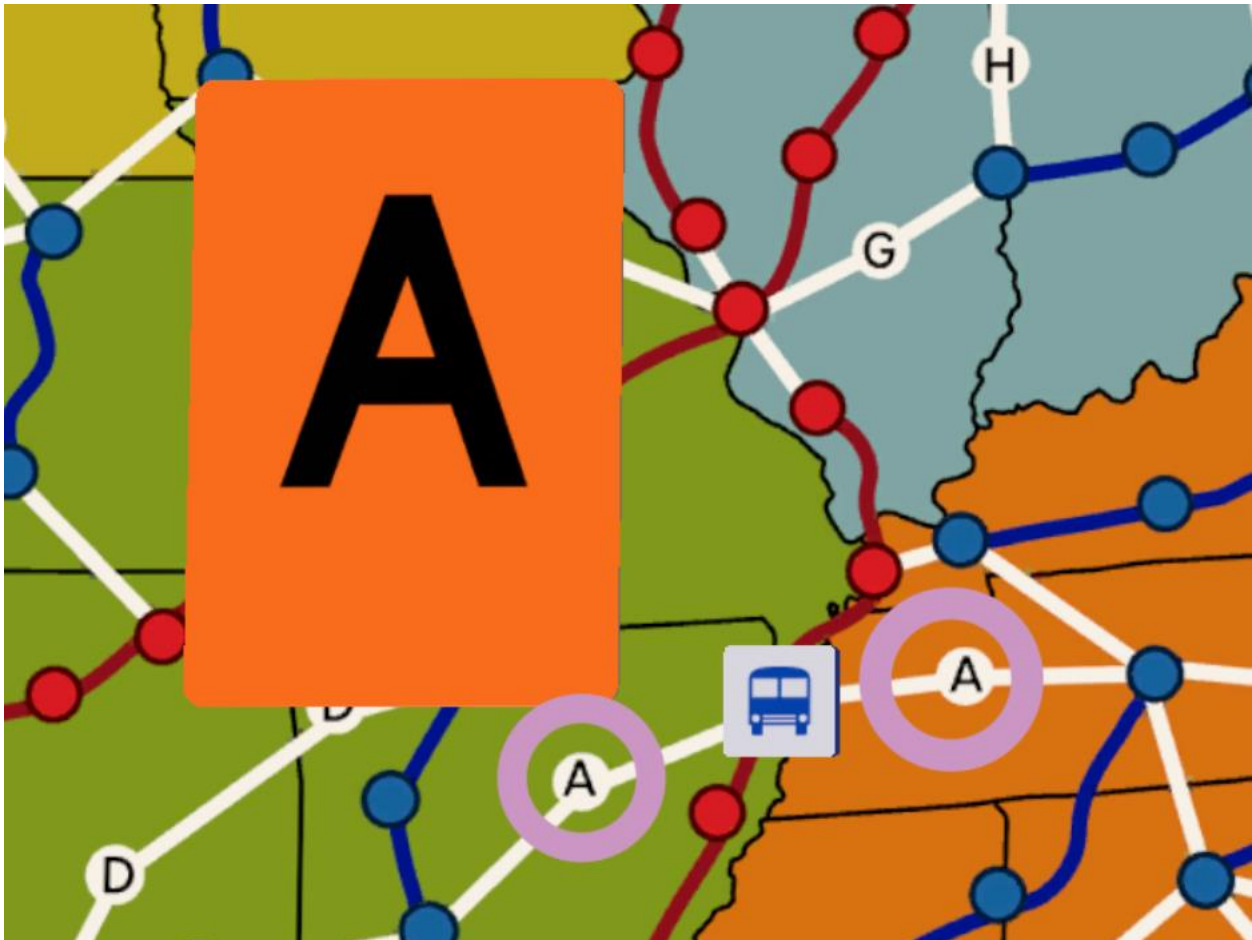
Hit the Road

The last player to draw in first drawing round moves first. Go *clockwise* around the table to determine the next player. When an individual player makes their move, that is called a **driving turn**. When all players in the game make their moves, it is called a **driving round**.

At the beginning of every driving round, before the first player makes their move, draw a random Construction Card. Players may not travel on any highway spaces which contain the letter depicted on the construction card. If a player is currently on a highway space that contains the letter depicted on the Construction Card, they cannot move that turn. Place the Construction Card in the leftmost available card slot on the bottom right of the board.

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The player cannot take any roads with the letter A on them this turn because of the Construction Card. Affected roads are highlighted in pink.

Without looking, the player located clockwise must select an Event Card from the current player's hand. Resolve the effects on the event card. Do this even if you cannot move or choose not to move that turn. Once the Event Card has been resolved, placed in the Event Card discard pile.

Event Cards sometimes refer to **highway spaces** and **byway spaces**.

Highway spaces are white dots ○

Byway spaces are red or blue ●●

Intersections between a red and a blue byway are represented with these symbols:

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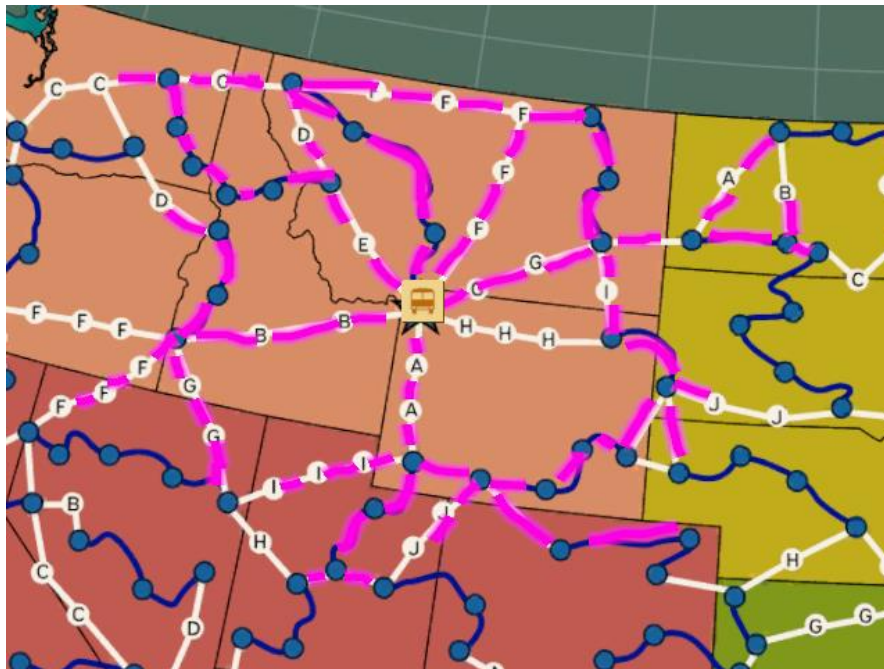
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If the Event Card has an effect which conflicts with the Construction Card, ignore the Event Card's effect, discard the Event Card, and start moving. If the Event Card requires you to do something you can't do (such as move south when you're at the southernmost point of Texas), ignore the Event Card's effect, discard the Event Card, and start moving.

Once the Event Card deck runs out, shuffle the Event Card discard pile and use that as the deck.

Each player may move up to six (6) spaces per turn. Players do not have to move all six spaces, but you will probably want to do so most turns. Players do not have to move at all if they choose not to. Players may move to any dot connected to the previous one. Players are allowed to backtrack, going on the same space more than once per turn. Players are allowed to share spaces.

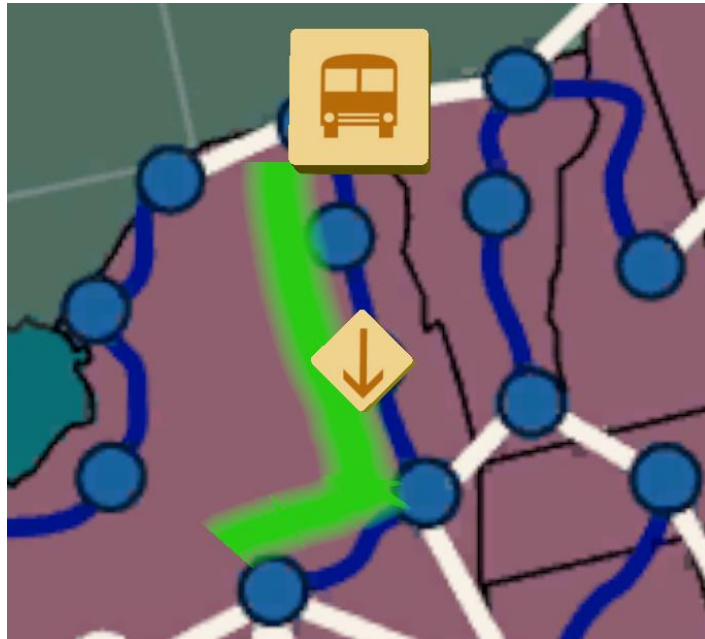
As a reminder: to get credit for completing the road, Byways must be travelled for their entire length non-stop at least one time. If a player leaves a Byway in mid-travel, it does not count and they must travel the entire Byway's length later. Do not remove your Travel Marker from its Byway until you travel the entire length of the road non-stop.



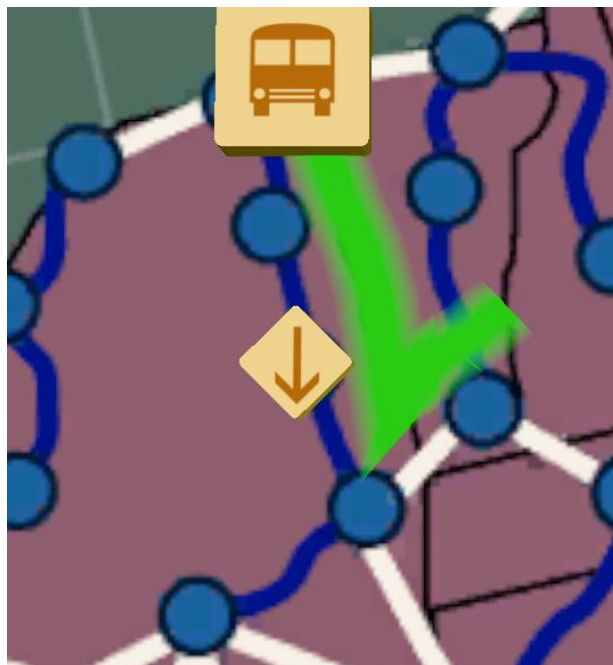
Six (6) spaces affords many possibilities for movement!

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If you travel this way, you can remove the Travel Marker for the Catskills. Consider it done!



But if you travel this way, you can't remove the Travel Marker for the Catskills. You didn't travel the whole road in one go.

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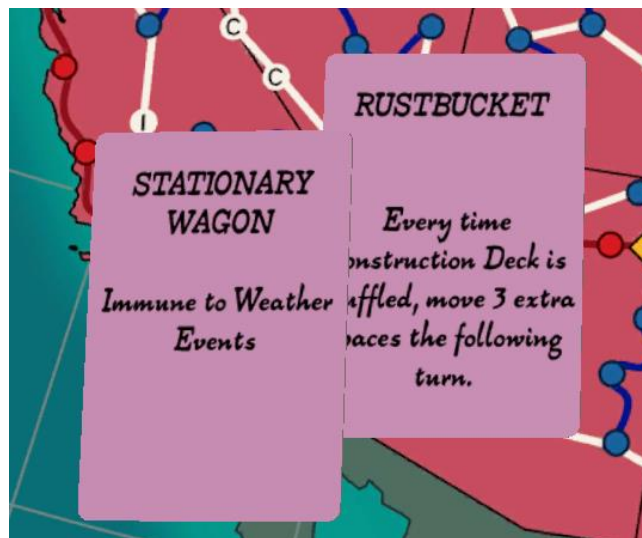
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If a player starts travelling on a Byway, they must move their Travel Marker to be one space ahead in the direction that must be travelled to complete the road. The arrow must point in the direction that the player needs to go. After travelling the entire Byway, the player may remove the cube.

After moving (or not moving), each player puts their Event Card hand facedown on the table and draws two Event Cards at random. They must discard one of two Event Cards. Then they pick up their hand again and add the additional Event Card.

When all 5 Construction Card slots in the bottom right of the board have been filled, play out the rest of the driving round. When that driving round is done, shuffle the entire Construction Card deck together and start fresh *at the beginning of the next driving round*. When you shuffle the Construction Card deck each player must pass their Event Card hand to the clockwise player. To help you keep track of when it's time to shuffle the Construction Card Deck, there are five spaces on the board where you can place Construction Cards.

Don't forget about your Vehicle's special ability! Some Vehicles (Cowboy, Stationary Wagon, Five-O, and the Ancient One) will not be affected by certain Event cards. The Mom's Minivan Vehicle is able to draw more event cards each turn. Rustbucket is able to move extra spaces on rounds when the Construction deck has been reshuffled.



Every Vehicle has a special ability! Artwork coming later.