

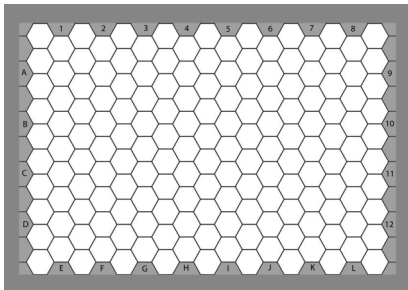
Infrastructure Game

Overview:

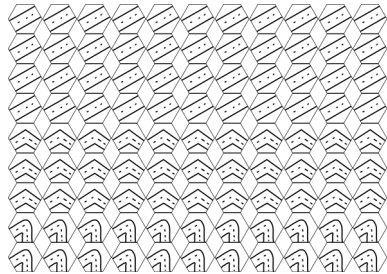
Welcome to a game of roads and interchanges, of city planners and their domain. In this game, players compete to create and prevent routes between towns and cities.

Components:

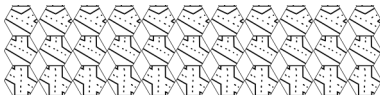
This game contains:



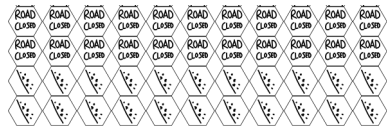
1 game board



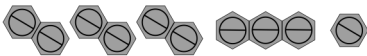
99 Road Tiles



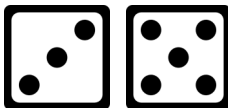
33 Interchange Tiles



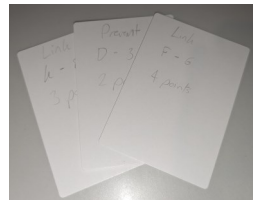
44 Obstruction Tiles



5 Block Tiles



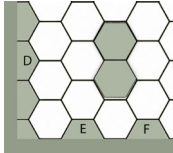
2 Dice



22 Objective Cards

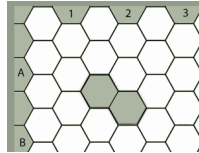
Setup:

1. Place the game board on the table.
2. Place the Road, Interchange, and Obstruction tiles separated into 3 piles face down.
3. Take it in turns placing the Block tiles around the game board, making sure the tiles fit into the hexagonal slots on the board, leaving at least 2 tiles of separation from all towns and not touching any other blockers



This blocker has not
left 2 tiles of separation

Illegal Placement



This blocker has left 2
tiles of separation

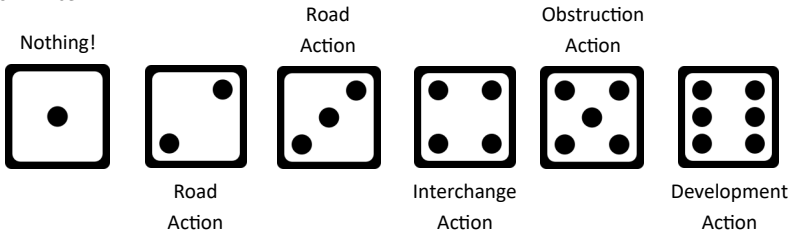
Legal Placement

4. Deal 2 Objective cards to each player, and keep them hidden. If you do not have at least 1 'Link' card, shuffle your cards back into the deck and draw 2 more.

How to Play:

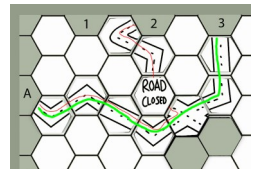
Turn Order:

1. Roll 2 Dice



2. Perform the actions relating to your rolls as listed above. See the 'Player Actions' section for more information. If you rolled a double, perform that action three times instead of twice!
3. Check your Objective Cards. A 'Link' objective is considered complete if you **can** go between each town on the card **without any obstruction**. A 'Prevent' objective is considered complete if you **can not** go between each town on the card.

- If you completed a 'Link' objective card this turn, place it face up on the table. This card may no longer be exchanged for another.
- If all of your cards are currently complete, you may draw another objective card. Otherwise, you may shuffle one of your 'Prevent' or incomplete 'Link' cards into the deck and draw another. You must not have 0 'Link' cards in your hand.
- If a previously completed 'Link' objective card is now incomplete, show this by rotating it 90 degrees until it is complete again.



In this example, the Towns 'A' and '3' are successfully linked, but 'A' and '2' are not, because there is an obstruction blocking the path.

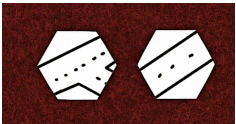
Player Actions:

Road	Interchange	Obstruction	Development
Draw 1 Road tile and place it onto the board. One edge of the road must connect to another road edge or connect to a town.	Draw 1 Interchange tile and either: 1. Place it on top of an existing road without breaking the original direction of the road. 2. Place it like you	Either: 1. Draw an Obstruction tile and place it anywhere on the board without an obstruction. 2. Remove an existing Obstruction tile from	Congratulations! You can perform any of the other 3 actions.

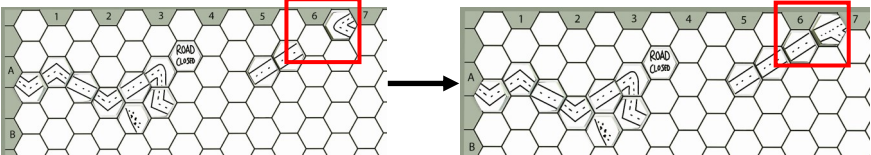
Example Turn:

Here is the player James’ turn:

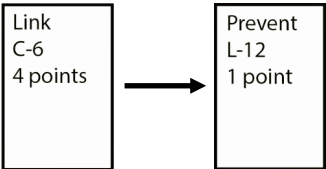
- James rolls 2 dice resulting in a 3 and a 4.
- They choose to draw a Road tile and an Interchange tile.



- James upgrades a road connected to Town 7 with their intersection and connects their other road to it, getting them closer to linking A and 7.



- James replaces their Objective Card ‘Link C - 6’, drawing the Objective Card ‘Prevent L-12’ instead.



Ending the game:

The game is won by the player who manages to meet or exceed 10 points from their completed Objective Cards.