



SCRAMBLED STREETS

Scrambled Streets is a game of cards and paths for two players. New city blocks are popping up in the middle of the city and making a mess; you are trying to make the mess come out in your favor.

One player will control the black streets and the other player the white ones; gray streets can be used by either. On your turn, you will draw a card and place it on the board between two other cards and push the remaining cards outward to fit. Then, you will score points equal to the length of the longest path of your color in the city.

Play proceeds back and forth until all cards have been played. When all cards are on the board, the city is complete and the player with the higher score is appointed Mayor.

Setup: Shuffle the deck and deal 4 cards face up in a 2-by-2 grid. Long sides should match with long sides and short with short; every path should continue smoothly on to a path on the neighboring card. This is the starting city. Count the longest path for each player; if one player has a longer path, that player goes first. In a tie, White goes first and receives a 2-point bonus.

How to play a new card: Pick an edge between two cards in the city, then pick one of the two cards along it. Move that card one space away from the chosen edge, and move all other cards on that side of the edge (in that row or column) in the same direction to make space. Then place the new card in the space made this way and score. There will be two legal orientations for the card in any space, rotated 180° from each other.

Scoring: Scores are cumulative; each time you place a card, you count the longest path you can find which uses only street segments of your color (White or Black) and Gray. For each street segment used in this path, add one point to your score. If the path is a loop, with no loose ends, it scores an additional two points.

A 'segment' is a line that passes from one of the six points on the edge of a card to another. Usually, the number of segments in the line is the same as the number of cards used, but some paths will cross back onto the same card and use two segments from it.

