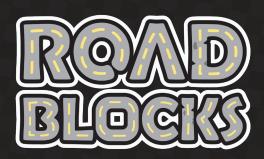
RULEBOOK



LIGHT COOPERATIVE CITY PLANNING GAME







HOW-TO-PLAY VIDEO AT
SPIKESTUDIO.GAMES/ROADBLOCKS

GAMEPLAY

TO WIN, YOU MUST COMPLETE 2 GOALS IN ORDER...

1 BUILD A HOUSE FOR EACH PLAYER

TO BUILD A HOUSE, PUT 2 RED EDGES TOGETHER!



THEN PLACE 1 HOUSE PIECE ON THE EDGE

2 AFTER BUILDING A HOUSE FOR EACH PLAYER, CLOSE THE ROAD TO WIN!



YOU LOSE IF YOU RUN
OUT OF CARDS TO PLAY!

SETUP

SHUFFLE THE DECK, THEN GIVE EACH PLAYER A DECK OF CARDS BASED ON AMOUNT OF PLAYERS



PLAYERS	CARD9
1	20
2	14
3	12
/4 /	12

EACH PLAYER FLIPS THE TOP CARD OF THEIR DECK TO THE MIDDLE, CONNECTING THE ROADS WITHOUT CLOSING IT OFF



DECIDE HOW TO ORIENT THE CARDS!

SETUP

SET ASIDE 1 HOUSE PIECE FOR EACH PLAYER WITHIN THE GAME

PLAYERS



EACH PLAYER FLIPS 3 CARDS FROM THEIR OWN DECK, FACE UP



THE PLAYER WHO TOUCHED A ROAD LAST WILL TAKE THE FIRST TURN, THEN CONTINUE CLOCKWISE AFTER

PLACEMENT

DURING YOUR TURN, YOU MAY PLACE ONLY 1 CARD DOWN

WHEN PLACING A CARD, YOU MUST PLACE IT CONNECTING OFF AN ALREADY BUILT ROAD





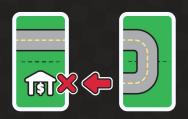




AFTER PLACING A CARD, FLIP A NEW ONE FROM YOUR DECK FACE UP IMMEDIATELY

RULES

YOU MAY NOT PLACE A ROAD
DIRECTING INTO AN INVALID TILE



TWO TYPES OF THE SAME
BUSINESS MAY NOT BE BUILT
BESIDE EACH OTHER



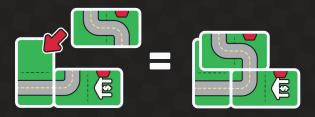
BUSINESS LIMITATIONS ONLY APPLY TO ADJACENT TILES, NOT DIAGONAL

RULES

BLANK TILES CAN BE TUCKED UNDER ALREADY BUILT TILES



ROADS + BUSINESSES CAN BE BUILT ON TOP OF BLANK TILES



IF YOU HAVE NO VALID CARD TO PLACE, YOU MAY DISCARD ONE TO THE SIDE TO DRAW A NEW ONE, THEN END YOUR TURN

CHALLENGES

IF THE GAME IS TOO EASY, WORK DOWN THE BOXES!

ADD ONE MORE BOX FOR EACH LEVEL OF DIFFICULTY!

START WITH ONE LESS CARD

BUILD AN EXTRA HOUSE

ONLY HAVE 2 CARDS FLIPPED

---- OR --

BUSINESS LIMITS APPLY DIAGONAL

PLAYERS MUST PLACE THEIR OWN HOUSE

--- OR ----

YOU CANNOT COMMUNICATE