

10 Hours at Beautiful Pinewoods

2-4 players, 25 minutes

Goal:

Complete a 10-hour journey connecting all your tiles together. Tiles are either a location (cabin, dance pavilion, etc.) or a method of locomotion (skip change and golf cart).

Setup:

Place all tiles in a draw pile face down (or in a bag, the box lid, etc.). Each player draws 1 tile at a time and places it in their rack in any available position. Once placed a tile may not be moved (though it may be removed later in the game). A total of 10 tiles are placed in each player's rack.

Afterwards, turn over 3 cards from the draw pile to form 3 discard piles.

How to Play:

On your turn, you draw 1 tile either from the draw pile or the top of one of the 3 discard piles (even if you discarded it earlier). You may replace any tile in your rack with this new card, discarding the one from your rack, OR immediately discard the new tile. Discarded tiles may be placed onto any of the 3 discard piles.

If draw pile is exhausted, shuffle all tiles except the top tile of each discard pile to form the new draw pile.

Making Connections:

- Your completed journey must start and end with a location and be connected.
- Location tiles are connected if they are adjacent on the map. (You can walk.)
- A skip change (ghillies) card is a wild card, substituting for any one location. (It allows you to skip change across one adjacent location to the next one.)
- A golf cart tile can connect any two locations as long as both of them are the same color as the golf cart tile. (It allows you to catch a ride on a golf cart.)
- Some popular locations (marked with asterisks) appear twice in the deck.
- Transportation tiles cannot be adjacent to each other in your completed journey.

Winner:

The first player to complete their journey with 10 connected tiles wins the game.