

STATUES

2-4 players, <30 minutes. 12+

You can play this expansion with or without the base Roundabouts game!
(This is an exclusively 2-player game without Roundabouts).

If you already know how to play or are using the base game, read the highlighted rules. Everything else is the same.

Objective:

Have the most points at the end of the game by completing roundabouts.

Setup:

Get paper and a writing utensil for scoring.

Shuffle the entire deck and place it *near* the middle of the table. The middle of the table will be used for the played cards.

If you're playing WITH the original Roundabouts game cards, you may remove 20 cards from the top of the deck and place them in the box to make the game shorter.

Every player selects a car, and the color of their car determines what color the player has. Place the car in front of you, away from the cards.

If you already own the original Roundabouts game, the cars in this box are spares.

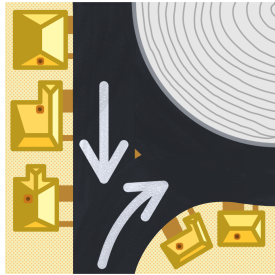
Reveal the top card of the deck and place it face-up in the center of the table.

Whoever most recently drove on a roundabout goes first, and play continues counter-clockwise. (Like a roundabout!)

Play:

On your turn, you can either place a card or reserve a spot.

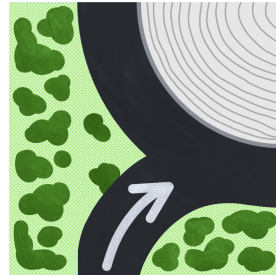
When you choose to play a card, flip over the top card from the deck OR take the top card from the discard pile. Cards may have



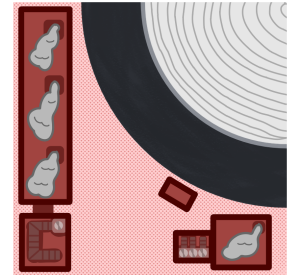
An entrance + exit,



An exit,



An entrance,



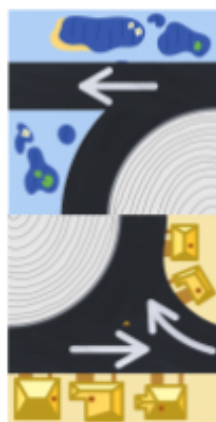
or neither.

Played cards must follow a few criteria:

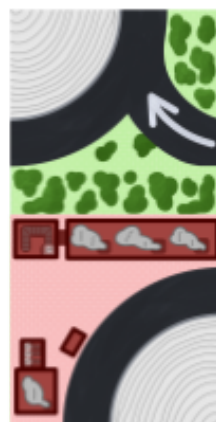
- Any gray parts of cards must be legally connected to other gray parts or be exposed.
- Any exit must be connected to an entrance or be exposed.
- Any entrance must be connected to an exit or be exposed.
- At least one road (exit, entrance, or roundabout) must be connected to another road.
- All edges touching other edges must cover the full side of the card.



This placement breaks the 3rd criteria.



This placement breaks the 1st criteria.



This placement breaks the 4th criteria.



This placement breaks the 5th criteria.

If the card played is the last section in a roundabout, creating a four-card roundabout, the player who played the card begins scoring. Scoring proceeds as follows:

- +1 point for completing the roundabout

- +1 point for every arrow on the roundabout
- Any other bonuses described by the cards in the completed roundabout
- **+1 point for each statue in the roundabout (reference in the back)**

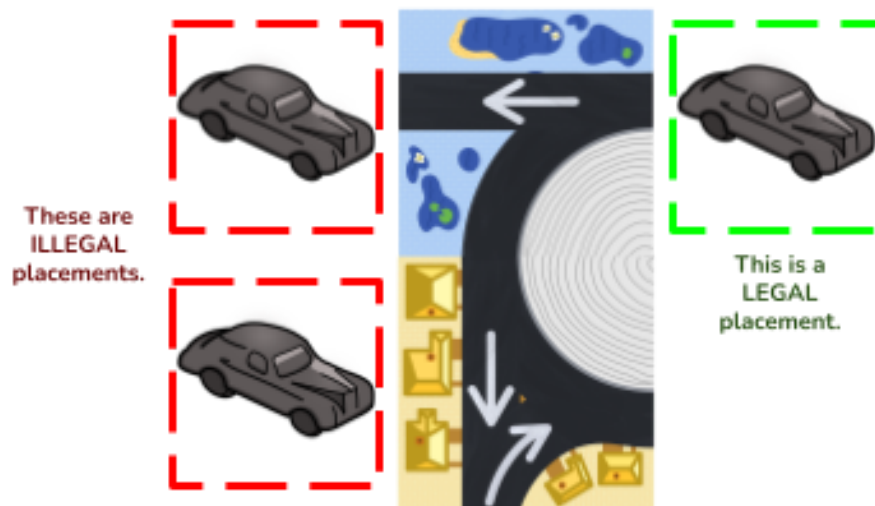
Wild cards are treated as ALL colors. (for example, if you complete a roundabout that gives -2 points for each red and +1 for each green, you would get -1 point for the wild section.)

Your score is recorded on your paper.

If a card has no legal spots to be played, and all players agree that it cannot be played, it is placed at the top of the discard pile. If there is no discard pile, create one by placing the card face-up next to the deck. Players may not voluntarily discard cards.

Instead of playing a card, you may place your car token on the board as if it were a normal card with no arrows. On other players' turns, they may not play cards where you placed the card, and it does not count as having roads or gray parts after it is played.

When it is your turn, you can place a card where your car is. If you do, remove the car from where it is and return it to yourself. Place the card and continue normally.



After you finish playing your card, scoring, and/or placing your car, your turn ends. Turns continue counter-clockwise.

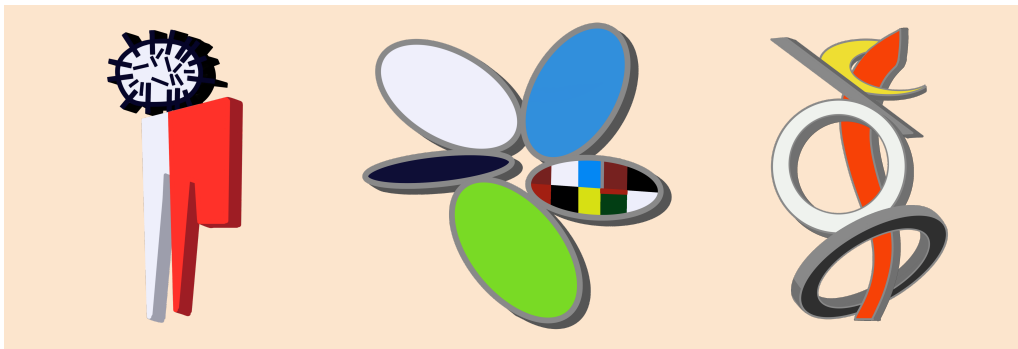
The game ends when the last card from both the deck and the discard pile is played. Whoever has the most points at the end of the game wins!

Jorge Blanco Statues:



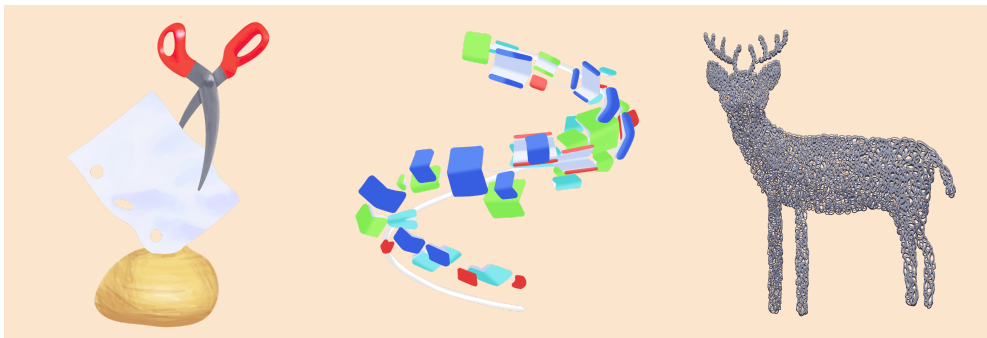
On Wheels, Swing, Kick

Brad Howe Statues:



Rising Sun, Reckon, Cyclo

Variety Statues:



Stone Paper Scissors, Taking Flight, Wire Deer Family

Art by Franklin Vrtis

Thank you, playtesters!