



Circuitous

A Game of Connecting

Everyone creates the path together, but only one player wins.

Objective

At the end of the game, be the player with the most points along the path from Start to Finish to win.

Components

108 Cards

- 1 "Start" Card
- 3 "Finish" Cards
- 4 – 26 Card Player Decks

Setup

Use one fewer Finish cards than you have players, so a 3 player game would use 2 Finish cards.

Place the Start card and Finish cards about 2 feet away from each other with the black edge of the Finish cards pointing towards the path-edge of the Start card. The Finish Cards should be at least a foot apart. We recommend that you use a landmark on the table or floor for placing the Finish cards, as they can shift slightly from time to time.

Players each choose one of the player decks (black, blue, red, or purple). Players then shuffle their deck and draw five cards. This is their Hand. Once all players have their Hands, you are ready to begin.

Starting the Game

The youngest player starts the game and play passes to the right. The first player

then places one of the cards from their hand onto the table so that one of the black paths on the card lines up with the black path on the Start card. The first card played must have at least two black paths not connecting to the Start card. If the first player does not have a card like that, they discard a card, draw back up to 5 cards in their Hand, and play passes to the left.



The Second Turn And Beyond

On every turn after the first, a player may do one of three things on their turn.

1. Play a card to the path. Cards that are played to the path are played so that one of the black paths on the card match up to the one of the black paths on the edge of a card already on the table. See "Play Restrictions" for rules on placing cards on the path.
2. Play a card to their discard pile to use its ability. Some cards have symbols to the right of their point value. These symbols allow the player to draw two cards then play one, rotate a Finish cards by a quarter turn, rotate one of the cards at the end of a path (only attached to one other card) by a quarter turn, replace a card that has been played with one from their hand, or slide a finish card the width of a card (short edge) in any direction. Use the Guide card for reference as to what the symbols allow the card to do.
3. Discard a card. If a player cannot play or does not want to play, they can discard a card from their hand.

At the end of their turn, the player draws until they have 5 cards in their hands. If they

have more than 5 cards in hand, they do not discard.

If a player runs out of cards to draw, they play the cards from their hand. If they run out of cards in their hand, they can no longer contribute to the path.

Winning and Losing the Game

The game ends when a path card ends with a black path touching any portion of the black edge of the Finish card. Only the shortest path to the Finish matters. Determine the shortest path and count the points each player has along that path. The player with the highest total wins. If there is a tie, the player that took the fewest turns or is further in the turn order wins.

Given the free form nature of play, it is unlikely that the path will end perfectly aligned with the Finish card. For that reason, you can call the game over if the Finish card can slide $\frac{1}{2}$ of an inch to the end of the path and have it still be a legal play (see "Play Restrictions").

If all players run out of cards, the game is over and no player wins.

Play Restrictions

There are a few rules about where you can place cards on the path.

1. Cards cannot overlap with any other cards.
2. The end of a path may not end directly on the white of another card. The slightest gap between cards prevents this rule from coming into effect.
3. The card played cannot make it impossible to play any other cards. This means you cannot surround or block the black edge of a Finish card or block off the last of the black paths so that no other cards can be played legally.

Alternate Rules

You can change the length of the game by changing the distance you place the Start cards from the Finish cards.

You can also change the pace and direction of the game by changing the orientation of the Start and Finish cards so that they do not lead directly to each other.

You can also change the nature of interaction between players by changing the number of Finish cards. The fewer Finish cards there are, the more players have to use each other's paths. The more Finish cards there are, the less they have to interact with each other's paths.

Credits

The following people made this game possible.

Game Concept: Kelly Hougland

Artwork: Kelly Hougland

Play Testers: Keala Cummings, Rhett Hartman, Brian Goff, Matt Hawkins, Rob Couch, Jason Slingerland, Jordan Shroyer, Micheal Farber, Micheal Cowan, Dennis Caplinger, Nate Daugherty, Lauren Woolsey

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