

The Official 



You have an amazing opportunity to build part of the most impressive highway in the United States.

Manage your resources to create beautiful stretches of the iconic Highway 1 through Big Sur, California, and construct the most memorable section of this majestic roadway to win!

Rulebook

2-4 Players

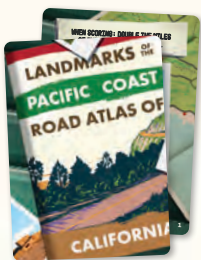
30 Minutes

Ages 10+

COMPONENTS ▼



69
Highway cards



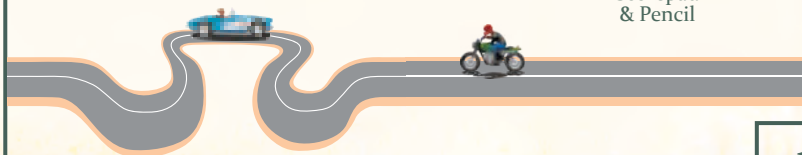
20
Landmark cards



First Player
marker



Scorepad
& Pencil



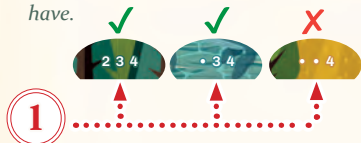
SETUP ▼

1. Prepare the Highway cards based on the number of players.

- **4 players:** Use all Highway cards.
- **2 or 3 players:** Separate the Highway cards into two piles according to the numbers at the bottom of each card.

Include only cards that match the number of players. Return the excluded Highway cards to the box.

Example: For 3 players, include all Highway cards that show a 3, no matter which other numbers they have.



2. Shuffle the Highway cards and deal a hand of two cards face-down to each player. Place the remaining cards in the center of the table face-down to form the Highway deck.
3. Draw five cards from the Highway deck and display them face-up in a row beside the deck to form the Depot.
4. Shuffle the Landmark cards and place them face-down above the Highway deck to form the Landmark deck.
5. Draw five cards from the Landmark deck and display them face-up in a row beside the deck.
6. Give the First Player marker to the player born closest to Big Sur, California, and begin!



OVERVIEW ▼

Your goal is to build the best section of the Big Sur Highway by creating your own row of **Highway** cards in front of you and adding new cards to either end.

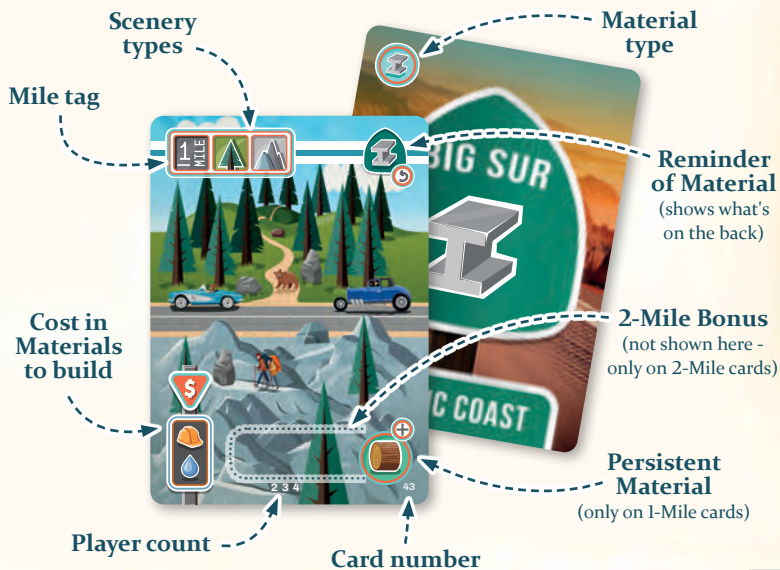
Each Highway card has one or two types of **Scenery**. By building enough cards side by side that have the same type of Scenery, you create a Stretch.

A **Stretch** is any series of side-by-side Highway cards that has **three or more icons of the same type of Scenery**. A Stretch scores points according to its total length in miles, as shown on the cards.

Highway cards also provide the **Material** needed to build — you pay the cost to add a new card to your Highway by discarding other cards from your hand.

You can also claim a **Landmark** card for your Highway once you meet its requirements. Each Landmark has a special ability to help you build more easily or increase your score. However, each Stretch in your Highway can have only one Landmark, so you must choose carefully where and when to place them.

PARTS OF A HIGHWAY CARD ▼



HOW TO PLAY ▼

Players take turns, starting with the First Player and continuing clockwise. Each turn consists of three steps, in this order:

STEP 1. TAKE TWO HIGHWAY CARDS (REQUIRED)

On your turn, you **must** take exactly two Highway cards into your hand.

Highway cards are double-sided. You can build the piece of Highway shown on the front or use the Material on the back to build other cards.

You can choose from the **face-up cards in the Depot** or draw one or two cards from the **top of the Highway deck**, in any combination you wish. There's no limit on how many cards you can have in your hand.

Note: The Depot does not refill until the end of your turn.

STEP 2. BUILD HIGHWAY (OPTIONAL)

On your turn, you may build one or more Highway cards from your hand. Supply the Materials needed to pay the construction cost using any combination of these three options, in any order:



DISCARD FROM HAND:

The usual way to supply Materials is to discard cards that have the necessary Material icons. The Material icon is on the back of the card, with a matching reminder icon on the front, so you don't need to flip the card to see what it is.

If you don't have a Material icon you need, you always have the option to discard **any three Highway cards** to supply **one Material icon** of your choice.

Keep your discarded cards face-down in a personal discard pile in front of you, and ensure the most recently used Material is clearly visible on top.



PERSISTENT MATERIALS:

Each 1-Mile Highway card has a bonus Material icon in the bottom right corner. After building a 1-Mile card in your Highway, you can use its Persistent Material **once per turn** (including on the same turn you built it) when paying to build — without discarding the card.



RECYCLING:

Your personal discard pile has a special benefit: You can use the Material shown on the topmost card **once per turn** when paying to build a Highway card.

You cannot use it more than **once per turn**, even if you change the topmost card by discarding more cards.

You can supply Materials for the construction cost in any order, so you can choose to use the Recycling option when the Material you want is on the top card.

When you build a new Highway card, you must place it at **one end or the other** of the cards already built (after the first one). You cannot place a new Highway card between your existing cards, and you cannot move, replace, or discard a card after it is built.

STRETCHES

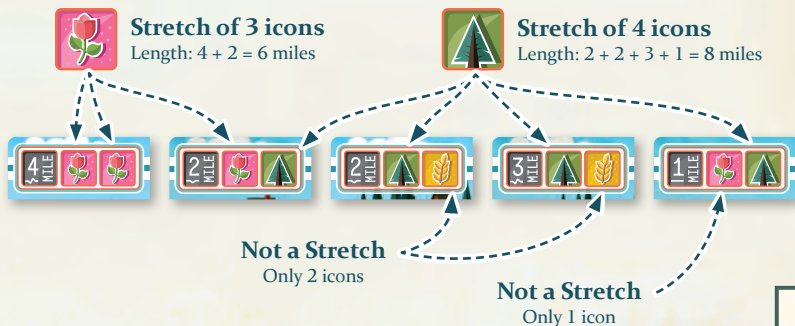
By carefully choosing which cards to place beside each other, you can create a Stretch — three or more of the same Scenery icon in a row.

The order of the two Scenery icons on the card does not matter. Both Scenery icons on a Highway card can connect to both icons on the cards placed directly beside it.

You can extend a Stretch by placing more cards with a matching Scenery icon, making it as long as you wish. Because each Highway card has two Scenery icons, Stretches of different types can overlap partly or completely.

Making a Stretch usually needs at least three cards, but some Highway cards have a double icon, so it is possible to reach three matching icons with only two cards.

Example Stretches:



STEP 3. CLAIM A LANDMARK (OPTIONAL)

On your turn, you may claim one card of your choice from the row of face-up Landmarks, as long as you have a qualifying Stretch in your Highway.

To qualify, a Stretch must not have already been used to claim a Landmark, and must match the Scenery icons on the Landmark.

When you claim a Landmark, place the card above one of the Highway cards in the Stretch used to claim it. Choose carefully — you cannot move or replace a Landmark later!

Draw a new card to refill the Landmark row immediately.

You cannot claim multiple Landmark cards in the same turn, even if you qualify for more than one.

Each Stretch can be used to claim only one Landmark, no matter how many icons are in the Stretch.

If two Stretches overlap, you can claim a Landmark for each one. Each Highway card can have only one Landmark placed above it, even if that Highway card is part of two different Stretches.



TURN END ▼

Once you have taken two new Highway cards into your hand, and optionally built Highway cards and claimed a suitable Landmark, it's time to refill the Depot to five cards. Draw cards from the Highway deck to replace any you took, then your turn is complete and play moves on to the next player.

GAME END ▼

The game ends when there are no more cards in the Highway deck after refilling the Depot at the end of your turn. The number of Highway cards is enough to give each player the same number of turns before the deck runs out.

Now it's time to score your Highway!

SCORING ▼

STRETCHES:

Score one point per mile in each Stretch of your Highway. Remember that a Stretch requires at least **three icons of the same Scenery** directly connected side by side. You can have more than one Stretch of the same type of Scenery, if they are separated by a different type. Any part of your Highway with fewer than three icons together does not count as a Stretch.

2-MILE BONUSES:

Score bonus points according to the scoring condition on each 2-Mile card in your Highway. The bonus applies even if the card is not part of a Stretch.

LANDMARKS:

Score points for the total number of Landmarks in your Highway as follows:

- 1-2 Landmarks: 3 points
- 3-4 Landmarks: 5 points
- 5+ Landmarks: 8 points

Check your Landmark cards for any game-end scoring abilities to add to your score. Note: If a Landmark ability changes the Mile tag of a Highway card, it applies to the whole card, and increases all Stretches that card is in.

Total your scores for Stretches, 2-Mile Bonuses, and Landmarks. The player with the most points wins!



Example Scoring using the Highway shown below:

STRETCHES

- **Field** (length: $3 + 1 + 2 = 6$ miles) **6 points**
 - **Ocean** (length: $1 + 2 + 3 = 6$ miles) **6 points**
 - **Mountain** (length: $3 + 4 = 7$ miles) **7 points**
- (Forest icon is not a Stretch: no score.)

2-MILE BONUSES

- Bonus: "Score 1 point for each type of Scenery in your Highway." **4 points**

LANDMARKS

- Score for number of Landmarks (1) **3 points**
- Landmark ability: "Score 4 points." **4 points**

TOTAL SCORE

30 points



ICON REFERENCE ▼

Scenery:



Ocean



Forest



Mountain



Flower



Field

Materials:



Stone



Water



Timber



Engineering



Steel

Credits

Game Design:

Mondo Davis

Illustration:

Tristram Rossin

Graphic Design:

Matt Paquette & Co.

Development and

Production:

Chad Elkins

UX/UI Consulting

Kate Finch, Joel Finch

Rulebook Editing:

Joel Finch, Jon Healey