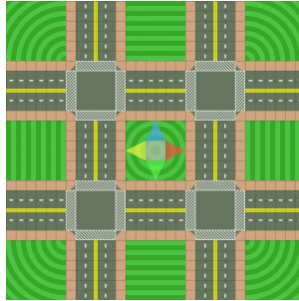


Traffic Congestion

By Bryce Summers, November 2014



Rules

Each player chooses a distinct color. The possible colors as represented on the board are Blue, Red, Yellow, and Green.

Cars will travel on the right side of the street in these rules, but players may arbitrarily decide to adapt the game to countries where cars travel on the left side of the road.

Lanes have a maximum capacity of 5 cars. If a lane has 5 cars, then it is considered full.

Each turn the current player may perform 1 of the three following types of actions:

1. Enter a car: The player may enqueue a car at the back of an entrance lane that is not full. Entrance lanes are those lanes that come from outside of the board. A player may not enter a car if the entrance lane has a direct path to an exit lane of the car's color.
2. Place a signal: The player may place a directional signal at the end of any non-exit lane as long as the path from this signal to the lane it is pointing to does not cross any already existing paths.
3. Move cars through a signal, then change or remove the signal: A player may move the maximum number of cars from the head of a lane through a signal to the lane the signal points to. The player may then choose to remove the signal, keep the signal the same, or change the signal to a new direction that does not form a path that crosses already established paths.

If a car is in an exit lane, it is removed from the board and scored if the exit lane exits in the direction of the corresponding directional arrow in the middle of the playing board.

Winning

A player wins if 20 cars of their color have exited on the proper side of the board.

Acknowledgements

Michael Warne : Playtesting and advice for the family edition. Determined that 1 lane was complex enough. Developed the 2 car bursting strategy.

Francis Clay McMichael : inspired mechanics regarding bus lanes. (Not yet implemented.)

Nathan Trevino : Helped playtest.

Ben Hammer : Discovered the Outerloop overpowering strategy. Inspired ideas about u – turns. Inspired a major rules update. Inspired ideas about turn action order.

Mary and Bruce Summers: Helped playtest.