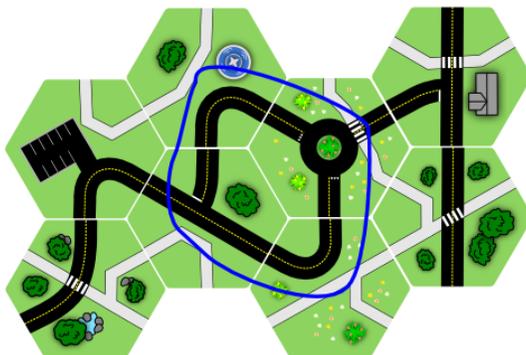


## OVERVIEW

Streets and Sidewalks is a tile-laying game for two players. Take turns placing hexagonal tiles while trying to complete loops of your style line, either a street or a sidewalk. At the same time, you must prevent your opponent from doing the same. Score points for each tile in your completed loops, and the player with the most points after the last tile is placed wins!



**Figure 1** A completed street loop (circled in blue).

## PARTS LIST

- 37 Hexagonal tiles
- 2 Screens to hide your tiles from the other player

## SETUP

1. Place the tiles face down and mix thoroughly.
2. Decide who will play Streets and who will play Sidewalks. There is no difference between line styles.
3. Decide who will go first (Player 1). If there is a tie at the end of the game, the other player (Player 2) wins. If you are playing multiple games, the loser of the previous game chooses who goes first; otherwise, use your favorite method to decide.
4. Each player draws 5 tiles from the supply at random to form their initial hand. Players place them face up behind their personal screens. Do not show them to your opponent!  
NOTE: the screen shows all the tiles that are included in the game for reference.
5. Now you are ready to start.

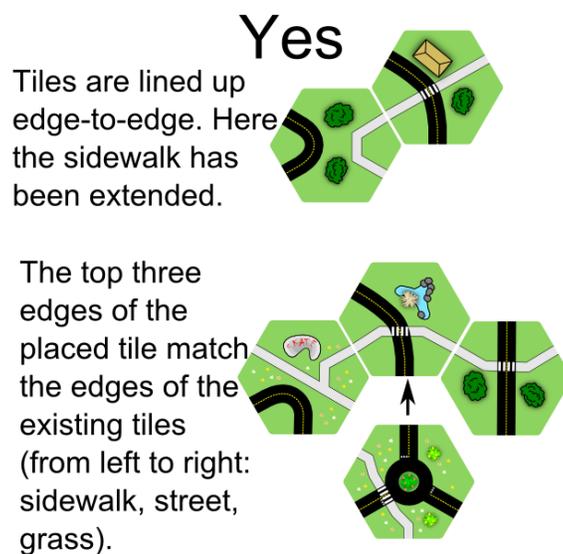
# THE GOAL

On your turn, place a single tile from your hand. When you complete a loop, score a point for each tile in the loop. When all the tiles have been placed, the player with the highest score wins.

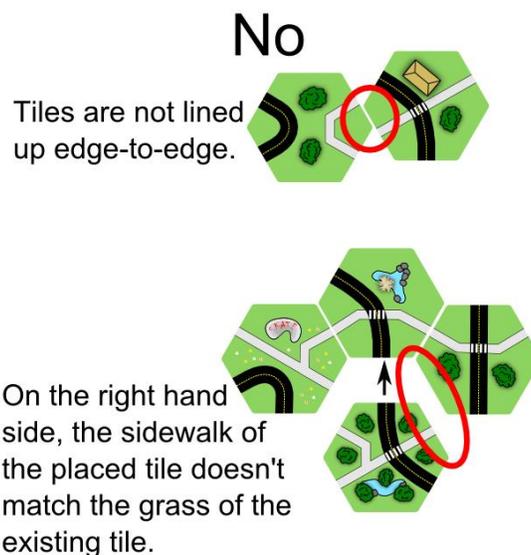
# ON YOUR TURN

**Step 1** Place a tile in a valid location. A newly placed tile must (see Figures 2 and 3):

- Touch an existing tile and line up edge-to-edge.
- Extend an existing line of your style, i.e. street or sidewalk. Note: they may also extend your opponent's lines.
- All edges of the placed tile must match the edges of any existing tiles they touch, i.e. street-to-street, sidewalk-to-sidewalk, and grass-to-grass.



**Figure 2** Examples of correct tile placement.

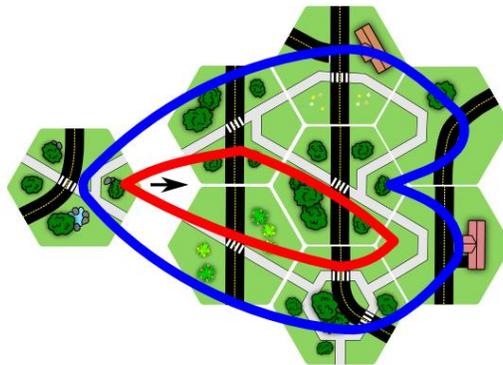


**Figure 3** Examples of incorrect tile placement. Problems are circled in red.

**Step 2** Draw a tile. If there are no more tiles, the game will be ending soon, so you'd better complete some loops! It is now the next player's turn.

## Notes

- Once a tile is placed, it may not be rotated or removed from the board.
- If there are no valid locations where you may place a tile, you must first show your tiles to your opponent, then shuffle them back into the supply. Finally, draw 5 new tiles. Return to Step 1. NOTE: You are not allowed to pass.
- If placing a tile create one or more overlapping loops, only score the longest loop (see Figure 4).
- If placing a tile completes a loop for your opponent, they are awarded points.



**Figure 4** When tile on the left is placed, score 8 points for the loop circled in blue, and do not score the loop circled in red.

## CREDITS

**Game Design & Illustration:** Todd Edwards

**Theme and Title:** Abby Edwards

**Font:** Robin Graffiti by Borka Szabo

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