

# Big Sur

2-4 Players | 30 Minutes | Ages 10+ | by Mondo Davis | [mondo@mondodavis.com](mailto:mondo@mondodavis.com)

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You've been tasked with building part of the most impressive highway in the United States. In *Big Sur*, your job is to manage resources and string together beautiful stretches of the iconic Highway One throughout Big Sur, California. The architect that can piece together the most memorable portion of this majestic roadway will be the winner.

## Components

97 Cards  
14 Landmark Tiles  
1 First Player marker  
1 Score Pad

## Setup

Separate the 7 Starter cards (Pink Background) From the deck.

Shuffle and deal 1 Starter card to each player.

Shuffle the remaining cards into one deck. Then, create a Draw Deck using the scale below:

2-Player Games: Create a Draw Deck of 40 Cards  
3-Player Games: Create a Draw Deck of 58 Cards  
4-Player Games: Create a Draw Deck of 76 cards

Draw the first five cards from the draw deck and display them side-by-side in a row in the middle of the table with the Highway side facing up. Make sure the deck is Material (gray) side-up. This is the draw row.

If playing the Advanced game, shuffle the Landmark Tiles and place them beside the draw row. Then, flip 3 tiles face-up side by side.

The player who was born closest to Big Sur, California becomes the first player and takes the first player marker.

## Gameplay

During the game, players will take turns drawing cards into their hands from the center of the table and build their Highway tableau in their play area, beginning with the first player and continuing clockwise. Each turn consists of two steps: Drawing (mandatory) and Building (optional).

If playing the Advanced version, the Adding Landmarks step occurs after the Building step.

## Drawing

*Before taking their first turn, each player may choose which side of their Starter card to use.*

On the player's turn they draw any two cards from the face-up row into their hand. Players may also draw the topmost card from the draw deck, but may only add it to their hand as a Material card.

Each card is double-sided, with the Highway side representing the stretch of highway the player can build, and the Material side representing one material the player can use to build Highway cards.

When a player draws a card into their hand, they must decide whether to add that card as a Highway card or as a Material card. Whichever they choose, they must add the card to their hand with the corresponding side facing them.

At no point (unless allowed by a Landmark ability, see *Landmarks* below), may a player flip a card in their hand from the Highway side to the Material side or vice-versa.

After drawing two cards, they then may build cards from their hand.

## Building

After drawing, the player may choose to build one or more Highway cards from their hand. Each Highway card contains a stretch of highway either 1, 2, or 3 miles long, as indicated by the tag in the top left corner of the card. Cards also have one or two terrain types as indicated by the icon(s) beside the mileage tag.

Highway cards also have a cost, displayed in the upper-right hand corner of the card.

Once built, Highway cards are laid side-by-side in the player's tableau. While each card contains one or two stretches, those stretches may be extended by matching terrain icons on adjacent cards.

For example, a 1-mile card with a Forest terrain icon and a 3-mile card with a Forest and an Ocean terrain icon represent one 4-mile Forest stretch and one 3-mile Ocean stretch.

To build a highway card, the player spends Material cards from their hand to meet the cost requirement of the card they wish to build.

To spend Materials, the player discards the corresponding Material cards into their personal discard pile, in front of them, so that the last material used may be clearly seen.

Personal discard piles provide an additional benefit. When building, the player may use the material displayed on the top-most card of their personal discard pile to meet the cost requirement for Highway cards they wish to build. Face-up cards from the discard pile may only be used once per turn in this manner.

*If a player's discard pile holds one of the pink Starting cards, they may choose one of the two materials to use when building. This card may only be used once per turn as well.*

Players may also use materials listed on the bottom left-hand corner of any 1-mile cards already in their tableau. These materials may each be used only once per turn when building.

After paying the cost for the selected Highway card, the player may place it in their tableau. Cards are placed side-by-side, so that the highway illustration on the card connects from card to card. After the first card, Highway cards may be placed to the left or to the right of the already played cards. Once placed, however, Highway cards may not be moved.

Players may build multiple Highway cards during this step of their turn.

### **Adding Landmarks (Advanced Version)**

Landmark tiles are added above or below Highway cards and provide players with a benefit. After the Building phase of a player's turn, if that player completed a combination of 3 Highway cards that meets the requirements printed on any one of the face-up Landmark tiles, they may add that tile to their tableau. Tiles must be placed above or below one of the three cards that were used to complete the requirement. Each Highway card may have only one Landmark tile above and one Landmark tile below it.

If a player completes the requirement of more than one Landmark tile on their turn, they may choose one eligible tile. Each player may only acquire a maximum of one tile per turn.

After drawing (mandatory) building (optional) and adding a Landmark if applicable, the player's turn concludes and they should refill the draw row. Play continues to the next player in clockwise order.

### **Game End**

Play continues until the final turn of the last player, after which the draw deck is exhausted. After that player's turn, the game ends and players count their scores.

## **Scoring**

Players score points based on the cards in their tableau at the end of the game. Players score one point for each mile in any stretch that is four or more miles long. A stretch is one or more adjacent Highway cards that contain the same terrain type, and display the same terrain icon at the top of the card.

2-mile cards also have scoring conditions written on the bottom of the card. If a player meets those conditions, they score the specified number of points.

Some Landmark tiles grant additional scoring conditions or points, which should be added to the total.

Players add up their scores and the player with the most points wins.