

## SWITCHBACKS



2-4



15'



8+

*Play tiles to blaze an epic trail through uncharted terrain. Each turn, place your hikers or buddy them up to prepare for a better turn. Work with (or watch out for!) your opponents—only hikers on trails of four continuous tiles score!*



## COMPONENTS

- A** 1 Map Board
- B** 37 Elevation Tiles
- C** 51 Hikers (16 blue, 16 red, 11 green, 8 yellow)

## CREDITS

**Design:** Susumu Kawasaki










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**Graphic Design:** Anca Gavril

**3D Artist:** Filip Gavril

**Scouting:** James Nathan



SETUP	Tiles Removed	Hikers Per Player
2 Players	4	16  
3 Players	3	11   
4 Players	4	8    



## SETUP

- 1 Shuffle the 37 elevation tiles face down. Turn 1 random tile face up and place it in the **center hex** on the map.
- 2 Deal each player **1 tile** face down (or **2 tiles** in a 2-player game). They secretly look at it, then set it aside face down. This gives each player knowledge of 1 tile that is **out of the game**. A player may look at their set-aside tile at any time, but may not play it.
- 3 Deal each player **3 more tiles** face down to make up their starting **hand**, which they may look at. Each player takes the appropriate number of **hikers** of their chosen color (see table) and spreads them out in front of themselves (do not stack them). Return unused hikers to the box.
- 4 The last person to go on a hike is the **first** player.

## OBJECTIVE

Place elevation tiles to map out the park, and try to create **hiking paths** of 4 or more tiles that have **consecutive** elevation numbers (e.g. 1-2-3-4). At the end of the game, you score 1 point for each of your **hikers** that is on a complete hiking path — and 0 points for each hiker that isn't!

## GAME TURNS

Players take turns in clockwise order, starting with the first player. On your turn, do the following in order:

- 1 **Explore:** Place 1 tile from your hand in any empty hex on the map.
- 2 **Buddy Up or Hike:** Either buddy up 2 of your hikers OR place hikers on the tile you explored (see below).
- 3 **Draw:** Draw 1 new tile from the stack.

## BUDDYING UP AND HIKING

After you explore a tile, you must decide whether to **buddy up** or go for a **hike**.

**Buddy Up:** Pair up 2 of your unplaced hikers as **buddies** (A).

**Hike:** Place a **solo hiker** (B) or pair of buddies (C) on the tile you just explored.

You **must** choose to either buddy up or hike each turn. If you don't have at least 2 solo hikers left, you **can't** buddy up (you **must** hike). You can't buddy up more than 2 hikers.

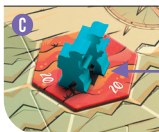
When hiking, you can only hike on the tile you **just explored** (not any previously placed tile). You can only place buddies that you paired up on a **previous turn** (you can't place 2 solo hikers at once).



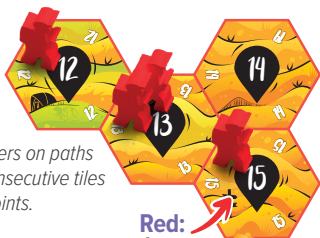
*Place no hikers and pair 2 hikers as buddies*



*Place a solo hiker*



*Place a pair of buddies*



*Only hikers on paths of 4+ consecutive tiles score points.*

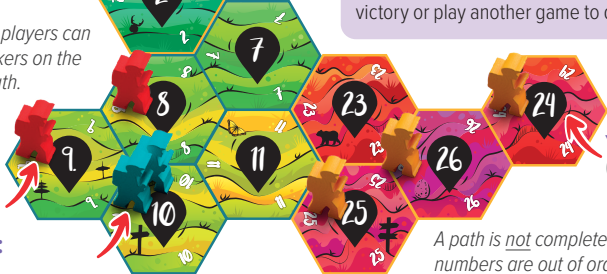
**Red:**  
4 pts

*Hikers that aren't on complete paths score no points.*



**Yellow:**  
0 pts

*Multiple players can score hikers on the same path.*



**Red:**  
2 pts

**Blue:**  
2 pts

**Yellow:**  
0 pts

## GAME END

When the last tile is drawn, players continue taking turns without drawing new tiles, until everyone has played their **last tile**. (There will still be empty hexes on the map.)

Once all tiles have been played, each player checks which of their hikers are on a **complete hiking path**. A hiking path is complete if it has **4 or more tiles** that are in **consecutive** numbered order (e.g. 1-2-3-4 or 13-14-15-16).

Remove all hikers that are **not** on complete hiking paths. Each player then scores **1 point** for each of their hikers left on the map. Whoever has the most points wins! In the case of a tie, either share victory or play another game to decide.

*A path is not complete if its numbers are out of order.*