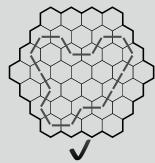# Cones of Dunshire

by Jonah Ostroff (Seattle)

Thanks so much for playing the new expansion to my game! It's called The Cones of Dunshire: Castles of Wa'al. I'm finishing up some auditing right now, but I'd appreciate it if you could set up the roads. Here's the rulebook. Gameplay Magazine calls it "mostly inscrutable"!

1. The road is formed from pieces which begin and end in the centers of hex tiles. The road may not visit a tile more than once, but it may leave some tiles unvisited.

2. The road should form a single continuous loop.

3. The road may not pass through hex tiles containing cones.

4. All white cones must be inside the loop. All black cones must be outside the loop.
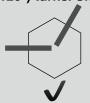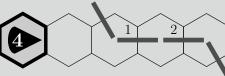
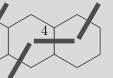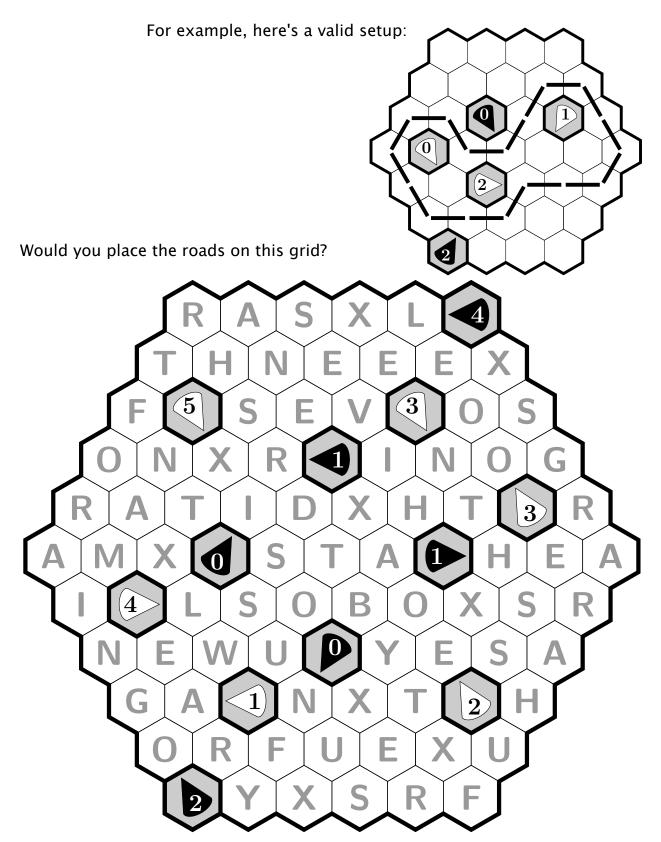5. The road may only make shallow (120°) turns. Sharp (60°) turns are forbidden.

6. The Ledgerman shall label each cone with a number. That number indicates how many roads cross a hex border in the direction indicated by the cone.

For example, here's a valid setup:

Would you place the roads on this grid?

Great, thanks for setting it up! I just got off the phone with Eagleton, and you won't believe what they said.