ROAD KILL™



The Avalon Hill Game Company
GAMES OF STRATEGY
DIVISION OF MONARCH AVALON, INC.

C.B.F.

READ THIS FIRST!

ROADKILL
BEGINNER'S TRACK

1. INTRODUCTORY VERSION

Only the Beginner's Track version of ROADKILL uses a map with a pre-determined course. The full game allows each race to create its own course made of played Road cards as play unfolds. Play the Beginner's Track a few times before reading the rules to the rest of the game.

2. GLOSSARY

Learn the following terms/symbols before reading further.

ACTIVE: The player taking his turn is the *active* player.

ADJACENT: Cars are *adjacent* only if they are next to each other *and* on the same Section. A car can be adjacent to only two cars: the car in front of it and the one behind it.

SECTION: A portion of the course represented by a Road card actually printed on the map.

TRAILER: Any car on a Section behind the active car's currently occupied Section.

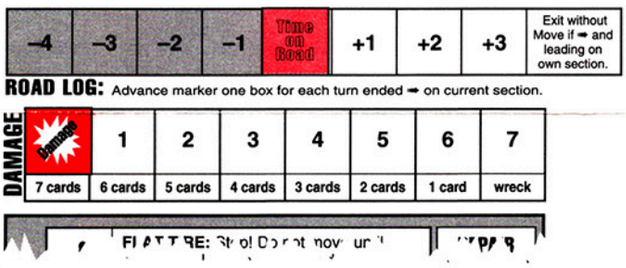
➡: Denotes a moving car (i.e., a car with its moving "➡" side face-up). See 4.3.

✇ ✯ ✵ 🃏: Cards are identified by the symbol in each corner as either Driving (✇), Fate (✯), Attack (✵), or Supply (🃏).

✓: This symbol requires the affected car to draw a card to check the number in the "✓" column of that card's Number Line (see 4.4) to determine the result on the Damage Table (see 7.2).

✵ (Attack): All attacks are resolved by drawing the next card and checking the "✵" column of the Number Line to determine the result on that Attack card's table.

🔧 (Mechanical Problem): See 7.1.



3. PREPARE TO PLAY

Remove the "Box Canyon" and three "Siphon Gas" cards and put them aside. They are not used on the Beginner's Track.

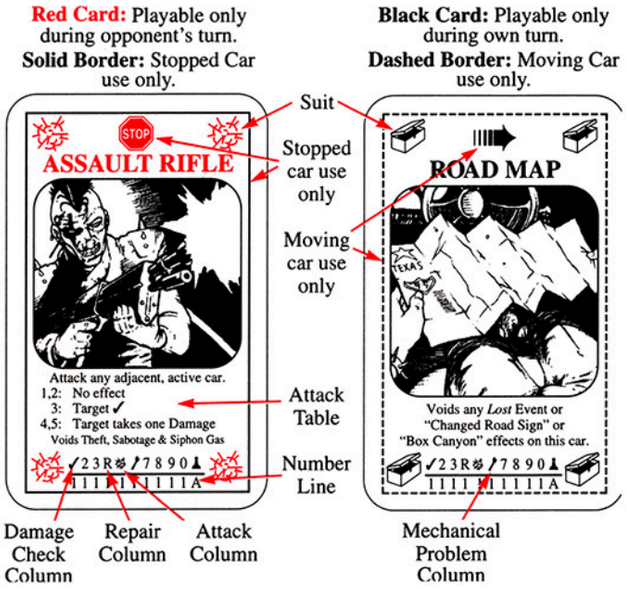
Shuffle the remainder of the deck and place it face-down on the table to form a Draw pile. Place cars equal to the number of players in an opaque cup suitable for a random draw. Each player draws one car from the cup. The player drawing the lowest-numbered car will move first, the player with the second-lowest car will move second, and so on. Once drawn, the cars are placed one behind the other with the red "Stop"-side face-up in numerical order and the players arrange their seats so as to be sitting in the order of their car numbers so that play will follow in clockwise order around the table. Each player is dealt seven cards to form his initial hand. Give each player a Control Panel and one "Damage" and "Time on Road" markers. Place the "Time on Road" marker in the "0" box of your Control Panel Road Log. Place the Damage marker in the "0" box of your Damage Track. Ignore the Fuel Gauge on the Beginner's Track.

4. THE CARDS

4.1 COLOR CODING: The suit symbol of each card is color-coded to determine when it can be played. Black suit cards can be played only during a player's *own* Action Phase. Red suit cards can be played only during an opponent's Action Phase and only against the Active car. Cards with *both* black and red suit symbols can be played during *any* Action Phase.

4.2 DISCARD PILE: All played and discarded cards are placed face-up in a Discard pile next to the Draw pile. When the Draw pile is empty, the Discard pile is shuffled and flipped to form a new Draw pile.

4.3 MOTION: Cards with a solid black border (and a Stop Sign at the top center) can be played only by a *stopped* car. Cards with a dashed border (and an "➡" at the top center) can only be played by a *moving* car. Cards with no border or symbol at the top center can be played regardless of motion.



4.4 NUMBER LINE: Each card contains an alpha-numeric Number Line of 11 columns at its bottom to generate random numbers. Whenever resolving anything requiring a random number, the next card is drawn and the proper column of the Number Line is consulted to determine the outcome. That card is then discarded. The ✔ column is used to check for Damage. The **R** column is used for Repair/Exit draws in a 4-player race. The ✵ column is used to resolve Attacks/Exit draws in a 5-player race. The 🔧 column is used to resolve Mechanical Problems/Exit draws in a 6-player race.

4.5 HAND SIZE: A player's maximum Hand is seven cards. This maximum is *immediately* reduced by one card for each point of damage to his car.

5. SEQUENCE OF PLAY

At the end of each Player Turn, play passes to the next car in numerical sequence which then becomes "active". There are three phases to each Player Turn.

5.1 ACTION PHASE: An Active player may play any number of *black* cards. Each is played one at a time so as to give adjacent players an opportunity to react before the next card is played. For each black card played, each opponent may play one *red* card in response. However, the ability to respond is limited to Adjacent cars actually being passed/attacked.

5.2 DISCARD PHASE: If he *played* no cards during his Action Phase, an Active player may *discard* any number of cards.

5.3 DRAW PHASE: The Active player may draw a maximum of three cards in his Draw Phase minus one card for each card he *played* from his hand during his Action Phase. However, he may never draw more than his maximum Hand Capacity. Cards drawn only to resolve chance situations do not count as played cards and are discarded immediately.

6. MOVEMENT

6.1 STARTING: At the start of a race, all cars are stopped. A stopped car must play a ✇ card in order to flip to its ➡ side. That ✇ card does not allow it to advance in any other way and is placed in the Discard pile.

6.2 OVERVIEW: Cars move forward along Road Sections printed on the map. The race is won by the first car to cross the Finish Line. There are two forms of movement:

- exit of a Section, and
- movement within the currently-occupied Section.

6.21 LEAVING A SECTION: Only the lead car on each Section can attempt to exit it and move on to the next Section. It does this by playing a "Move/Road" card and passing an "Exit draw" (see 6.23). If that Exit draw (after all modification) is *greater than* the number of Trailers, the exit attempt succeeds and the Active car moves to the top of the next Section.

If the Exit draw (after all modification) is *not* greater than the number of Trailers, the attempt fails. However, the Active player may play another Move card to attempt the Exit draw again.

If the Active car successfully enters a new Section, it remains at the top of that Section until it is passed or moves onto another Section. Regardless of the outcome, each played Move card used to attempt an exit is discarded after the attempt.



6.22 TIME ON ROAD: Whenever an Active car enters a new Section, its "Time on Road" marker is played on the gray negative box of his Control Panel's Road Log that is equal to the value of the currently-occupied Section. Whenever an Active car ends its Player Turn ➡, advance its "Time on Road" marker one box to the right on the Road Log. The number in the Road Log box occupied by the marker is added to that car's draw when trying to exit its current Section.

EXAMPLE: It is the first turn of a six-car race. Car 1 plays a ☮ card to start and a "Move 2" card to enter the first Section. His entry of the Section is automatic because there are no Trailers at the start of a race. Because it is a six-car race, he would have checked under the "🔧" (6) column (6.23) if the success of the Draw had been in doubt. His "Time on Road" marker is placed on the –1 box of his Road Log because he just entered a "Road 1" Section. If he ends his turn now, he may draw one card and advance his Time on Road marker to the '0' box. However, he is feeling ambitious and decides to play a Landmark and a "Move 1" card in an effort to reach the second Section. There are now five Trailers on the Section behind him so he must draw a '6' under the "🔧" (6) column to succeed, since the –1 of his Road Log status and the +1 of the Landmark negate each other. He draws a '5', which is not greater than the number of Trailers, and fails. His "Move 1" is discarded. With only three cards left, he decides to end his turn. He may not draw any cards. Still ➡, he advances his "Time on Road" marker to the '0' box.

6.23 EXIT DRAW: Only the lead car on each Section may attempt to enter the next Section. To exit its current Section it must draw *a number greater than the number of Trailers after playing its Move card.* The column of the Number Line consulted is always equal to the *number of cars in play.* The draw result is modified as follows:

- add the car's "Time on Road" status;
- add 1 for each Landmark/Red Line card played;
- subtract 1 if the car has Broken Shocks 🔧.

6.24 AUTOMATIC EXIT: If a car's "Time on Road" marker is in the "Exit Without Move" box of its Road Log, the car may enter the next Section at the start of its next turn without playing a Move card *if* the car is ➡ and leading on its current Section.

6.3 LEADING: At the start of play, car #1 is considered the leader, car #2 is second, and so on. Thereafter, the first car to enter the next Section is the leader until passed by another car. Later arrivals are placed behind cars already there, in the same order that they entered that Section, until they pass a current occupant of that Section.

Until a car actually enters a Section, all cars are assumed to occupy an imaginary Section offboard at the Start line. A car must be the leader on that offboard Section before it can enter the first Section of the map. Attacks and movement from the Start Line are resolved the same as those on the map Sections.

6.4 PASSING: An Active car can pass another car in one of four ways. It may:

- play a Move card to pass one or more cars on its own Section, or
- it may play a Shortcut card, or
- it may attack and pass the car directly in front of it with an appropriate ✵ card, or
- if already ➡, it may automatically pass stopped cars at the start of its turn (6.61).

6.41 PASSING ON THE SAME SECTION: A car may pass other cars on its current Section by playing a Move card and exchanging positions with the car ahead of it. The car being passed can respond with an appropriate red card. The Active car can use that same Move card to pass as many cars on its current Section as the value of that Move card. A player need not reveal how many cars he will pass when he plays a Move card. He may wait until he has passed a car and then decide whether he will attempt to pass another with any remaining Movement value of the previously-played Move card. He may also decide to play another card in the interim while "saving" the unused portion of the prior Move card for later use in the same Action Phase.

If a player uses a *portion* of a Move card to take the lead of his currently occupied Section, he may use any remaining value of that Move card to attempt to exit the Section (as per 6.23).

6.42 PASSING ATTACK: An *Active* car can pass the car immediately in front of it on the same Section by playing an appropriate ✵ card against it. By attacking, it passes the target *regardless* of the outcome. A counterattack played by a non-Active player against the passer has no passing value.

6.43 VOIDING A PASS: A car being passed may play a red "Move 1" card during an opponent's turn to negate his passing attempt. This does not stop an attack from being made, but does prevent the attacker from passing. A defensive "Move 1" play cancels only one value of a Multi-value Move card.

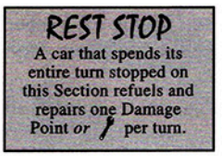
6.5 ATTACKS: The Active car can attack any *adjacent* car by playing an appropriate black ✵ card, drawing (and discarding) the next card from the Draw pile to check the "✵" column of that Number Line, and applying the resulting number to that card's Attack Table. A non-Active car can attack an Active car once each time it is passed. The passer's attack and any resulting counterattack is considered simultaneous and resolved regardless of the consequences of either attack.

6.51 COUNTERATTACK REACTION: The Active car may play a "Swerve" or "Firm Shoulders" card in reaction to a counterattack, but only one.

6.6 STOPPING: Moving cars remain in motion even if they take no action during their turn, unless they are flipped to their back (stopped) side. Cars may stop voluntarily, or be forced to stop by attack results. *If a car stops during its Action Phase, it can take no further action during that Action Phase.*

6.61 AUTOMATIC PASS: An already ➡ car that starts its Action Phase directly behind a stopped car(s) on the same Section passes it automatically without playing a card. However, the passer is subject to normal counterattacks by each passed car as it passes. Once the passing car enters a new Section or moves behind a ➡ car, it may no longer *automatically* pass stopped cars in that turn.

6.62 RESTING: A car that begins its Action Phase already stopped and takes no action in that phase may discard any number of cards during its Discard Phase and refill its hand completely in its Draw Phase (up to its present Hand Capacity).



6.7 REST STOPS: A Section containing a Rest Stop offers a good opportunity to repair. A car that stops in a Rest Stop Section on the FIRST turn it entered that Section is considered at the Rest Stop. Mark it with a Rest Stop marker. Every turn it *begins and ends* its turn stopped at the same Rest Stop, it may remove one Mechanical Problem (🔧) *OR* one Damage point *in addition to* discarding, playing and drawing cards normally. A car at a Rest Stop may play cards such as "Tool Kit" to make additional repairs in excess of the automatic repair benefit of the Rest Stop, but may not draw for additional repairs due to the "sole action" restriction of Roadside Repairs (7.3).

7. DAMAGE & REPAIRS:

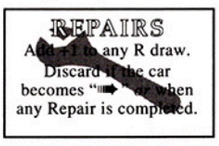


7.1 CONTROL PANEL: Each car's mechanical problems are summarized on its Control Panel with the aid of markers. If a "🔧" marker is placed on a Mechanical Problems box on the Control Panel, those penalties apply to the car until it is repaired and the 🔧 marker is removed. On the Beginner's Track, "Fuel Leak" and "Headlights Out" have no effect.



7.2 DAMAGE: Each point of Damage on a car immediately reduces its Hand Size by one and the car must make a draw on the ✓ column. Apply the resulting number with a –1 modification to the Damage Table to check for additional problems. Further Damage caused by the Damage Table does not require another draw on the Damage Table. Record any 🔧 by placing a 🔧 marker on the proper Control Panel box.

A player whose maximum Hand Size has been decreased beneath his current Hand Size must allow an opponent to randomly draw and discard the excess card(s) from his hand.



7.3 ROADSIDE REPAIRS: Already stopped cars may attempt emergency roadside repairs without Rest Stops or repair cards by declaring a Repair Attempt as the *only* action of their Action Phase. This attempt does not inhibit Draw or Discard capabilities. Repair attempts are successful on a Repair draw ≥ "4" on the "R" column. Each successful Repair corrects one 🔧 of the driver's choice or removes one Damage point.

For *each* failed repair attempt, the driver is given a "Repairs +1" draw modifier marker which he uses to modify subsequent Repair draws. If the subsequent Repair draw also fails, the Repairs marker is flipped to its "+2" side for the next attempt. A Repair draw can never be modified by more than +2, but that same modifier may be used any number of times. The Repairs marker is discarded when a repair is successfully completed or the car ➡.

7.4 ELIMINATION: A car with seven Damage points is eliminated. The player may continue in the race by starting over with a new car from the original Start Line on his next turn.

ROADKILL Errata

In the main *Roadkill* rules, the cards pictured above section 4 are mislabeled. Red cards are playable only during an opponent's turn, whereas Black cards are playable only during your own turn. The rule as cited in 4.1, and as illustrated above 4.4 in these Beginner's Track rules, is correct.

For the ultimate in realism and strategy and a new course every time you play, advance from the Beginner's Track and try the wide open road with all of the *Roadkill* rules.

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ROADKILL

1. INTRODUCTION

The Twentieth Century is but a distant memory recalled only by the old and infirm. Unemployment is rife as corporations continue retrenchment. Hunger and poverty are widespread. Terrorist activities have escalated to the nuclear stage. The world has become a very savage place and corporate television has turned to more and more violent "trash" sports to boost sagging ratings. History is coming full circle as entertainment returns to the barbaric spectacle of gladiatorial combats, full-contact track meets, and no-holds-barred wrestling matches. The pampered athletes of the last century have been replaced by desperate men willing to stake their lives in mortal competition. One such sport is the Cross-Country Demolition Race in which drivers in modified vehicles compete for vast prizes on specially constructed courses. To its blood-crazed fans, it is known simply as *ROADKILL.*

2. COMPONENTS

Each game consists of:

Two 64-card Action decks
One rules folder
One sheet of die-cut cars and markers
Twelve 5″ x 5⅝″ Control Panels and Damage Charts
One "Leader" Pawn

Replacement parts can be ordered by mail by sending a stamped, self-addressed envelope to The Avalon Hill Game Company, 4517 Harford Rd., Baltimore, MD 21214 and requesting a current Parts List, or by calling 1-800-999-3222 Toll Free to place an order with any major credit card.

2.1 GLOSSARY: Learn the following terms/symbols before reading the rules.

ACTIVE: The player whose turn is currently underway is the *active* player.

ADJACENT: Cars are said to be *adjacent* only if they are next to each other *and* on the same Section. A car can be adjacent to no more than two cars: the car in front of it and the car behind it.

SECTION: A *Move/Road* card successfully played by the leader to become a part of the course. See 6.21.

TRAILER: Any car on a Section behind the active car's currently occupied Section.

≤: Less than or equal to

≥: Greater than or equal to

➡: Denotes a moving car (i.e., a car with its moving "➡" side face-up). See 4.3.

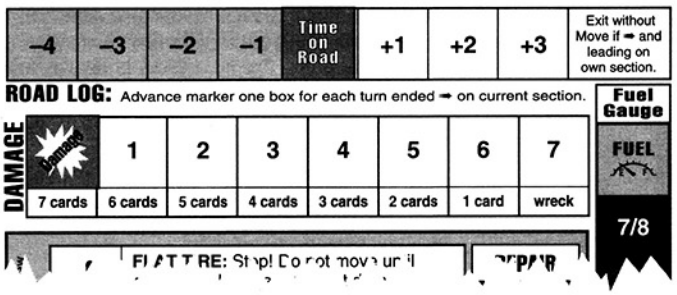
✪ ★ ✵ ▭: There are four types of cards. They are identified by the symbol in the corner as either Driving (✪), Fate (★), Attack (✵), or Supply (▭) cards. When required to *discard* one of these types, any card with that symbol in its corner will suffice regardless of the car's present ability to *play* that card.

#: The "#" symbol refers to the car in the relative position of applicable cars when determining the recipient of a Random Event (see 8.2).

✓: This symbol requires the affected car to draw the next card and check the "✓" column from that card's Number Line (see 4.4) to determine the result on the Damage Table (see 7.3).

✵ (Attack): All attacks are resolved by drawing the next card and checking the "✵" column of the Number Line to determine the result on that Attack card's table.

🔧 (Mechanical Problem): See 7.1.



3. PREPARE TO PLAY

Shuffle the deck and place it face-down on the table to form a Draw pile. Place cars equal to the number of players in an opaque cup suitable for a random draw. Each player draws one car from the cup. The player drawing the lowest-numbered car will move first, the player with the second-lowest car will move second, and so on. The players now place their cars one behind the other in numerical order (lowest-number car first) and arrange their seats so as to be sitting in the order of their car numbers so that play will follow in clockwise order around the table. Each player is dealt seven cards to form his initial hand. Give each player a Control Panel and one "Damage", "Fuel", and "Time on Road" markers. Place the "Time on Road" marker in the "0" box of his Control Panel Road Log. Place the Fuel marker in the "Full" box of the Fuel Gauge and the Damage marker in the "0" box of the Damage Track.



4. THE CARDS

4.1 COLOR CODING: The suit symbol of each card is color-coded to aid in distinguishing when it can be played. Black suit cards can be played only during a player's *own* Action Phase. Red suit cards can be played only during an opponent's Action Phase and only against the Active car. Cards with *both* black and red suit symbols can be played during *any* Action Phase. A card can be discarded regardless of its color.

4.2 DISCARD PILE: Except for Road cards played to form a new section, all played and discarded cards are placed face-up in a Discard pile next to the Draw pile. When the Draw pile is

empty, the Discard pile is shuffled and flipped to form a new Draw pile.

4.3 MOTION: Cards with a solid black border (and a Stop Sign at the top center) can be played only by a *stopped* car. Cards with a dashed border (and an "➡" at the top center) can only be played by a *moving* car. Cards with no border or symbol at the top center can be played regardless of motion.

4.4 NUMBER LINE: Each card contains an alpha-numeric Number Line of 11 columns at its bottom which is used to determine the random numbers needed in the game. Whenever resolving anything requiring a random number, the next card is drawn and the proper column of the Number Line is consulted to determine the outcome. That card is then discarded. The ✔ column is used to check for Damage. The R column is used for Repair draws as well as for the number 4. The ✲ column is used to resolve Attacks as well as for the number 5. The / column is used to resolve Mechanical Problems as well as for the number 6. The 0 column is used for position checks in ten-car races. The ♟ column is used for Event checks.

4.5 HAND SIZE: A player's maximum Hand Size is seven cards. This maximum is *immediately* reduced by one card for each point of damage on his car. A player may not hold more cards than his maximum Hand Size, even temporarily.

Players must keep their Control Panel and number of cards visible at all times. If asked, a player must reveal the number of cards in his hand.

5. SEQUENCE OF PLAY

During each player's turn, he is considered *Active*. At the end of each Player Turn, play passes to the next clockwise player who then becomes "active". At the start of a race, all cars are stopped. There are four phases to each Player Turn.

5.1 EVENT PHASE: If it is the leader's turn, he draws the next card and consults the ♟ column of the Number Line. The letter found in that column indicates the Event to be enacted from the Event Chart on the back page. After announcing the Event, the card is discarded.

Players who are not in the lead at the start of their turn do not make Event checks and must skip this phase.

If a "☛" symbol appears in the Event column, that Event has a continuous effect on either a car or an entire Section. Place that Event marker on that Section/car until its effects are removed (see 8.4-8.6).

5.2 ACTION PHASE: Normally, an Active player may play any number of *black* cards. Each card is played one at a time so as to give all players an opportunity to react before the next card is played. For each black card played, each opponent may play one *red* card in response. However, the ability to respond is usually limited to Adjacent cars actually being passed/attacked. Cards drawn to resolve chance situations do not count as cards played by any player and are discarded immediately.

5.3 DISCARD PHASE: If he *played* no cards during his Action Phase, an Active player may *discard* any number of cards.

5.4 DRAW PHASE: The Active player may normally draw a maximum of three cards in his Draw Phase minus one card for each card (regardless of color) he *played* from his hand during his Action Phase. However, he may never draw more than his maximum Hand Capacity.

6. MOVEMENT

6.1 STARTING: A stopped car must play a ✇ card in order to flip to its ➡ side. That ✇ card does not allow it to advance in any other way and is placed in the Discard pile. "Swerve" and red "Move" cards cannot be used to start since a car has to be already ➡ to play those cards. A "Red Line" card can be used to start (as well as to double Move Values) but requires a ✔.

6.2 OVERVIEW: Cars move forward along a trail of Road cards laid end to end during play to form the course over which the race is run. Cars never move backwards. The race is won by the first car to *enter* the eighth Road Section. All cars behind the leader finish in their current position when the leader enters the final Section. The "Move/Road #" cards are considered "Move" cards when played to pass a car on an already-played Section, or to enter an existing Section. "Move/Road" cards are considered "Road" cards when laid to form a new extension to the course. There are two forms of movement:

- entry of a new Section, and
- movement within the currently occupied Section.

6.21 LAYING A NEW SECTION: Only the lead car on the lead Section can lay a Road card to add to the course. He does this by playing a "Move/Road" card onto the table in front of the lead Section and passing an "Exit draw" (see 6.24). If that Exit draw (after all modification) is *greater than* the number of Trailers, that "Move/Road" card becomes a permanent Section and the Active car moves to the top of that Section.

If the Exit draw (after all modification) is *not* greater than the number of Trailers, the just-placed Road card is discarded. A Road card with a value greater than 1 does *not* receive multiple Exit draws. However, the Active player may play another Move card to attempt the Exit draw again in the same turn.

If the Active car successfully places a new Section in play, that car remains at the top of that Section until it is passed or moves onto another Section. Other cars which enter that Section are placed behind the previous car(s) on that Section in the order that they enter that Section to depict their order on that Section from first to last.



Place a Section marker equal to the Road's place on the course (e. g., Road Section 1 for the first Section played) next to each newly placed Section. Place the side of the Section marker face-up which corresponds to the value of the Section card. Use the "Section III/IV" markers to record a Section of value 3 or 4.

6.22 EXISTING SECTION ENTRY: A car which is *not* on the lead Section, but which *is* leading on its current Section, may move forward onto the already-placed Section ahead of it by playing any Move card and making an Exit draw greater than the number of Trailers (see 6.24). Regardless of the outcome, any Move card used to attempt an Exit draw to an already-laid Section is discarded. Any remaining "value" of that Move card is lost.

When the last car has left a Section, place that Road card in the Discard pile, but leave the Section marker in place.



6.23 TIME ON ROAD: Whenever an Active car enters a new Section (including Side Roads), its owner places his "Time on Road" marker on the gray negative box of his Control Panel's Road Log that is equal to the value of the car's current Section. Whenever an Active car ends its Player Turn ➡, advance its "Time on Road" marker one box to the right on the Road Log. The number in the Road Log box occupied by the marker is added to that car's draw when trying to exit its current Section. Events may move a "Time on Road" marker backwards on the Road Log, but a car's Road Log status may never be less than –4.

EXAMPLE: It is the first turn of a six-car race. Car 1 plays a ✇ card to start and a "Move 2" card to enter the first Section. His entry of the Section is automatic because there are no Trailers at the start of a race. However, he must still draw a card to check for the Exit simply because doing so removes a card from the Draw pile. Because it is a six-car race, he would check under the "/" (6) column (6.24) if the success of the Draw was in doubt. His "Time on Road" marker is placed on the –2 box of his Road Log. If he ends his turn now, he may draw one card and advance his Time on Road marker to the –1 box. However, he is feeling ambitious and decides to play two Landmark cards and a "Move 1" card in an effort to reach the second Section. There are now five Trailers on the Section behind him so he must draw a 6 under the "/" (6) column to succeed, since the –2 of his Road Log status and the +2 of the Landmarks negate each other. He draws a "5", which is not greater than the number of Trailers, and fails. His "Move 1" is placed in the Discard pile. If he had another Move card he could play it now and attempt another Exit draw while the Landmarks are still in play. With only two cards left, he ends his turn. He may not draw any cards. Still ➡, he advances his "Time on Road" marker to the –1 box.

6.24 EXIT DRAW: Only the lead car on each Section may attempt to enter the next Section. To exit its current Section it

must draw *a number greater than the number of Trailers after playing its Move card.* The column of the Number Line consulted is always equal to the *number of cars in play.* The draw result is modified as follows:

- add the car's "Time on Road" status;
- add 1 for each Landmark/Red Line card played;
- minus any modifiers for applicable Weather/🔧 conditions.

A player attempting an Exit draw must first declare any Landmark/Red Line card that he will play to modify the draw.

6.25 AUTOMATIC EXIT: If a car's "Time on Road" marker is in the "Automatic Exit" box of its Road Log, the car may enter the next previously-laid Section at the start of its next turn without playing a Move card *if* the car is ➡ and leading on its current Section. If the car is leading the race, it may exit automatically but only if it has a Road card to lay as the new Section.

6.3 LEADING: At the start of play before any Section is laid, car #1 is considered the leader, car #2 is second, and so on. Thereafter, the first car to play and enter the foremost Section is the leader. That car is placed at the top of that Section until passed by another car, which then becomes the new leader. Later arrivals are placed behind cars already there, in the same order that they entered that Section, until they pass a current occupant of that Section.

Until a player actually plays a Section, all cars are assumed to occupy an imaginary "Road 0" Section at the starting line which can be affected by Events. A car must be the leader on the Road 0 Section before it can lay the first Section of the race. Attacks and movement on the Road 0 Section are resolved in the same manner as those on other Sections.

6.4 PASSING: An Active car can pass another car in one of four ways. It may:

- play a Move card to pass one or more cars on its own Section, or
- it may play a Shortcut card or be the recipient of certain beneficial Events, or
- it may attack and pass (or just pass) the car directly in front of it with an appropriate 💥 card, or
- if already ➡, it may automatically pass stopped cars at the start of its turn (6.61).

6.41 PASSING ON THE SAME SECTION: A car may move forward on its current Section by playing a Move card and exchanging positions with the car ahead of it. The car being passed can respond with an appropriate red card. The Active car can use that same Move card to pass as many cars on its current Section as the value of that Move card. However, if any attack made by or against the passer forces it to stop, its Action Phase is over. A player need not immediately reveal how many cars he will pass when he plays a Move card. He may wait until he has successfully passed a car and then decide whether he will attempt to pass another with any remaining Movement value of the previously-played Move card. He may also decide to play another card in the interim while "saving" the unused portion of the prior Move card for later use in the same Action Phase.

If a player uses a *portion* of a Move card to take the lead of his currently occupied Section, he may use any remaining value of that Move card to attempt to enter the next Section (as per 6.24). If currently the overall leader, he must place that same Move/Road card as the next permanent portion of the course.

6.42 PASSING ATTACK: An *Active* car can pass the car immediately in front of it on the same Section by playing an appropriate 💥 card against it. By attacking, it passes the target *regardless* of the outcome. An attack played against a camouflaged target has no effect on either car but still allows the Active car to pass and the "target" to counterattack. A counterattack played by a non-Active player has no passing value.

6.43 NON-ATTACK PASSES: An Active car may play an eligible attack card solely to pass without resolving the attack. This is the only way a Ram or Sideswipe can be used to pass a stopped car because a stopped car cannot be attacked by those cards. Ignoring an attack opportunity does not prevent the passed car from using that opportunity to counterattack. The passing car must declare whether it will attack before passing and may not change that action even if the passed car decides to counterattack. Players may make agreements not to attack one another, but such pacts are unenforceable.

6.44 VOIDING A PASS: A car being passed may play a red "Move 1" card during an opponent's turn to negate the opponent's passing attempt. This does not stop a passing attack from being made, but does prevent the attacker from passing as a direct result of that attack. A defensive "Move 1" play cancels only one value of a Multi-value Move card.

6.5 ATTACKS: The Active car can attack any *adjacent* car by playing an appropriate black 💥 card, drawing (and discarding) the next card from the Draw pile to check the "💥" column of that Number Line, and applying the resulting number to that card's Attack Table. A non-Active car can attack an Active car only while being passed (or attacked), and only once for each card (Move or attack) played by the Active car. The passer's attack is resolved first, but that attack and any resulting counterattack is considered simultaneous and resolved regardless of the consequences of either attack.

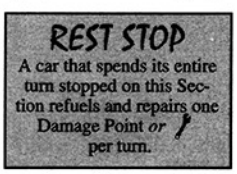
6.51 COUNTERATTACK REACTION: The Active car may play a "Swerve" or "Firm Shoulders" card in reaction to a counterattack, but only one. The passer's response to a counterattack does not allow the passed car to play another card in return.

6.6 STOPPING: Cars may stop voluntarily, or be forced to stop by Events or attack results. Moving cars remain in motion even if they take no action during their turn, unless they are flipped to their back (stopped) side. Stopping is *not* an action and does not inhibit discard or draw capabilities. If a car stops during its Action Phase, it can take no further action during that Action Phase. A car that stops during the Event Phase may still camouflage itself (Event J), siphon gas (Event A), or make repairs (Event R) during that Event Phase. A car that stops during the Event Phase may start and/or take other actions in its Action Phase.

6.61 AUTOMATIC PASS: An already ➡ car that starts its Action Phase directly behind a stopped car(s) on the same Section passes it without a Move or Attack (even if on a Narrow Road) unless it stops or opts to pass with an Attack card instead at the start of its Action Phase. However, the passer is subject to normal counterattacks by each passed car as it passes. Once the passing car enters a new Section or moves behind a ➡ car, it may no longer automatically pass stopped cars in that turn.

6.62 RESTING: A car that begins its Action Phase already stopped and takes no action in that phase (including the automatic repair/refuel of a Rest Stop) may discard any number of cards during its Discard Phase and refill its hand completely in its Draw Phase (up to its present Hand Capacity).

6.63 OUT OF GAS: A car which runs out of fuel must stop. On the next turn it may rest (6.62), discard, forage (6.72), or play a Siphon Gas card. It may not move forward without fuel. To forage, it must first play a ☮ card to restart.



6.7 REST STOPS: A Section containing a Rest Stop offers an opportunity to refuel and repair. A car that stops in a Rest Stop Section on the FIRST turn it entered that Section is considered at the Rest Stop. Mark it with a Rest Stop marker. Every turn it *begins and ends* its turn stopped at the same Rest Stop, it may remove one Mechanical problem (🔧) *OR* one Damage point *in addition to* discarding, playing and drawing cards normally, and completely refueling. A car at a Rest Stop may play cards such as "Tool Kit" to make additional repairs in excess of the automatic repair benefit of the Rest Stop, but may not draw for additional repairs due to the "sole action" restriction of Roadside Repairs (7.4). The automatic repair/refuel functions of a Rest Stop do not reduce the number of cards a player may draw in his Draw Phase. A car at a Rest Stop can

attack and be attacked normally. All Side Roads, including Box Canyons, contain Rest Stops.

6.71 SIDE ROADS: No Exit draw is required to enter a Side Road, but a successful Exit draw is required to leave one. A car must play a Move card to attempt re-entry of the main Section, and if successful will expend fuel normally. Normal "Time-on-Road" modifiers for the Road Log will accrue for turns spent ➡ on a Side Road, but are usable only to exit that Side Road back onto the main Section.

A Side Road is returned to the Discard pile as soon as its occupant returns to the main course. Only the car that played a Side Road may enter it. Cars on Side Roads may not attack or be attacked.

A Side Road is an extension of the Section to which it is connected. A car on a Side Road is behind all cars on the Section to which that Side Road is connected, but is not considered a Trailer to them. If all cars on a Section are on Side Roads, the leader on that Section is the car with the most "Time on Road" on its Side Road. If still tied, the leader is the lowest-numbered car on that Section's Side Roads.

6.72 FORAGING: A player in need of fuel and/or repairs who does not wish to follow the existing course to reach the next Rest Stop may play a "Move/Road" card from his hand to *automatically* form and enter a Side Road perpendicular to the currently occupied Section. There is no fuel cost to enter a Side Road (see 7.2). The car then stops and refuels/repairs normally as if it were at a Rest Stop.

DAMAGE TABLE

✔	Result	Consequences
≤1	Crash	Applicable only to ➡ car. Stop, take one Damage and draw for 🔧 on Control Panel *unless* you discard "Great Reflexes".
2	Flat Tire	Car must stop. Place a 🔧 marker on the Flat Tire box. Car may not move again until repaired.
3	🔧 Problem	Draw on the 🔧 column and check Control Panel for effect. Place a 🔧 marker on that Control Panel box until repaired.
4	Ditched	Applicable only to ➡ car. Stop and take one Damage *unless* you discard "Firm Shoulders" or "Great Reflexes".
5	Spinout	Applicable only to ➡ car. Stop and move Road Log marker one box to the left *unless* you discard a "⑤" card.
≥6	No Effect	

Damage incurred on the Damage Table does not require additional draws on the "✓" column. Each time a car is required to "✓", it must draw a card and check the "✓" column of its Number Line to find a number to apply to the Damage Table. If the ✓ was caused by taking Damage, subtract one from the "✓" column number.

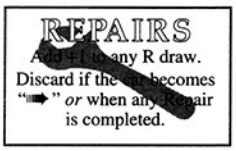
7. DAMAGE & REPAIRS:

7.1 CONTROL PANEL: Each car's mechanical problems are summarized on its Control Panel with the aid of markers. If a "🔧" marker is placed on a Mechanical Problems box on the Control Panel, those penalties apply to the car until it is repaired and the 🔧 marker is removed.

7.2 FUEL USAGE: Fuel use is recorded by moving each car's Fuel Gauge marker down the corresponding column one box for each value of the Section just *exited* (one, two, three or four). When a car runs out of fuel, it stops. On subsequent turns it must rest, siphon gas, discard, or forage for fuel (as per 6.72). A car that cannot expend all the fuel required to exit a Section may not leave it except by foraging on a Side Road.

7.3 DAMAGE: For each point of Damage a car suffers, its Hand Size is immediately reduced by one and the car must make a draw on the ✓ column and apply the resulting number with a –1 modification to the Damage Table to check for additional problems. Further Damage caused by the Damage Table does not require another draw on the Damage Table. Record any 🔧 by placing a 🔧 marker on the proper Control Panel box. If a car already with a Mechanical Problem draws an identical 🔧, it must draw again until it obtains a different 🔧.

A player whose maximum Hand Size has been decreased beneath his current Hand Size must immediately have an opponent randomly draw and discard the excess card(s) from his hand.



7.4 ROADSIDE REPAIRS: Already stopped cars may attempt emergency roadside repairs without Rest Stops or repair cards by declaring a Repair Attempt as the *only* action of their Action Phase. This attempt does not inhibit Draw or Discard capabilities. Repair attempts are successful on a Repair draw ≥ "4" on the "R" column. Each successful Repair corrects one 🔧 of the driver's choice or removes one Damage point.

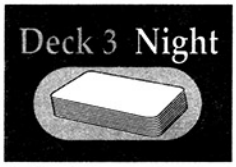
For *each* failed repair attempt, the driver is given a "Repairs +1" draw modifier marker which he uses to modify subsequent Repair draws. If the subsequent Repair draw also fails, the Repairs marker is flipped to its "+2" side for the next attempt. A Repair draw can never be modified by more than +2, but that same modifier may be used any number of times. The Repairs marker is discarded when a repair is successfully completed or the car ➡. A Repairs marker does not have to be used on the same Repair job for which it was obtained.

7.5 ELIMINATION: A car with seven Damage points is eliminated. The player may continue in the race by starting over with a new car from the original start line on his next turn.

8. EVENTS:

8.1 LEADER PAWN: Once each player has taken a turn, there is an Event draw (5.1) at the start of the current leader's turn and that player places the pawn at the top of his Control Panel to mark his status as the current leader. The pawn is passed to whoever passes him to become the new leader. The pawn is a visible reminder of the leader's responsibility to check the Event draw. If the leader takes his complete turn without making the Event draw, there is no Event. However, if any player calls for the missed Event draw before the leader finishes his turn, the Event must be drawn and applied immediately after the leader finishes his turn.

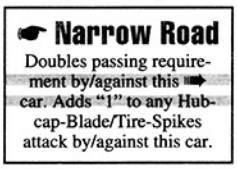
8.2 APPLICABILITY: If an Event is listed as being applicable to "➡ car in # position", a subsequent draw is often required to determine the ➡ car to which it applies. Determine how many ➡ cars are in play and consult that column on the Number Line of the next draw to determine which of the ➡ cars is affected. The draw refers to the current position of the car relative to the other ➡ cars—not to its printed number or overall position in the race.



8.3 NIGHT: Night rules apply once any player draws a card from the third deck. Daylight returns once any player draws a card from the fourth deck. Thereafter, Night rules apply during every third deck played. During Night Draw Phases, an Active ➡ car can normally draw a maximum of two cards per turn (stopped cars may still normally draw up to three cards per turn or fill their hands if resting; 6.62). All attack draws except Tire Spikes are modified by subtracting one at night. Landmarks do not modify Exit draws at night. Place the properly numbered Deck marker next to the Draw pile as a reminder of the current deck.



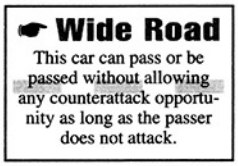
8.4 WEATHER (☛): If a Weather Event is drawn, place the appropriate Weather Event marker to the left of the leader's current Section until cleared. That Weather condition remains in effect on the stated Section (only) until another Weather Event is drawn or that Section is removed due to having been passed by all cars. If any Weather Event is drawn while another Weather Event is already in effect, the new Weather Event cancels the original Weather *without going into effect itself!*



8.5 NARROW ROAD: This Event occurs only to a ➡ car. It means that the listed car finds itself on a portion of its current Section that limits maneuverability. Mark that car with a "Narrow Road" marker. To attempt to pass a ➡ car (or to be passed while ➡) on a Narrow Road requires an extra Move value or attack. For example, passing on a Narrow Road would require the play of two "Move 1" cards, or both values of a "Move 2" card, or an Attack card *and* a Move value, or two Attacks. A car passing with two Attacks resolves both, unless the first causes either car to stop.

The passed car can respond with a reaction card of its own to each card played to pass it. Therefore, if playing two cards, the passer should play them separately so that the passed car can respond to each individually. Pass attempts are not cumulative from turn to turn. A red "Move 1" play would cancel the passing effect of only one passing attempt—leaving the second to be combined with yet another passing attempt that turn to complete the pass.

Hubcap Blades and Tire Spikes attacks occurring on a Narrow Road add one to their attack draw by/against the car. A car with a "Narrow Road" marker passing another car with a "Narrow Road" marker does not incur additional penalties.



8.6 WIDE ROAD: This Event occurs only to a ➡ car. It means that the listed car finds itself on a portion of its current Section that has split into a divided highway so that the car can pass or be passed without being seen. Mark that car with a "Wide Road" marker. A car can pass on a Wide Road in the normal manner, at the option of the passer. However, if the passer opts to pass without attacking (whether with a Move or Attack card) he cannot be counterattacked as a result of that pass as he is assumed to have passed out of the other car's sight on the other side of the divided highway. If the passer elects to attack on a Wide Road, he may be counterattacked normally.

8.7 NARROW/WIDE ROAD DURATION: A car remains marked with a "Narrow/Wide Road" marker until:

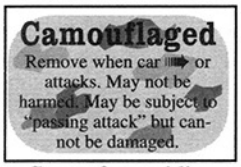
- another "Narrow/Wide Road" Event is drawn for that car; or
- the car is passed while ➡ (but not via a Shortcut); or
- the car passes another ➡ car (not via a Shortcut); or
- the car enters a new Section.

"Narrow/Wide Road" Events act as toggle switches. Any car on a Narrow or Wide Road which is affected by either Event returns to a normal road by removal of its previous "Narrow/Wide Road" marker. Similiarly, if a "Narrow Road" car attempts to pass a "Wide Road" car (or vice-versa), both Road markers are removed before the pass attempt.

8.8 FIRST-CHOICE EVENTS: The "Abandoned Car", "Repair Truck", "Shortcut" and "Hiding Place" Events can be used by only one car during each occurence. If the first eligible car declines the opportunity offered by the Event, that opportunity passes to the next eligible car. A car could stop to use the "Abandoned Car" or "Repair Truck" even if it does not need to refuel/repair, so as to deprive the next car of the opportunity to do so.



9. MISCELLANEOUS



9.1 CAMOUFLAGE: This marker protects a car from all attacks (including Theft, Siphon Gas, and Sabotage). It may be placed in the same Action Phase after a car has voluntarily stopped. If a camouflaged car attacks, it loses its camouflage after voiding any counterattack prompted by its attack.

9.2 SMOKE SCREEN/MULTIPLE MOVES: When a Smoke Screen is played in reaction to an attack/passing attempt, that attack/passing attempt fails automatically and both cards (even a Multi-Value Move card) are discarded. However, this does not prevent the passer from attempting to pass again in the same turn with another Attack/Move card.

9.3 FATE: The Fate card must be played before any applicable draw or play of a subsequent card. However, on occasion, a player will play cards in combinations that affect each other (e.g., a Move card with a Landmark card); if a Fate card is then played to negate the Move card, the Landmark card must be returned to the owner's hand as if it had never been played.

9.4 SIDESWIPE: If unable to "lose one random card" because he has none, the defender must take one Damage instead

9.5 PURPOSE OF ACTION: Each card played must attempt to fulfill its function. A card cannot be played in the Action Phase solely to remove it from the hand. For example, a player cannot play a Swerve card without being attacked (or dodging some Event road hazard).

9.6 SIPHON GAS: If a "Siphon Gas" card is played against an adjacent stopped car, that car loses an amount of gas equal to that gained by the siphoning car. If the siphoned car has only one fuel box left, the siphoning car can gain only one fuel box. A "Siphon Gas" card can be played without affecting an adjacent car, in which case it is assumed to be used against an abandoned car not belonging to one of the players.

9.7 TRADING: Any two Adjacent stopped cars may trade cards during one of their Action Phases. Trades do not have to involve an even exchange of cards and can include *future considerations* such as promises of safe passage for a certain number of Sections. However, such agreements can be violated at any time without penalty.

9.8 LANDMARK: A Landmark cannot modify Exit draws at night, but may modify as many Exit draws as a car can attempt in its turn.

OPTIONAL RULES

10. CAR UPGRADES



10.1 DRAFTING UPGRADES: Modifications can be made to cars. No Upgrade can be owned by more than one player at a time. Once selected, it is no longer available to be chosen by another player in that race. Players take turns "drafting" Upgrades in reverse order of their car's number before play begins.

10.2 REVERSE DRAFT: If all players wish to start with two Upgrades, each player selects one item and then the order of the draft is reversed with the player who got first choice of the initial Upgrade getting last choice of the second Upgrade. Thus, in a six-player draft the player selecting last (car #1) would have the sixth and seventh selections; the player picking second (car #5) would have the second and eleventh choices, etc. Players have a total of five points to spend on their Upgrades in a Reverse Draft.

10.3 VALUE: The number listed on the back of each Upgrade marker and in brackets "[2]" in the following description is the relative worth and cost in Victory Points of each Upgrade when purchased in a Campaign Game (see 11.2) or Reverse Draft.

A. COMPUTER GUIDANCE SYSTEM [4]: This device increases a car's normal Hand Capacity by one.

B. HOMING BEACON [2]: This device voids "Box Canyon", "Changed Road Sign", and "Lost" Events.

C. AUTO PILOT RADAR [1]: This device voids "Fog" effects and any opposing "Smoke Screen".

D. BURGLAR ALARM [1]: This device negates all "Theft", "Siphon Gas", and "Sabotage" cards played against this car.

E. POWER RAM [3]: This electronically powered battering ram adds +1 to all "Ram" and "Sideswipe" attacks by this car.

F. CRUISE CONTROL [3]: This device allows a car to use each of the remaining values of a Multi-value Move card for an Exit draw instead of the normal one Exit draw per Move card.

G. RESERVE TANK [1]: This vehicle contains a reserve fuel tank which allows it to reset its Fuel Gauge at ½ when it reaches empty for the first time. Flip the marker to the reverse side once this reserve tank has been used. The marker can be flipped back to its front side once the vehicle is fully refueled normally. A Fuel Leak has no effect on the Reserve Tank unless the Reserve Tank marker is already flipped to its reverse side.

H. SUPERCHARGER [3]: This Engine accessory allows an increase of one Move Value to any Move card it plays and/or Exit draw it takes, but costs one additional fuel per turn it is used. To claim the +1 benefit, its use must be declared before attempting an Exit draw.

I. ROTOR [2]: This device converts the car into a mini-copter capable of short-distance flight. It negates all "Narrow Road" restrictions hindering its *own* passing attempts, the "Drawbridge" event, and opposing "Tire Spikes" attacks.

J. CLOAKING DEVICE [3]: This car may use an extra Move value to pass free of counterattack. The extra "Move value" used to activate the Cloaking Device may not be an Attack card. A cloaked pass must be declared before the passed car reacts.

K. CONTINUER [2]: This Upgrade allows a car to continue its Action Phase even after it stops. A ☮ card is required to start again.

L. JUMP START [1]: This device allows a stopped car to use one value of a Multi-Move card to start and retain the remaining values of that card for passing and/or an Exit draw during that turn.

M. AUTO START [2]: A stopped car with this device may start automatically without playing a ☮ card.

N. 4-WHEEL DRIVE [2]: This vehicle may add 1 to its Exit draw when exiting a Road 3/4 Section or one affected by Snow. It does not "✔" for Shortcuts.

O. INFRA-RED GOGGLES [2]: Improved Night Vision voids the –1 Night penalty for attacks by this car and the reduced maximum Draw limit for ➠ cars. It also voids the "Headlights Out" ⁄ effect for this car.

P. POWER BRAKES [2]: This accessory doubles the "Swerve" modification to opposing attacks to –2 and ignores "Roadkill" Events without discarding a "Swerve", provided its car does not have "Worn Brakes ⁄".

Q. AMPHIBIAN [2]: This quickly transforms the vehicle into a boat capable of crossing rivers. It uses one less fuel when exiting a Road 2 Section and adds one to the Exit draw when leaving a Road 2 section. It also ignores the "Flooded Road" and "Drawbridge" Events.

R. STABILIZER [4]: This car may draw one extra card per Draw Phase so long as it does not exceed its Hand Capacity.

S. REPAIR KIT [2]: This car has a permanent +1 Repair marker. If it fails its first repair draw, the marker flips to the +2 modifier side where it remains until a repair is completed or the car moves. It gets a total modifier of +2 for a Tire Change on the first try and, if unsuccessful, +3 (automatic) on its second Tire Change attempt. No other ⁄ repair modifier ever exceeds +2.

T. MORTAR [2]: This modified Grenade Launcher allows Hand Grenade attacks by stopped cars as well as ➠ ones, and also allows attacks vs the Adjacent car ahead of the firer—thereby making it useful as a Passing card.

U. 20mm TURRET [2]: This improved weaponry adds +1 to all Machine Gun attacks by its owner. It also allows Machine Gun attacks to be made while stopped against any Adjacent target.

V. TRACTION TIRES [1]: This vehicle ignores "Ice Patch" and "Oil Spill" Events as well as all "Spinouts".

W. RUN-FLAT TIRES [3]: These puncture-proof tires void all Flat Tire results.

X. ASSISTANT DRIVER [2]: This car does not suffer the reduced Maximum Draw limit for ➠ cars at night (8.3), and may use Assault Rifle cards while ➠.

Y. ARMOR [4]: This radically enhanced body design subtracts one from all "Assault Rifle", "Machine Gun", "Hand Grenade", "Sideswipe" and "Ram" attacks against it.

Z. NUCLEAR FUEL CELL [4]: This allows a car to ignore all fuel requirements. However, if a "Fuel Leak ⁄" develops, the car suffers one Damage point per turn at the end of each turn until it is repaired, starting with the turn after the Fuel Leak occurs.

10.4 LOSING UPGRADES: A car with an existing ⁄ problem (other than a Flat Tire) which incurs the same ⁄ problem again must lose an Upgrade if it has one. If it has no Upgrade to lose, it draws again on the ⁄ Column to determine a new ⁄ problem. A car with more than one Upgrade must lose the Upgrade with the lowest alpha-ID (i.e., a car with any other Upgrade and the Nuclear Fuel Cell (Z) must lose the other Upgrade before losing the Fuel Cell).

Upgrades cannot be repaired. Once lost, they are returned to the pool of available Upgrades to be bought/drafted before the next race.

11. CAMPAIGN CIRCUIT

11.1 DURATION: A Campaign Game consists of multiple races by the same group of drivers. A player earns one Victory Point for each Section it has entered minus one Victory Point for each car that finishes ahead of it. The Campaign Game lasts until a player wins the last race *and* has at least 20 Victory Points.

EXAMPLE: The winner of an 8-Section race would always receive eight Victory Points. If there were two other cars on each of the sixth and seventh Sections, and a sixth car on the fifth Section, the score would be: 8, 6, 5, 3, 2, and 0.

11.2 CAR UPGRADES: After each race, each driver — beginning with the player who finished last in that race — may declare expenditure of as many of his Victory Points as he wishes to buy *one* Upgrade for his car. The player finishing next-to-last purchases next, and so on. Purchase prices are listed on the back of each Upgrade marker. No Upgrade may be owned simultaneously by more than one car. A driver may purchase one additional Upgrade after each race if he has enough Victory Points to spend. Once purchased, car Upgrades can be voluntarily returned for half value (fractions rounded down). Victory Points gained for the return of Upgrades count toward victory totals. Regardless of penalties, a player's Campaign Game total can never be less than zero. However, a car can be forced to return Upgrades to pay for negative Victory Point totals incurred in the last race if it has insufficient unspent Victory Points remaining to pay the penalty.

11.3 POLE POSITION: Between races, drivers can not change cars or starting positions regardless of their finish in each race or their place in the overall standings. However, the first race of a Circuit does start with a possible purchase of one Upgrade by each car, with cars selecting in reverse order of their car numbers. Each car begins the Circuit with two Victory Points to spend.

12. TEAMS

12.1 COMPOSITION: If there is an even number of players, they may form teams of two players per car. The Driver keeps the Control Panel in front of him and records the current status of the car. The other player becomes the Assistant Driver. Players may discuss their strategy but may not actually show the cards in their hands to one another unless passing cards or changing drivers (12.4-.5).

12.2 SEATING: All Drivers are seated in clockwise order around the table in order of their car's printed number (from lowest to highest). All Assistant Drivers are then seated in

clockwise order around the remainder of the table, again in the order of their car number.

12.3 ROLES: Both partners control their car and move it normally in their respective individual turns with the following exceptions:

12.31 REACTIONS: When a car is passed or attacked, only the player of the passed/attacked car closest to the passer in clockwise direction around the table may play cards in defense. Any player may play a "Fate" or "Box Canyon" card at any time.

12.32 ASSISTANT DRIVER: The Assistant Driver may play the Assault Rifle card even while the car is moving.

12.4 PASS/DRAW: Partners may substitute the ability to draw a card for the ability to pass a card to their partner. Players may use any combination of draws/passes that does not exceed their Draw capabilities or Hand Capacities.

EXAMPLE: Player X has six cards. He plays no cards during his Action Phase. He is allowed to draw three cards, but due to a Hand Capacity of 7 can draw only one *unless* he passes one to his partner (assuming his partner's hand is not already full). So, he draws a card to fill his hand, passes one of the seven to his partner, and then draws another card to fill his hand—using all three of his Draw/Pass options.

12.5 CHANGING DRIVERS: Partners may switch roles if their car begins its turn stopped *and* the Active player first plays a ☮ card to get the car started again. The previous Driver gives the Control Panel to his partner and becomes the Assistant Driver. The Active player then takes their combined hands, keeps as many cards as he wishes (up to the maximum Hand Capacity of their car), and returns the rest to his partner.

12.6 EVENTS: Only the player with the Pawn draws for Random Events. When the leader is passed, he gives the Pawn to the Active player who passed him. Only that player, not his partner, can draw the next Random Event—even if they switch drivers.

DECK INVENTORY

One *Roadkill* game should contain the following number of each card type:

12	Black Move/Road 1	4	Spare Tire
7	Black Move/Road 2	2	Camouflage
3	Black Move/Road 3	8	Landmark
1	Black Move/Road 4	3	Red Line
3	Reststop Move/Road 1	12	Swerve
2	Reststop Move/Road 2	5	Sideswipe
1	Reststop Move/Road 3	5	Ram
7	Black/Red Move/Road 1	4	Hubcap Blades
1	Changed Road Sign	5	Grenade
2	Theft	1	Fate
2	Sabotage	5	Machine Gun
3	No Doze	4	Firm Shoulder
3	Tool Kit	5	Smoke Screen
3	Spare Parts	3	Tire Spikes
2	Road Map	1	Box Canyon
2	Shortcut	3	Assault Rifle
3	Siphon Gas	1	Great Reflexes

CREDITS

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THE GENERAL

Now that you know how to play the game, the next problem is probably who to play. We can help you with that only through your subscription to our bimonthly gaming journal. In *THE GENERAL* you'll not only discover all there is to know about this game, but will also learn about our dozens of other exciting simulation games. Every full-color issue is filled with 64 pages of the best strategy and tactics articles on Avalon Hill and Victory Games. Look at all *THE GENERAL* offers:

SERIES REPLAYS: Follow the course of an entire game played out move-by-move in our pages—amply illustrated and accompanied by commentary by a recognized expert.

HISTORY: Curious about the events portrayed in the game? GENERAL articles are the only way to see inside the heads of our designers to see what parallels they've drawn to real life events.

VARIANTS: Tired of the same old game? Chances are that we've printed numerous variations on this game, as well as many others in the pages of *THE GENERAL*. Many are accompanied by a sheet of die-cut counters—all FREE to subscribers—to enhance your enjoyment. Many of our games have had more scenarios printed in *THE GENERAL* than in the game itself.

WHAT'S HAPPENING: Each issue is your vantage point on the broader spectrum of simulation games as we discuss developments in the hobby. Regional game conventions are listed regularly along with news of interest to Avalon Hill gamers. And, of course, no one hears about the new games from Avalon Hill faster than a subscriber who sees them coming and going with details on upcoming games in our Previews column, full page advertisements when they're ready for release, and feature coverage a year later.

QUESTIONS & ANSWERS: In our Question Box column you'll find the only official source of commonly asked questions and answers about Avalon Hill games. Be sure to get the issue featuring this game for answers to any questions that have been generated to date.

PRODUCT REVIEWS: If you're interested in other games, you can check them out in the READER's BUYERS GUIDE. The RBG is a game review compiled by our combined readership—the people who actually play the games—not a self-appointed critic. Realism, complexity, components, play balance and playing time are only a few of the categories rated in the RBG.

VALUE: Each issue contains a coupon good for $1.00 off the postage charges of mail order purchases. Since its inception in 1964, *THE GENERAL* has stood the test of time. It remains by far the oldest and most stable periodical devoted to simulation gaming. And its subscription rates remain the best value. Increase your enjoyment of this and our other games with a subscription. See the Parts List enclosed with your new game for prices or call Toll Free 1-800-999-3222 to place an order with any major credit card; or FAX it to: 410-254-0991.

AVALONCON

AVALONCON is the National boardgaming championships for Avalon Hill games. Tournament competition can be grueling and rewarding, but there are also less intense gaming events and demonstration games suitable for every age and skill level. The latest information updates and event details are included in the AVALONCON bulletin, which is sent with every *subscriber* issue of *THE GENERAL* magazine, along with player ratings, championship match reports and details of postal matches played around the world. To find out more, subscribe to *THE GENERAL* or, for a sample bulletin, send a stamped, self-addressed envelope with a request for the latest AVALONCON bulletin.

	EVENT:	APPLIES TO:	CONSEQUENCES:
A	Abandoned Car	➠ Car in # Position	The indicated ➠ car *may* stop now and siphon enough gas to advance its Fuel Gauge four spaces. If declined, the next ➠ car may do so, and so on.
B	Blond Hitchhiker	Lead Car	The lead car must stop and move its Road Log marker one box to the left.
C	Spinout	➠ Car in # Position	The indicated ➠ car must stop and move its Road Log marker one box to the left, *unless* it discards a ✇ card.
D	Drawbridge Up	➠ Car in # Position	The indicated car must either stop and move its Road Log marker one box to the left, *or* jump the Drawbridge. To jump, check ✓ column with a –2 modifier.
E	Flooded Road	All Cars on Lead "2" Section	Any cars on the lead "2" Section must stop and move their Road Log marker one box to the left while a detour is created.
F	Flat Tire	➠ Car in # Position	The indicated ➠ car must stop. It may not move again until repaired.
G	Fog ☛	Lead Section	Remove any existing Weather condition anywhere on the course. If none, place the Fog marker on the lead Section.
H	Head Winds	All ➠ Cars	All ➠ cars must move their Road Log marker one box to the left.
I	Ice Patch	➠ Cars on Lead Section	All ➠ cars on the lead Section unable to discard a ✇ card must check the ✓ column with a –1 modifier.
J	Hiding Place	➠ Car in # Position	The indicated ➠ car spots a hiding place and *may* stop now and receive a free Camouflage marker. If declined, the next ➠ car may do so, and so on.
K	Rockslide	All Cars on Lead "3" or "4" Section	Each car on the lead "3" or "4" Section (if any) must take one Damage unless it discards a ★ card.
L	Lost	➠ Car in # Position	The indicated ➠ car must discard cards equal to a draw on the 🔧 column. If unable to do so, lose all cards, one fuel, and stop.
M	🔧 Problem	➠ Car in # Position	The indicated ➠ car must draw on the 🔧 column and find the result on its Control Panel to determine the nature of its Mechanical Problem.
N	Narrow Road ☛	➠ Car in # Position	Place a "Narrow Road" marker on the indicated ➠ car, or remove any "Narrow Road" or "Wide Road" marker already on it.
O	Oil Spill	All ➠ Cars on Lead Section	Each ➠ car on the lead Section unable to discard a ✇ card must check the ✓ column with a –1 modifier.
P	Slipstreaming	➠ Car in # Position	The indicated ➠ car *may* now pass the Adjacent ➠ car in front of it free of attack. If not directly behind a ➠ car, the opportunity passes to the next eligible car.
Q	Heavy Rain ☛	Lead Section	Remove any existing Weather condition anywhere on the course. If none, place the Heavy Rain marker on the lead Section.
R	Repair Truck	➠ Car in # Position	The indicated ➠ car *may* stop now and repair one Damage or 🔧 automatically. If declined, the next ➠ car may do so, and so on.
S	Shortcut	➠ Car in # Position	The indicated ➠ car *may* pass cars equal to the value of its current Section after making a ✓. If declined, the next ➠ car may do so, and so on.
T	Tail Winds	All ➠ Cars	All ➠ cars move their "Road Log" marker one space to the right.
U	Snow ☛	Lead Section	Remove any existing Weather condition anywhere on the course. If none, place the Snow marker on the lead Section.
V	TV Interview	Lone Lead Car	If the lead car is alone on its Section, it must stop and move its Road Log status one box to the left.
W	Wide Road ☛	➠ Car in # Position	Place a "Wide Road" marker on the indicated ➠ car, or remove any "Narrow Road" or "Wide Road" marker already on it.
X	Large Roadkill	➠ Cars on Lead Section	The first ➠ car (starting with the leader and working backwards) unable to discard a "Swerve" must ✓ with a –1 modifier.
Y	Roadkill	➠ Cars on Lead Section	The first ➠ car (starting with the leader and working backwards) unable to discard a "Swerve" must ✓.
Z	Small Roadkill	➠ Cars on Lead Section	The first ➠ car (starting with the leader and working backwards) unable to discard a "Swerve" must ✓ with a +1 modifier.

☛ **Toggle Switch:** Cancels previous related effects without creating any of its own. This is a *Continuous-Effect Event*; place appropriate marker on affected car or Section.

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MECHANICAL PROBLEMS:

Repairs require sole action draw of "4" or higher on the "R" column.

🔧	**FLAT TIRE:** Stop! Do not move until repaired. All Repair Attempt draws receive at least a +1 modifier.
🔧1	**COOLANT LEAK:** Must draw one card less than normal while ➡ until repaired.
🔧2	**FUEL LEAK:** Lose one fuel now, and an extra fuel for every Section exited until repaired.
🔧3	**BROKEN SHOCKS:** Subtract one from all Exit draws until repaired.
🔧4	**BRAKES WORN:** May not play a "Swerve" card (or discard one to avoid an Event or Damage) until repaired.
🔧5	**ENGINE WEAR:** Deduct one from Move Values. A "Move 0" can be used only to exit Section or pass a stopped car.
🔧6	**HEADLIGHTS OUT:** Must subtract 3 from all Exit draws at night until headlights are repaired.

REPAIR MODIFIERS

Earn one +1 draw modifier for each failed Repair attempt. Voided by ➡ or successful repair.

✓ RESULTS:

≤1: Crash
2: Flat Tire
3: 🔧
4: Ditched
5: Spinout
≥6: No Effect

DAMAGE

7 cards	0
6 cards	1
5 cards	2
4 cards	3
3 cards	4
2 cards	5
1 card	6
wreck	7

ROAD LOG:

Advance marker one box for each turn ended ➡ on current section.

–4	–3	–2	–1	0 Start	+1	+2	+3	Exit without Move if ➡ and leading on own section.

Fuel Gauge								
Empty STOP	1/8	1/4	3/8	Half	5/8	3/4	7/8	Full

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OPTIONAL CAR UPGRADES

A. Computer Guidance System: Increases Hand Capacity by one.

B. Homing Beacon: Voids "Box Canyon", "Changed Road Sign", and "Lost" Events.

C. Auto Pilot: Voids Fog & Smoke Screens.

D. Burglar Alarm: Voids all Theft, Siphon Gas, and Sabotage attempts versus this car.

E. Power Ram: Adds +1 to all Ram and Sideswipe attacks by this car.

F. Cruise Control: Allows one draw for each Move value played to exit Section.

G. Reserve Tank: Adds ½ tank of fuel when tank is empty. Refill when car refuels.

H. Supercharger: Increases all Move Value & Exit draws by one, at cost of one extra fuel per turn used.

I. Rotor: Voids Tire Spikes attacks, as well as "Drawbridge" and "Narrow Road" Events.

J. Cloaking Device: May pass without counterattack by using extra Move value.

K. Continuer: Continues Action Phase after stopping.

L. Jump Start: Multi-value Move cards can be used to both start and move.

M. Auto Start: Starts car without a ✇ card.

N. Four-Wheel Drive: Adds one to Section 3, 4, or Snow Exit draw. Voids Shortcut ✓.

O. Infra-Red Goggles: Voids Night penalties for attacks, draws, and Headlight 🔧.

P. Power Brakes: Swerves modify opposing attacks by –2. Voids all Roadkill Events.

Q. Amphibian: Adds one to Section 2 Exit draws. Uses one less fuel exiting Section 2. Voids "Flooded Road" and "Drawbridge" Events.

R. Stabilizer: May draw one more card/turn.

S. Repair Kit: Extra +1 Repair modifier.

T. Mortar: Allows Grenade attacks by stopped car and vs adjacent car ahead.

ROADKILL DAMAGE TABLE

	Result	Consequences
≤ 1	Crash	Applicable only to ➡ car. Stop, take one Damage and draw for 🔧 on Control Panel *unless* you discard "Great Reflexes".
2	Flat Tire	Car must stop. Place a 🔧 marker on the Flat Tire box. Car may not move again until repaired.
3	🔧 Problem	Draw on the 🔧 column and check Control Panel for effect. Place a 🔧 marker on that Control Panel box until repaired.
4	Ditched	Applicable only to ➡ car. Stop and take one Damage *unless* you discard "Firm Shoulders" or "Great Reflexes".
5	Spinout	Applicable only to ➡ car. Stop and move Road Log marker one box to the left *unless* you discard a "✇" card.
≥ 6	No Effect	

Damage incurred on the Damage Table does not require additional draws on the "✓" column. Each time a car is required to "✓", it must draw a card and check the "✓" column of its Number Line to find a number to apply to the Damage Table. If the ✓ was caused by taking Damage, subtract one from the "✓" column number.

U. 20mm Turret: Adds +1 to Machine Gun attacks. May attack while stopped.

V. Traction Tires: Voids Ice Patch, Oil Spill, and Spinouts.

W. Run-Flat Tires: Voids all Flat Tire results.

X. Assistant Driver: Voids Night Draw penalty and allows use of Assault Rifle while ➡.

Y. Armor: –1 to opposing Machine Gun, Grenade, Rifle, Ram and Sideswipe attacks.

Z. Nuclear Fuel Cell: Needs no fuel, but Fuel Leak causes one Damage/turn till repaired.

STOP

ASSAULT RIFLE



Attack any adjacent, active car.
1,2: No effect
3: Target ✓
4,5: Target takes one Damage
Voids Theft, Sabotage & Siphon Gas

✓ 2 3 R ✵ / 7 8 9 0 ♟
8 1 2 3 4 5 7 7 2 9 O

STOP

ASSAULT RIFLE



Attack any adjacent, active car.
1,2: No effect
3: Target ✓
4,5: Target takes one Damage
Voids Theft, Sabotage & Siphon Gas

✓ 2 3 R ✵ / 7 8 9 0 ♟
8 1 3 1 2 3 5 5 9 7 O

STOP

ASSAULT RIFLE



Attack any adjacent, active car.
1,2: No effect
3: Target ✓
4,5: Target takes one Damage
Voids Theft, Sabotage & Siphon Gas

✓ 2 3 R ✵ / 7 8 9 0 ♟
8 2 1 2 3 4 6 6 1 8 O

STOP

CAMOUFLAGE

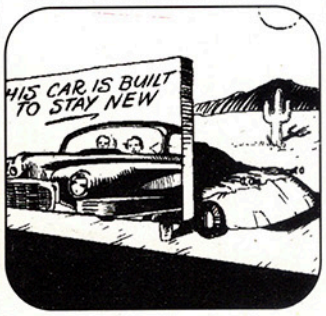


May be placed in same phase following a voluntary stop. May not be attacked. Keep Camouflage marker until you move/attack.

✓ 2 3 R ✵ / 7 8 9 0 ♟
5 1 1 3 5 1 6 7 1 5 J

STOP

CAMOUFLAGE



May be placed in same phase following a voluntary stop. May not be attacked. Keep Camouflage marker until you move/attack.

✓ 2 3 R ✵ / 7 8 9 0 ♟
5 2 3 2 4 6 5 6 9 4 J

STOP

CHANGED ROAD SIGN

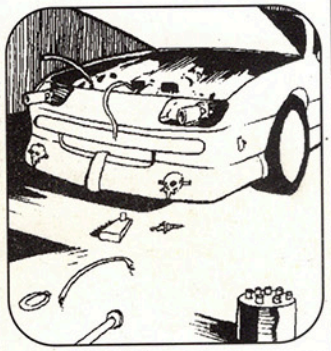


Place "Changed Road Sign" marker on current section.

✓ 2 3 R ✵ / 7 8 9 0 ♟
7 2 1 4 3 4 7 4 1 8 L

STOP

SABOTAGE

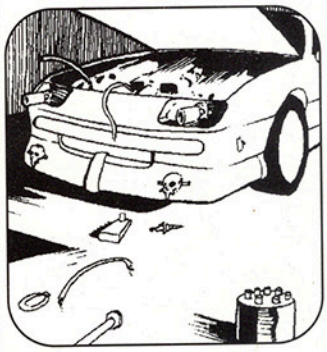


Place Sabotage marker on adjacent stopped car.

✓ 2 3 R ✵ / 7 8 9 0 ♟
8 2 2 4 2 2 4 8 5 2 M

STOP

SABOTAGE



Place Sabotage marker on adjacent stopped car.

✓ 2 3 R ✵ / 7 8 9 0 ♟
8 1 1 3 1 1 3 7 4 1 M

STOP

SIPHON GAS



Raise Fuel Gauge two spaces. Lower opponent's if played vs adjacent stopped car.

✓ 2 3 R ✵ / 7 8 9 0 ♟
4 2 2 2 5 2 1 2 5 0 A

STOP

SIPHON GAS



Raise Fuel Gauge two spaces.
Lower opponent's if played
vs adjacent stopped car.

✓23R 7890
3123255727A

STOP

SIPHON GAS



Raise Fuel Gauge two spaces.
Lower opponent's if played
vs adjacent stopped car.

✓23R 7890
4133132361A

STOP

SPARE PARTS



Repair any one .

✓23R 7890
81112125171

STOP

SPARE PARTS



Repair any one .

✓23R 7890
8222323628I

STOP

SPARE PARTS

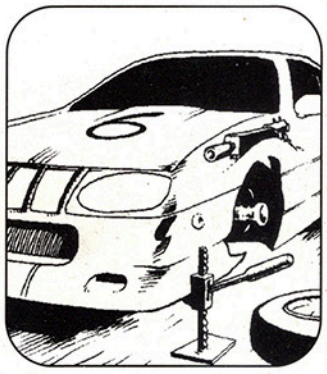


Repair any one .

✓23R 7890
8121156151I

STOP

SPARE TIRE

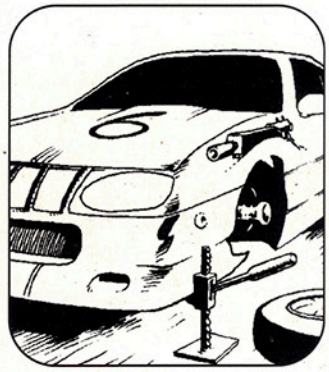


Replace Flat Tire automatically.

✓23R 7890
4111417149F

STOP

SPARE TIRE

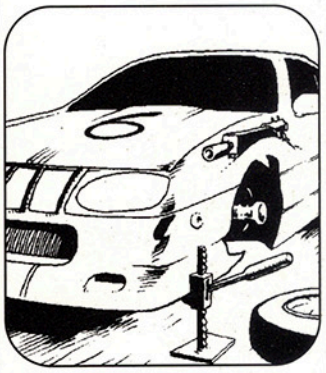


Replace Flat Tire automatically.

✓23R 7890
5121354583F

STOP

SPARE TIRE

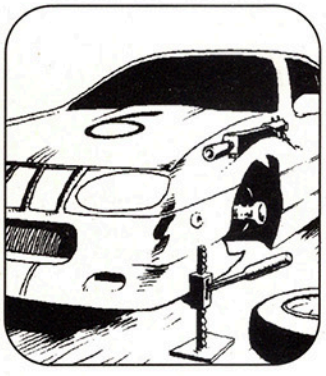


Replace Flat Tire automatically.

✓23R 7890
3234366838F

STOP

SPARE TIRE

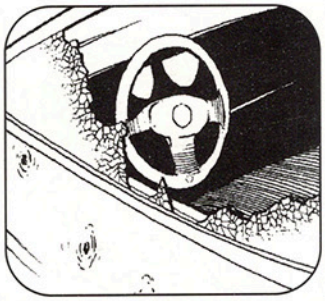


Replace Flat Tire automatically.

✓23R 7890
4214243472F

STOP

THEFT



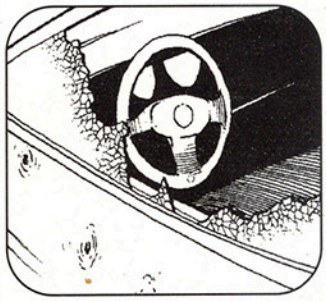
Playable vs adjacent stopped car.
Inspect target's Hand. Take all cards or any one other card, discarding any (including your original cards) in excess of your Hand Capacity.

✓ 2 3 R ✵ / 7 8 9 0 ♟

8 1 2 1 4 5 1 5 2 9 R

STOP

THEFT



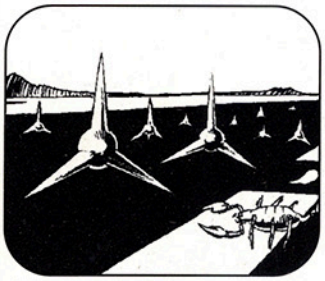
Playable vs adjacent stopped car.
Inspect target's Hand. Take all cards or any one other card, discarding any (including your original cards) in excess of your Hand Capacity.

✓ 2 3 R ✵ / 7 8 9 0 ♟

8 2 3 2 5 6 2 6 3 0 R

STOP

TIRE SPIKES



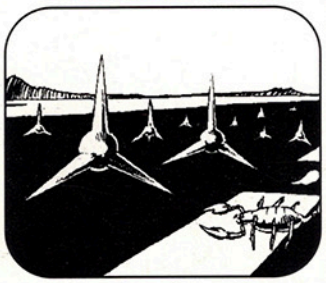
Playable only against passing car.
1: No effect
2,3: Target ✓
4,5: Target Flat Tire; ✓
+1 on Narrow Road; +1 in Fog, Rain, Night

✓ 2 3 R ✵ / 7 8 9 0 ♟

8 1 2 1 3 5 1 1 5 3 O

STOP

TIRE SPIKES



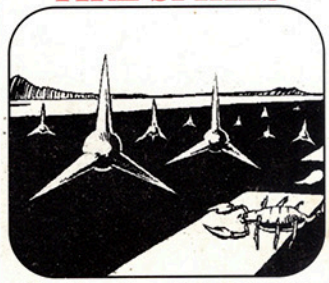
Playable only against passing car.
1: No effect
2,3: Target ✓
4,5: Target Flat Tire; ✓
+1 on Narrow Road; +1 in Fog, Rain, Night

✓ 2 3 R ✵ / 7 8 9 0 ♟

8 2 3 2 4 6 2 2 6 4 O

STOP

TIRE SPIKES



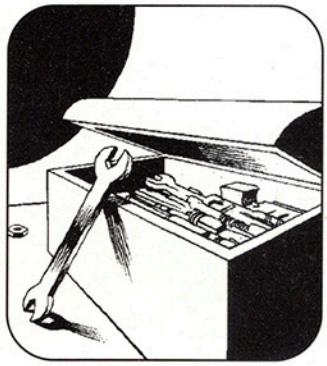
Playable only against passing car.
1: No effect
2,3: Target ✓
4,5: Target Flat Tire; ✓
+1 on Narrow Road; +1 in Fog, Rain, Night

✓ 2 3 R ✵ / 7 8 9 0 ♟

8 1 1 3 5 1 3 3 7 5 O

STOP

TOOL KIT



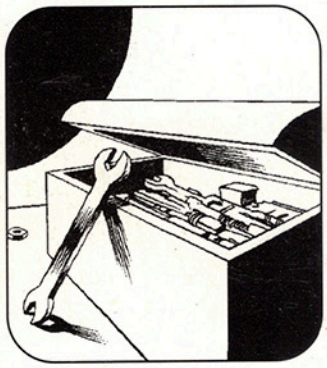
Repair one Damage.

✓ 2 3 R ✵ / 7 8 9 0 ♟

8 2 3 4 1 6 1 4 9 6 M

STOP

TOOL KIT



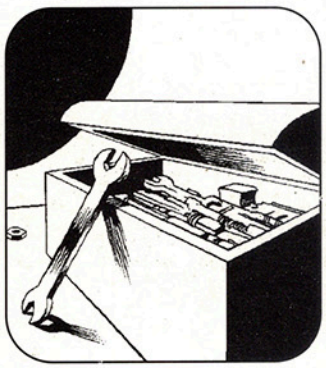
Repair one Damage.

✓ 2 3 R ✵ / 7 8 9 0 ♟

8 1 3 3 4 3 4 7 3 9 M

STOP

TOOL KIT



Repair one Damage.

✓ 2 3 R ✵ / 7 8 9 0 ♟

8 2 1 4 5 4 5 8 4 0 M

FIRM SHOULDER



Voids "Ditched". Subtracts two from "Hubcap Blade"/"Tire Spikes" attack.

✓ 2 3 R ✵ / 7 8 9 0 ♟

7 1 2 3 2 5 2 3 8 7 Z

FIRM SHOULDER

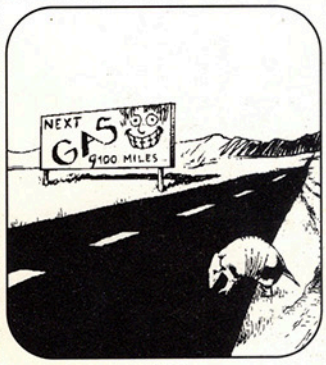


Voids "Ditched". Subtracts two from "Hubcap Blade"/"Tire Spikes" attack.

✓ 2 3 R ✹ / 7 8 9 0 ♟

6 1 3 1 5 3 7 1 6 5 Z

FIRM SHOULDER



Voids "Ditched". Subtracts two from "Hubcap Blade"/"Tire Spikes" attack.

✓ 2 3 R ✹ / 7 8 9 0 ♟

7 2 1 2 1 4 1 2 7 6 Z

FIRM SHOULDER



Voids "Ditched". Subtracts two from "Hubcap Blade"/"Tire Spikes" attack.

✓ 2 3 R ✹ / 7 8 9 0 ♟

7 2 3 4 3 6 3 4 9 8 Z

HAND GRENADE



✦ Not a Passing Card ✦

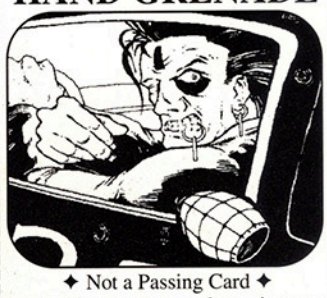
Playable vs passer, or by active car against adjacent car to the rear.

1,2: No effect
3,4: Target ✓
5: Target takes one Damage

✓ 2 3 R ✹ / 7 8 9 0 ♟

5 2 2 2 3 2 7 2 8 8 N

HAND GRENADE



✦ Not a Passing Card ✦

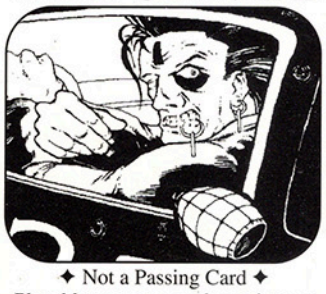
Playable vs passer, or by active car against adjacent car to the rear.

1,2: No effect
3,4: Target ✓
5: Target takes one Damage

✓ 2 3 R ✹ / 7 8 9 0 ♟

5 1 2 3 5 5 4 7 5 5 N

HAND GRENADE



✦ Not a Passing Card ✦

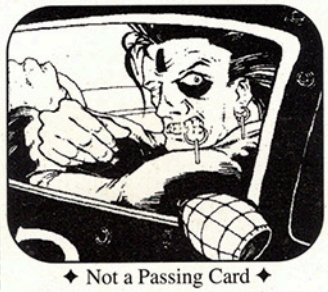
Playable vs passer, or by active car against adjacent car to the rear.

1,2: No effect
3,4: Target ✓
5: Target takes one Damage

✓ 2 3 R ✹ / 7 8 9 0 ♟

4 2 1 2 4 4 3 6 4 4 N

HAND GRENADE



✦ Not a Passing Card ✦

Playable vs passer, or by active car against adjacent car to the rear.

1,2: No effect
3,4: Target ✓
5: Target takes one Damage

✓ 2 3 R ✹ / 7 8 9 0 ♟

5 1 1 1 2 1 6 1 7 7 N

HAND GRENADE



✦ Not a Passing Card ✦

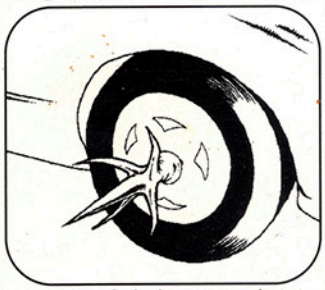
Playable vs passer, or by active car against adjacent car to the rear.

1,2: No effect
3,4: Target ✓
5: Target takes one Damage

✓ 2 3 R ✹ / 7 8 9 0 ♟

5 2 3 4 1 6 5 8 6 6 N

HUBCAP BLADES



Playable only by/versus passing car

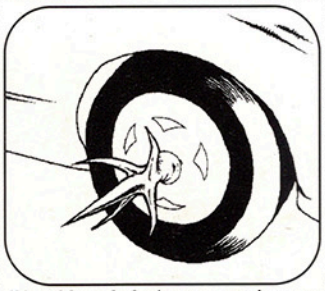
1,2: No effect
3,4: Flat Tire and ✓
5: Flat Tire and one Damage

+1 on Narrow Road

✓ 2 3 R ✹ / 7 8 9 0 ♟

4 1 1 3 1 1 7 3 1 1 I

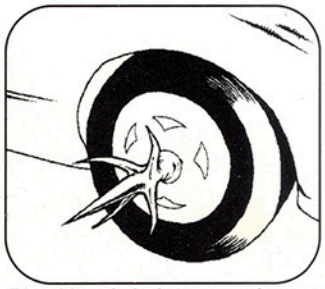
HUBCAP BLADES



Playable only by/versus passing car
1,2: No effect
3,4: Flat Tire and ✓
5: Flat Tire and one Damage
+1 on Narrow Road

✓ 2 3 R ✹ / 7 8 9 0 ♟
4 2 2 4 2 2 1 4 2 2 I

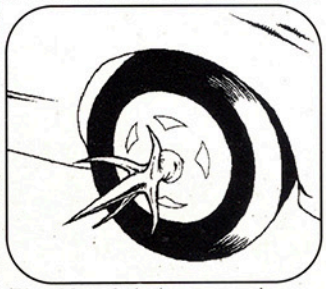
HUBCAP BLADES



Playable only by/versus passing car
1,2: No effect
3,4: Flat Tire and ✓
5: Flat Tire and one Damage
+1 on Narrow Road

✓ 2 3 R ✹ / 7 8 9 0 ♟
4 1 3 1 3 3 2 5 3 3 I

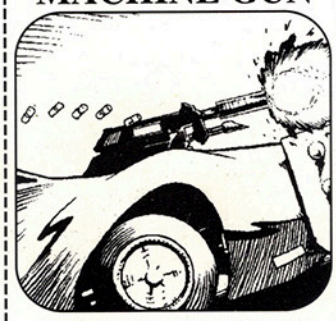
HUBCAP BLADES



Playable only by/versus passing car
1,2: No effect
3,4: Flat Tire and ✓
5: Flat Tire and one Damage
+1 on Narrow Road

✓ 2 3 R ✹ / 7 8 9 0 ♟
3 2 3 2 5 6 6 2 9 0 I

MACHINE GUN



Playable by/against passing car.
1: No effect
2,3: Target ✓
4,5: Target takes one Damage

✓ 2 3 R ✹ / 7 8 9 0 ♟
6 2 1 4 5 4 2 4 1 0 X

MACHINE GUN



Playable by/against passing car.
1: No effect
2,3: Target ✓
4,5: Target takes one Damage

✓ 2 3 R ✹ / 7 8 9 0 ♟
6 1 2 1 1 5 3 5 2 1 X

MACHINE GUN



Playable by/against passing car.
1: No effect
2,3: Target ✓
4,5: Target takes one Damage

✓ 2 3 R ✹ / 7 8 9 0 ♟
6 2 2 4 4 2 6 8 5 4 X

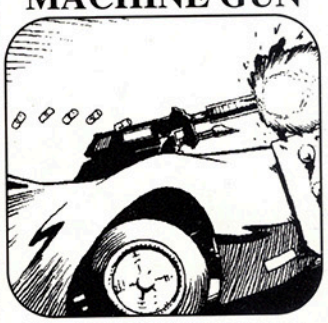
MACHINE GUN



Playable by/against passing car.
1: No effect
2,3: Target ✓
4,5: Target takes one Damage

✓ 2 3 R ✹ / 7 8 9 0 ♟
6 2 3 2 2 6 4 6 3 2 X

MACHINE GUN

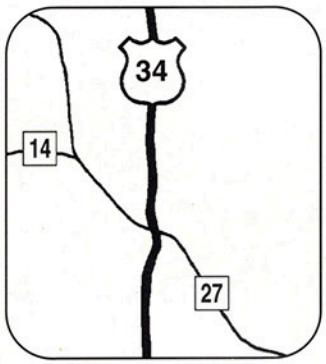


Playable by/against passing car.
1: No effect
2,3: Target ✓
4,5: Target takes one Damage

✓ 2 3 R ✹ / 7 8 9 0 ♟
6 1 1 3 3 1 5 7 4 3 X

MOVE/ROAD 1

Void one Pass Attempt, or

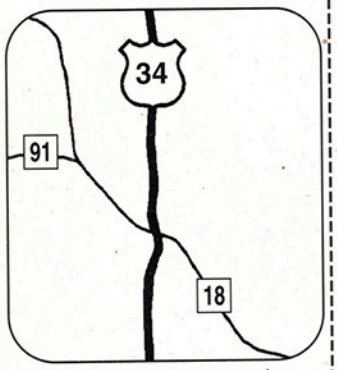


Pass one car on current section.

✓ 2 3 R ✹ / 7 8 9 0 ♟
8 1 1 1 1 1 2 1 4 1 N

MOVE/ROAD 1

Void one Pass Attempt, or



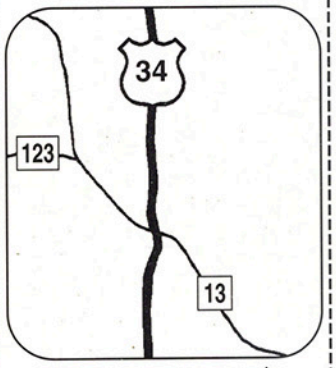
Pass one car on current section.

✓ 2 3 R ✹ / 7 8 9 0 ♟

8 2 2 2 2 2 3 2 5 2 N

MOVE/ROAD 1

Void one Pass Attempt, or



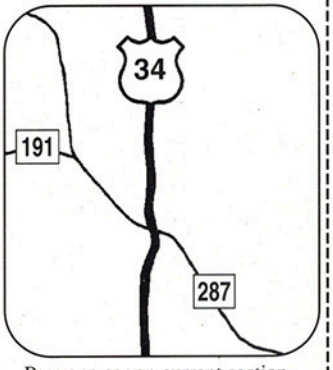
Pass one car on current section.

✓ 2 3 R ✹ / 7 8 9 0 ♟

8 1 1 3 2 1 1 7 1 7 N

MOVE/ROAD 1

Void one Pass Attempt, or



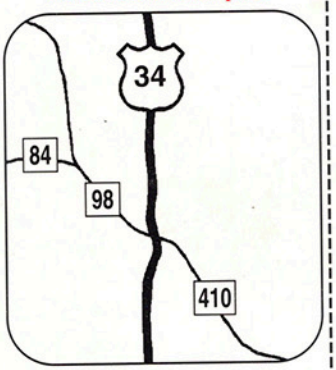
Pass one car on current section.

✓ 2 3 R ✹ / 7 8 9 0 ♟

8 1 2 1 5 5 6 5 8 5 N

MOVE/ROAD 1

Void one Pass Attempt, or



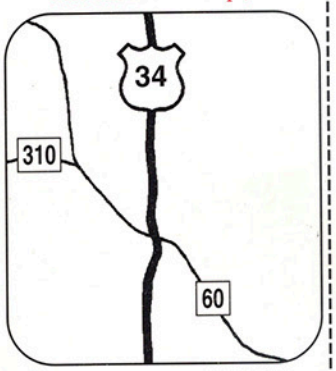
Pass one car on current section.

✓ 2 3 R ✹ / 7 8 9 0 ♟

8 2 3 2 1 6 7 6 9 6 N

MOVE/ROAD 1

Void one Pass Attempt, or



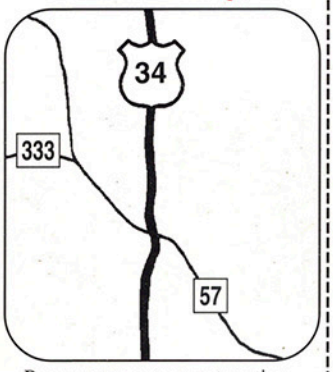
Pass one car on current section.

✓ 2 3 R ✹ / 7 8 9 0 ♟

8 1 3 3 3 3 4 3 6 3 N

MOVE/ROAD 1

Void one Pass Attempt, or



Pass one car on current section.

✓ 2 3 R ✹ / 7 8 9 0 ♟

8 2 1 4 4 4 5 4 7 4 N

RAM



Attacks only passing/passed ➡ car

1: Rammer suffers one Damage

2,3: Both cars ✓

4,5: Target suffers one Damage

✓ 2 3 R ✹ / 7 8 9 0 ♟

2 2 2 2 1 2 2 6 5 6 P

RAM



Attacks only passing/passed ➡ car

1: Rammer suffers one Damage

2,3: Both cars ✓

4,5: Target suffers one Damage

✓ 2 3 R ✹ / 7 8 9 0 ♟

3 2 1 4 3 4 4 8 7 8 P

RAM



Attacks only passing/passed ➡ car

1: Rammer suffers one Damage

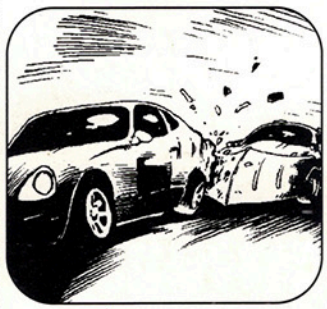
2,3: Both cars ✓

4,5: Target suffers one Damage

✓ 2 3 R ✹ / 7 8 9 0 ♟

1 1 1 1 5 1 1 5 4 5 P

RAM



Attacks only passing/passed car
1: Rammer suffers one Damage
2,3: Both cars ✓
4,5: Target suffers one Damage

✓ 2 3 R ✹ / 7 8 9 0 ♟
2 1 3 3 2 3 3 7 6 7 P

RAM



Attacks only passing/passed car
1: Rammer suffers one Damage
2,3: Both cars ✓
4,5: Target suffers one Damage

✓ 2 3 R ✹ / 7 8 9 0 ♟
3 1 2 1 4 5 5 1 8 9 P

ROAD MAP



Voids any *Lost* Event or
"Changed Road Sign" or
"Box Canyon" effects on this car.

✓ 2 3 R ✹ / 7 8 9 0 ♟
8 2 3 2 2 6 7 2 6 2 L

ROAD MAP



Voids any *Lost* Event or
"Changed Road Sign" or
"Box Canyon" effects on this car.

✓ 2 3 R ✹ / 7 8 9 0 ♟
1 1 1 3 3 1 1 3 7 3 L

SHORTCUT



Pass as many cars on your current section as the strength of that section without being attacked.
Must ✓ before playing this card.

✓ 2 3 R ✹ / 7 8 9 0 ♟
3 2 1 2 1 4 4 6 1 6 S

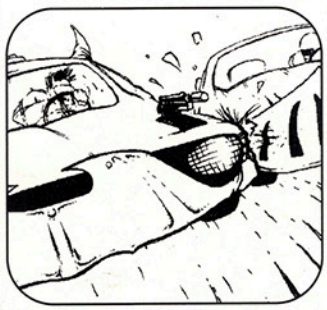
SHORTCUT



Pass as many cars on your current section as the strength of that section without being attacked.
Must ✓ before playing this card.

✓ 2 3 R ✹ / 7 8 9 0 ♟
2 1 3 1 5 3 3 5 9 5 S

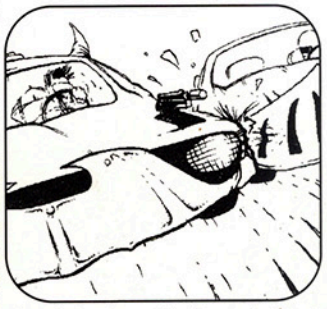
SIDESWIPE



Attacks only passing/passed car
1,2: Both cars ✓
3: Target loses one random card
4,5: Target ✓

✓ 2 3 R ✹ 7 8 9 0 ♟
8 2 1 2 2 4 5 2 1 2 T

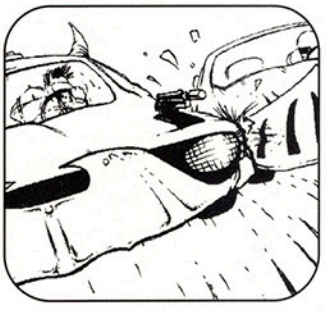
SIDESWIPE



Attacks only passing/passed car
1,2: Both cars ✓
3: Target loses one random card
4,5: Target ✓

✓ 2 3 R ✹ 7 8 9 0 ♟
8 1 2 3 3 5 6 3 2 3 T

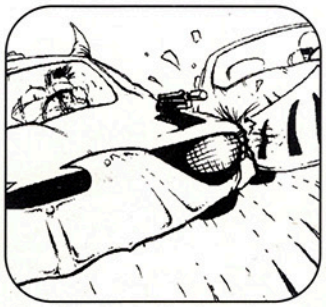
SIDESWIPE



Attacks only passing/passed car
1,2: Both cars ✓
3: Target loses one random card
4,5: Target ✓

✓ 2 3 R ✹ / 7 8 9 0 ♟
8 1 3 1 1 3 4 1 9 1 T

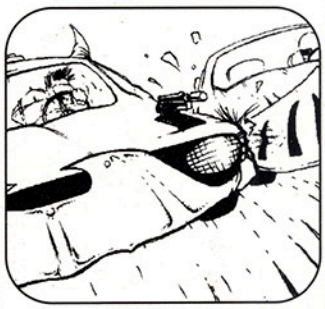
SIDESWIPE



Attacks only passing/passed ➡ car
1,2: Both cars ✓
3: Target loses one random card
4,5: Target ✓

✓ 2 3 R ✹ / 7 8 9 0 ♟
8 2 3 4 4 6 7 4 3 4 T

SIDESWIPE



Attacks only passing/passed ➡ car
1,2: Both cars ✓
3: Target loses one random card
4,5: Target ✓

✓ 2 3 R ✹ / 7 8 9 0 ♟
8 2 2 4 5 2 3 8 8 0 T

SMOKE SCREEN



Cancels one Move or Attack card by a passing car.

✓ 2 3 R ✹ / 7 8 9 0 ♟
7 1 3 3 1 3 6 7 3 1 H

SMOKE SCREEN



Cancels one Move or Attack card by a passing car.

✓ 2 3 R ✹ / 7 8 9 0 ♟
7 1 1 1 4 1 4 5 1 9 H

SMOKE SCREEN



Cancels one Move or Attack card by a passing car.

✓ 2 3 R ✹ / 7 8 9 0 ♟
8 2 3 4 5 6 1 8 3 0 H

SMOKE SCREEN



Cancels one Move or Attack card by a passing car.

✓ 2 3 R ✹ / 7 8 9 0 ♟
7 2 1 4 2 4 7 8 4 2 H

SMOKE SCREEN



Cancels one Move or Attack card by a passing car.

✓ 2 3 R ✹ / 7 8 9 0 ♟
7 2 2 2 5 2 5 6 2 0 H

SWERVE –1



Deducts one from any opposing Attack vs your car.

✓ 2 3 R ✹ / 7 8 9 0 ♟
8 2 2 2 4 2 4 2 2 4 Y

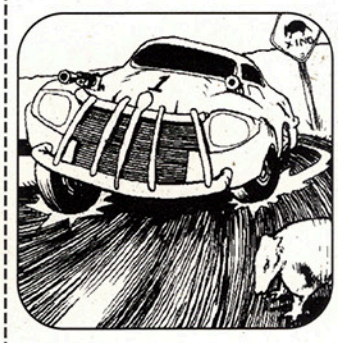
SWERVE –1



Deducts one from any opposing Attack vs your car.

✓ 2 3 R ✹ / 7 8 9 0 ♟
8 2 3 4 2 6 2 8 9 2 Y

SWERVE –1



Deducts one
from any opposing Attack vs your car.

✓ 2 3 R ✵ / 7 8 9 0 ♟

8 1 2 3 1 5 1 7 8 1 Y

SWERVE –1



Deducts one
from any opposing Attack vs your car.

✓ 2 3 R ✵ / 7 8 9 0 ♟

7 2 1 2 5 4 7 6 7 0 Y

SWERVE –1



Deducts one
from any opposing Attack vs your car.

✓ 2 3 R ✵ / 7 8 9 0 ♟

8 1 1 3 4 1 2 7 7 9 Y

SWERVE –1



Deducts one
from any opposing Attack vs your car.

✓ 2 3 R ✵ / 7 8 9 0 ♟

7 1 3 1 4 3 6 5 6 9 Y

SWERVE –1



Deducts one
from any opposing Attack vs your car.

✓ 2 3 R ✵ / 7 8 9 0 ♟

8 2 3 2 3 6 1 6 6 8 Y

SWERVE –1



Deducts one
from any opposing Attack vs your car.

✓ 2 3 R ✵ / 7 8 9 0 ♟

8 1 2 1 2 5 7 5 5 7 Y

SWERVE –1



Deducts one
from any opposing Attack vs your car.

✓ 2 3 R ✵ / 7 8 9 0 ♟

8 2 1 4 1 4 6 4 4 6 Y

SWERVE –1

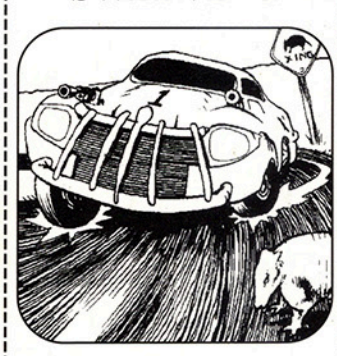


Deducts one
from any opposing Attack vs your car.

✓ 2 3 R ✵ / 7 8 9 0 ♟

7 2 2 4 3 2 5 4 5 8 Y

SWERVE –1



Deducts one
from any opposing Attack vs your car.

✓ 2 3 R ✵ / 7 8 9 0 ♟

8 1 1 1 3 1 3 1 1 3 Y

SWERVE –1



Deducts one
from any opposing Attack vs your car.

✓23R✵/7890♟
8133535335Y

FATE



Negates any card or Event if played
before subsequent check or card play.

✓23R✵/7890♟
5133431399U

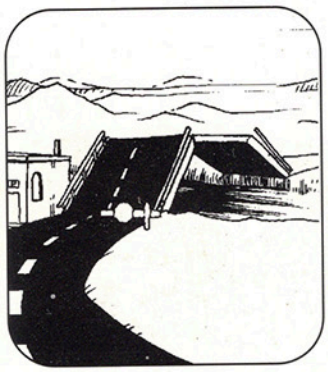
GREAT REFLEXES



Cancels any one ✓ requirement, or
voids "Crash", "Ditched" or "Spinout".

✓23R✵/7890♟
8224322828P

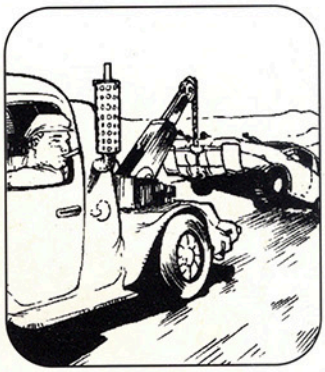
LANDMARK



Modifies Exit draw result by +1
except at Night.

✓23R✵/7890♟
6133337793D

LANDMARK



Modifies Exit draw result by +1
except at Night.

✓23R✵/7890♟
6234564460R

LANDMARK



Modifies Exit draw result by +1
except at Night.

✓23R✵/7890♟
6111115571E

LANDMARK



Modifies Exit draw result by +1
except at Night.

✓23R✵/7890♟
5131231137B

LANDMARK



Modifies Exit draw result by +1
except at Night.

✓23R✵/7890♟
6123453359G

LANDMARK



Modifies Exit draw result by +1
except at Night.

✓23R✵/7890♟
5224127826V

LANDMARK



Modifies Exit draw result by +1 except at Night.

✓ 2 3 R ☼ / 7 8 9 0 ♟
6 2 2 2 2 6 6 8 2 C

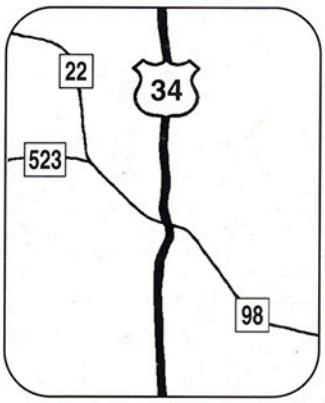
LANDMARK



Modifies Exit draw result by +1 except at Night.

✓ 2 3 R ☼ / 7 8 9 0 ♟
6 2 1 2 3 4 2 2 4 8 K

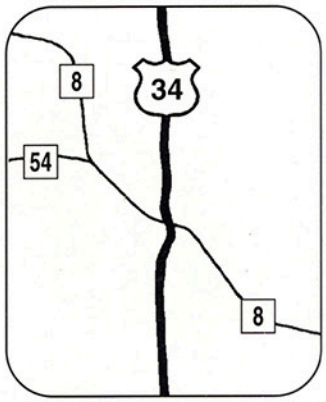
MOVE/ROAD 1



Pass one car on current section.

✓ 2 3 R ☼ / 7 8 9 0 ♟
4 2 2 4 3 2 1 8 8 8 W

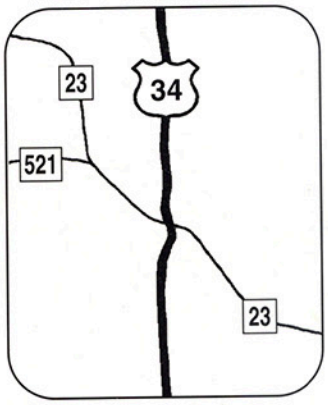
MOVE/ROAD 1



Pass one car on current section.

✓ 2 3 R ☼ / 7 8 9 0 ♟
3 2 1 4 4 4 4 4 4 4 W

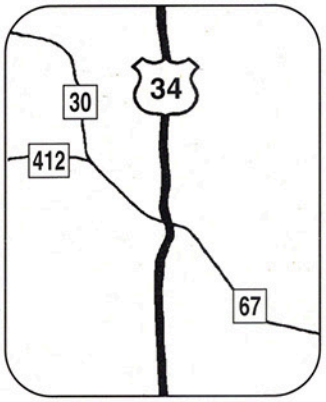
MOVE/ROAD 1



Pass one car on current section.

✓ 2 3 R ☼ / 7 8 9 0 ♟
2 1 3 3 3 3 3 3 3 3 W

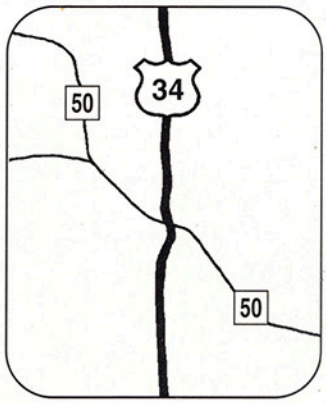
MOVE/ROAD 1



Pass one car on current section.

✓ 2 3 R ☼ / 7 8 9 0 ♟
5 2 3 4 2 6 5 4 3 2 W

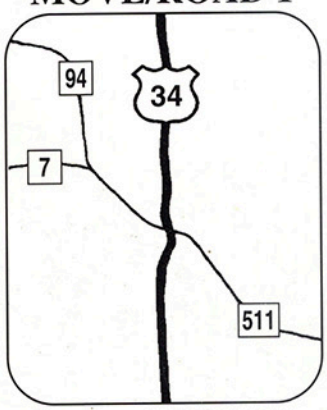
MOVE/ROAD 1



Pass one car on current section.

✓ 2 3 R ☼ / 7 8 9 0 ♟
4 2 1 2 5 4 3 2 1 0 W

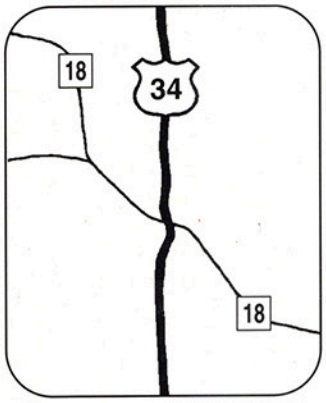
MOVE/ROAD 1



Pass one car on current section.

✓ 2 3 R ☼ / 7 8 9 0 ♟
3 2 3 2 1 6 6 6 6 6 W

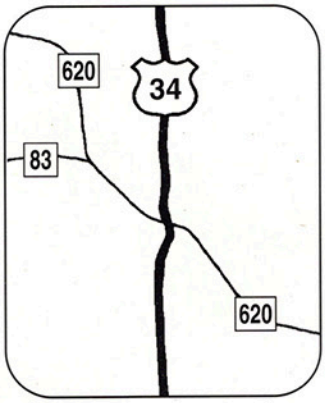
MOVE/ROAD 1



Pass one car on current section.

✓ 2 3 R ☼ / 7 8 9 0 ♟
4 1 1 3 2 1 7 7 7 7 W

MOVE/ROAD 1

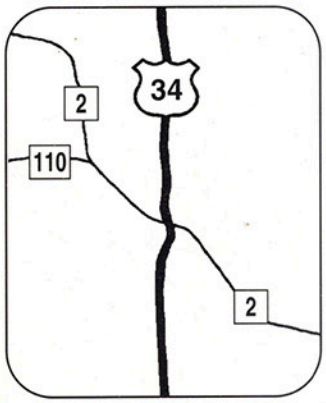


Pass one car on current section.

✓ 2 3 R ☼ / 7 8 9 0 ♟

4 1 3 1 4 3 2 1 9 9 W

MOVE/ROAD 1

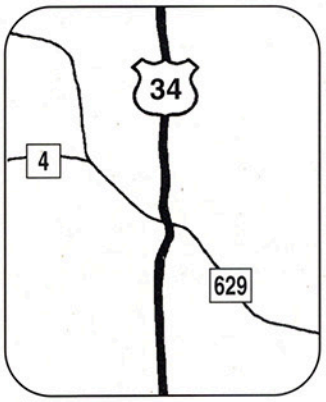


Pass one car on current section.

✓ 2 3 R ☼ / 7 8 9 0 ♟

5 1 2 3 1 5 4 3 2 1 W

MOVE/ROAD 1

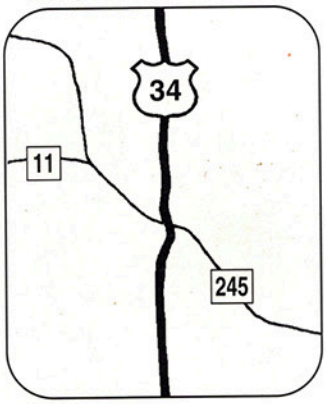


Pass one car on current section.

✓ 2 3 R ☼ / 7 8 9 0 ♟

2 2 2 2 2 2 2 2 2 2 W

MOVE/ROAD 1

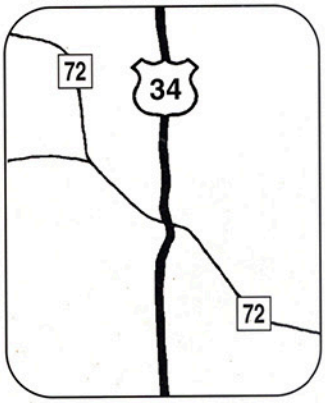


Pass one car on current section.

✓ 2 3 R ☼ / 7 8 9 0 ♟

1 1 1 1 1 1 1 1 1 1 W

MOVE/ROAD 1

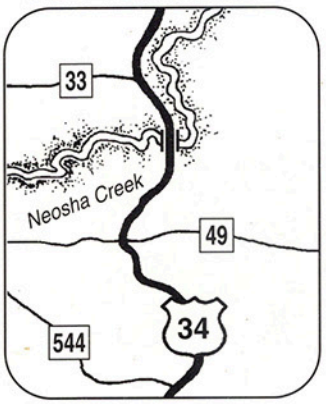


Pass one car on current section.

✓ 2 3 R ☼ / 7 8 9 0 ♟

3 1 2 1 5 5 5 5 5 W

MOVE/ROAD 2

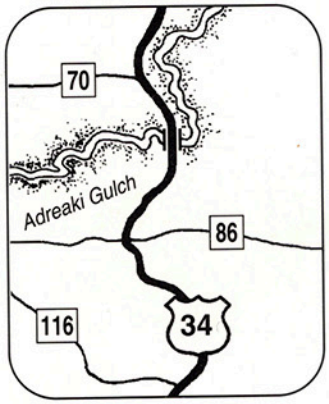


Pass ≤ two cars on current section.

✓ 2 3 R ☼ / 7 8 9 0 ♟

5 1 3 3 5 3 1 7 6 5 D

MOVE/ROAD 2

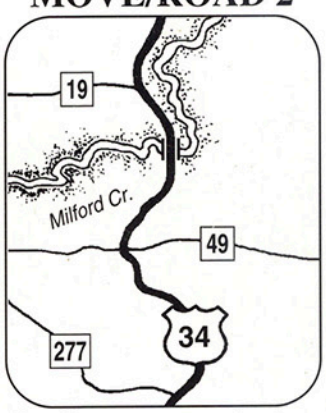


Pass ≤ two cars on current section.

✓ 2 3 R ☼ / 7 8 9 0 ♟

2 2 2 4 4 2 2 4 8 4 E

MOVE/ROAD 2

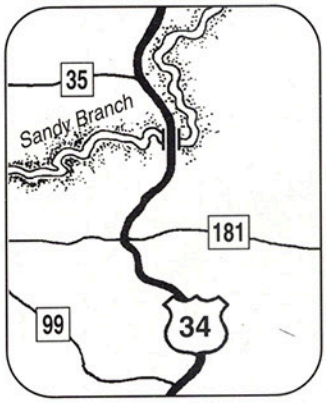


Pass ≤ two cars on current section.

✓ 2 3 R ☼ / 7 8 9 0 ♟

6 2 1 4 1 4 2 8 7 6 D

MOVE/ROAD 2

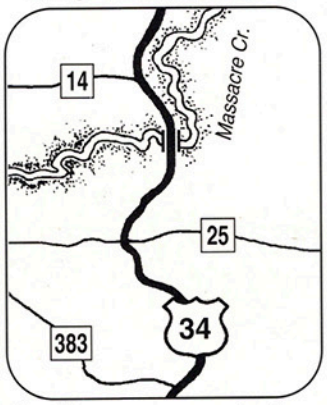


Pass ≤ two cars on current section.

✓ 2 3 R ☼ / 7 8 9 0 ♟

5 2 2 2 4 2 7 6 5 4 D

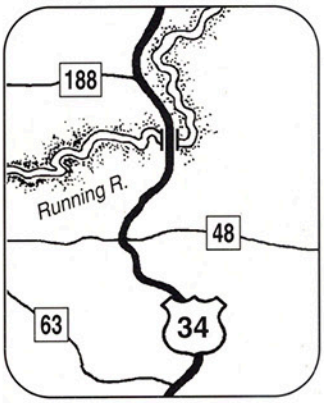
MOVE/ROAD 2



Pass ≤ two cars on current section.

✓23R✵/7890♟
6232364298E

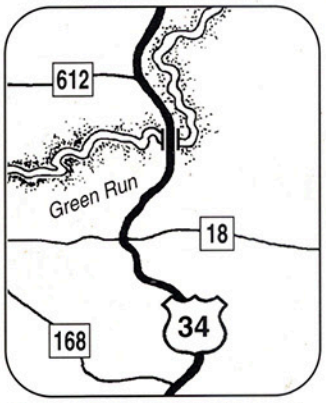
MOVE/ROAD 2



Pass ≤ two cars on current section.

✓23R✵/7890♟
5111316543D

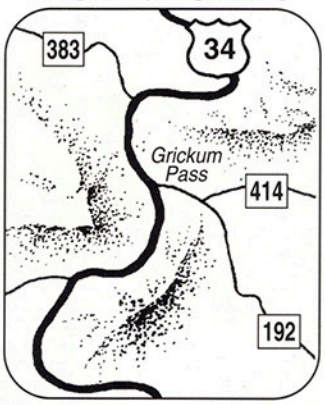
MOVE/ROAD 2



Pass ≤ two cars on current section.

✓23R✵/7890♟
6121253187E

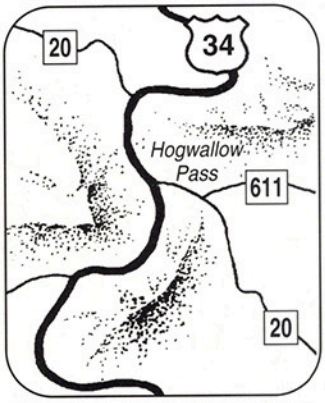
MOVE/ROAD 3



Pass ≤ three cars on current section.

✓23R✵/7890♟
7234463864K

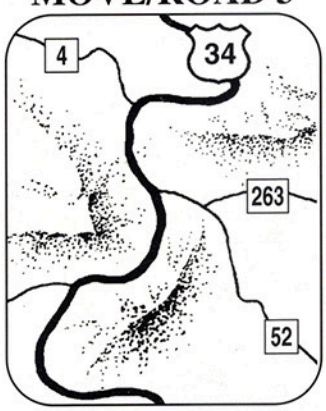
MOVE/ROAD 3



Pass ≤ three cars on current section.

✓23R✵/7890♟
6113415319K

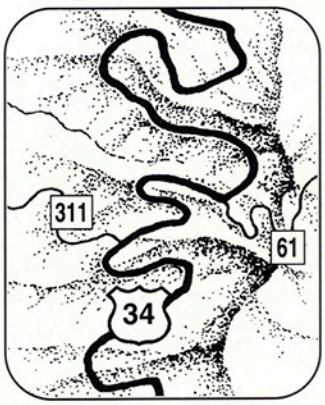
MOVE/ROAD 3



Pass ≤ three cars on current section.

✓23R✵/7890♟
6224526420K

MOVE/ROAD 4



Pass ≤ four cars on current section.

✓23R✵/7890♟
7113214347K

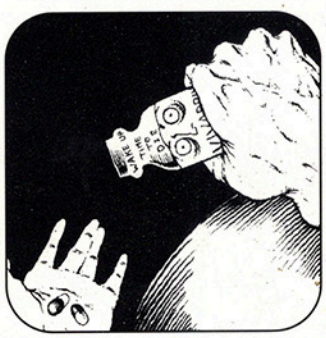
NO DOZE PILLS



Draw up to three cards during your own Action Phase. They may be played immediately.

✓23R✵/7890♟
8212446274Q

NO DOZE PILLS



Draw up to three cards during your own Action Phase. They may be played immediately.

✓23R✵/7890♟
8131335163Q

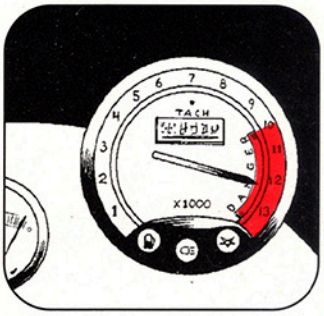
NO DOZE PILLS



Draw up to three cards during your own Action Phase. They may be played immediately.

✓23R⛭/7890♟
8123557385Q

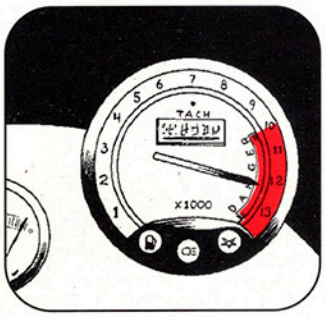
RED LINE



Adds +1 to any Exit draw result and doubles the Move strength of any Move card(s) played.
✓ before playing this card.

✓23R⛭/7890♟
7232163236C

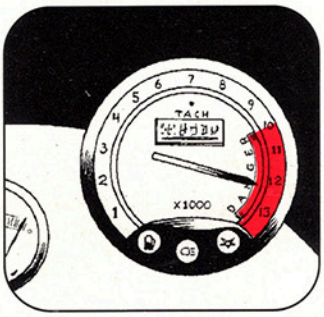
RED LINE



Adds +1 to any Exit draw result and doubles the Move strength of any Move card(s) played.
✓ before playing this card.

✓23R⛭/7890♟
7121552125C

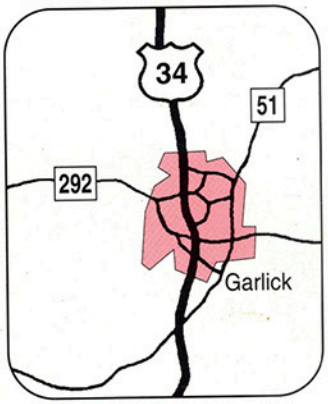
RED LINE



Adds +1 to any Exit draw result and doubles the Move strength of any Move card(s) played.
✓ before playing this card.

✓23R⛭/7890♟
7214441814C

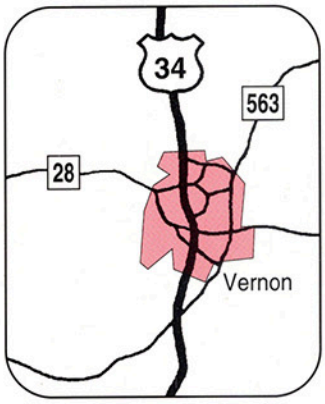
REST STOP MOVE/ROAD 1



Pass one car on current section.

✓23R⛭/7890♟
7111514175V

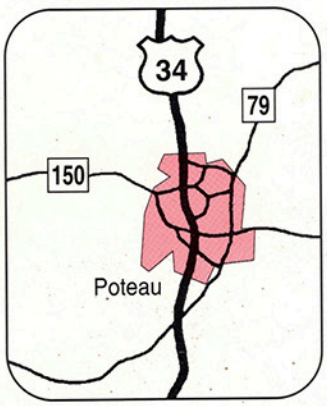
REST STOP MOVE/ROAD 1



Pass one car on current section.

✓23R⛭/7890♟
7222125286V

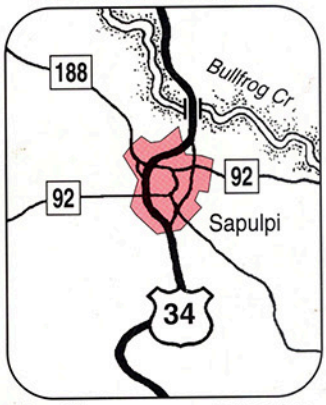
REST STOP MOVE/ROAD 1



Pass one car on current section.

✓23R⛭/7890♟
7133236397V

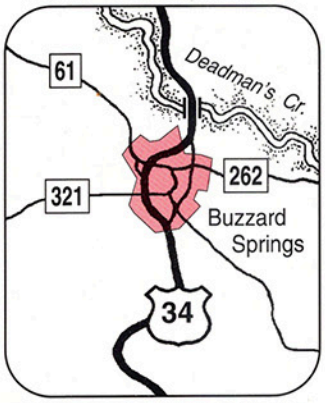
REST STOP MOVE/ROAD 2



Pass ≤ two cars on current section.

✓23R⛭/7890♟
7123352753B

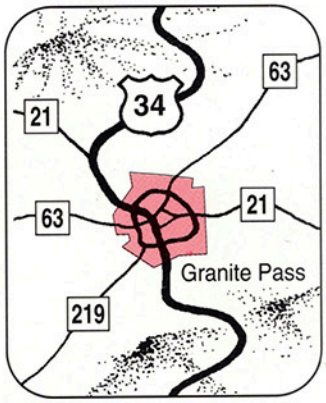
REST STOP MOVE/ROAD 2



Pass ≤ two cars on current section.

✓23R⛭/7890♟
7212241642B

REST STOP
MOVE/ROAD 3



Pass ≤ three cars on current section.

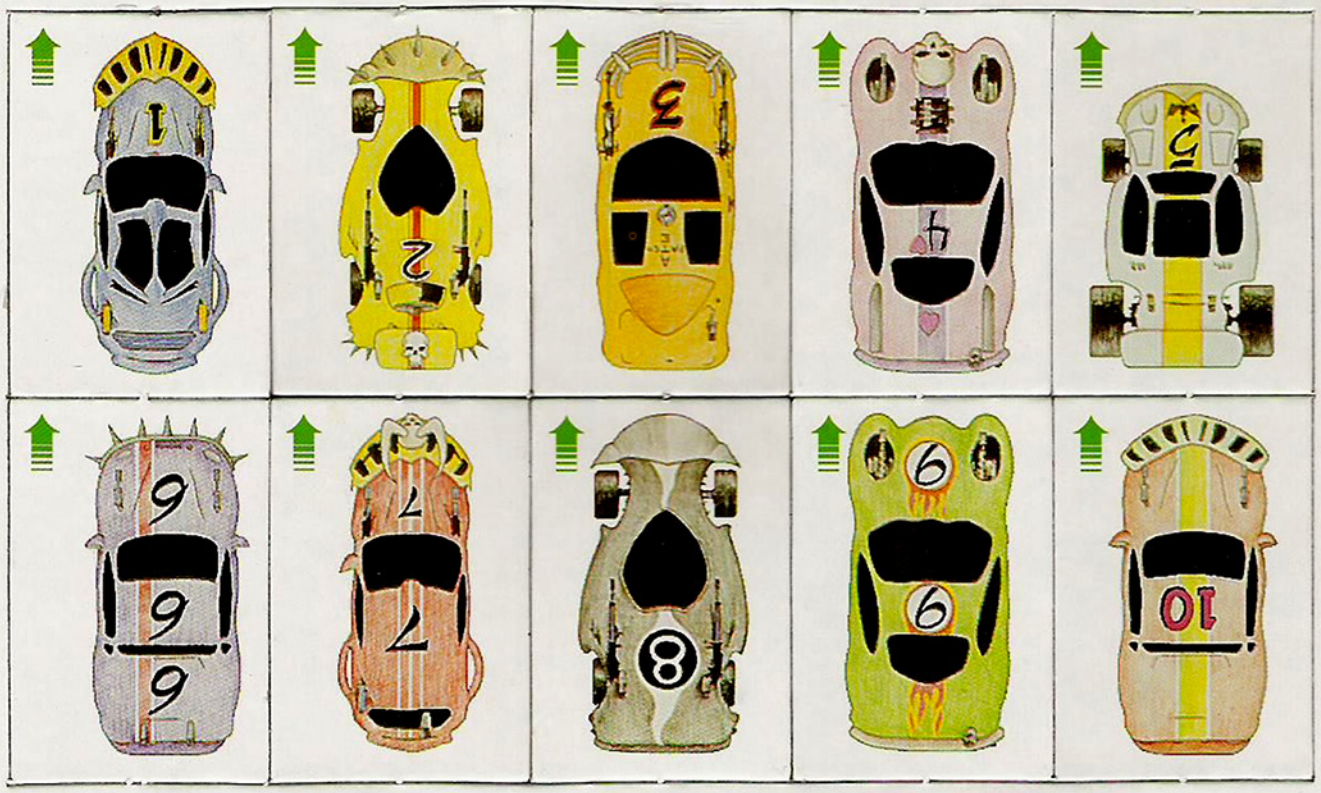
✓ 2 3 R ✹ / 7 8 9 0 ♟
6 1 3 1 1 3 7 5 3 1 R

BOX CANYON



The leader's just-played section becomes a Side Road on the section he exited.

✓ 2 3 R ✹ / 7 8 9 0 ♟
8 2 2 4 1 2 4 4 8 6 L



Road Section 1/I

Road Section 2/I

Road Section 3/I

Road Section 4/I

Road Section 5/I

Road Section 6/I

Road Section 7/I

Road Section 8/I

Narrow Road
Doubles passing requirement by/against this car. Adds "1" to any Hubcap-Blades/Tire-Spikes attack by/against this car.

Narrow Road
Doubles passing requirement by/against this car. Adds "1" to any Hubcap-Blades/Tire-Spikes attack by/against this car.

Narrow Road
Doubles passing requirement by/against this car. Adds "1" to any Hubcap-Blades/Tire-Spikes attack by/against this car.

Narrow Road
Doubles passing requirement by/against this car. Adds "1" to any Hubcap-Blades/Tire-Spikes attack by/against this car.

Narrow Road
Doubles passing requirement by/against this car. Adds "1" to any Hubcap-Blades/Tire-Spikes attack by/against this car.

FOG
Deduct three from all Exit draws while leaving this Section. Subtract two from attacks in Fog except Tire Spikes.

REST STOP
A car that spends its entire turn stopped on this Section refuels and repairs one Damage Point *or* per turn.

REST STOP
A car that spends its entire turn stopped on this Section refuels and repairs one Damage Point *or* per turn.

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A car that spends its entire turn stopped on this Section refuels and repairs one Damage Point *or* per turn.

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A car that spends its entire turn stopped on this Section refuels and repairs one Damage Point *or* per turn.

REST STOP
A car that spends its entire turn stopped on this Section refuels and repairs one Damage Point *or* per turn.

SNOW
Deduct two from all Exit draws by cars while leaving this Section.

REPAIRS
Add +1 to any R draw. Discard if the car becomes "" *or* when any Repair is completed.

REPAIRS
Add +1 to any R draw. Discard if the car becomes "" *or* when any Repair is completed.

REPAIRS
Add +1 to any R draw. Discard if the car becomes "" *or* when any Repair is completed.

REPAIRS
Add +1 to any R draw. Discard if the car becomes "" *or* when any Repair is completed.

DECK 1



Deck 3 Night



E Power Ram

F Cruise Control

H Super-Charger

J Cloaking Device

W Run-Flat Tires

X Assistant Driver

S Repair Kit

T Mortar

U 20mm Turret

B Homing Beacon

I Rotor

K Continuer

M Auto Start

N 4-Wheel Drive

O Infra-Red Goggles

P Power Brakes

Q Amphibian

V Traction Tires

L Jump Start

G Reserve Tank Flip if used

D Burglar Alarm

C Auto Pilot Radar

A Computer Guidance System

R Stabilizer

Y Armor

Z Nuclear Fuel Cell

Time on Road

FUEL

Damage

Road Section III

Roadkill Counters Front

6440031/32

Road Section 1/II

Road Section 2/II

Road Section 3/II

Road Section 4/II

Road Section 5/II

Road Section 6/II

Road Section 7/II

Road Section 8/II



Changed Road Sign
New arrivals make a "Lost" draw on the "🔧" column and discard that many cards. If unable to do so, stop, discard everything, and use one fuel.

Wide Road
This car can pass or be passed without allowing any counterattack opportunity as long as the passer does not attack.

Wide Road
This car can pass or be passed without allowing any counterattack opportunity as long as the passer does not attack.

Wide Road
This car can pass or be passed without allowing any counterattack opportunity as long as the passer does not attack.

Wide Road
This car can pass or be passed without allowing any counterattack opportunity as long as the passer does not attack.

Wide Road
This car can pass or be passed without allowing any counterattack opportunity as long as the passer does not attack.

Heavy Rain
Deduct one from all Exit draws while leaving this Section. Deduct one from all Attack draws except Tire Spikes.

Camouflaged
Remove when car ➡ or attacks. May not be harmed. May be subject to "passing attack" but cannot be damaged.

Camouflaged
Remove when car ➡ or attacks. May not be harmed. May be subject to "passing attack" but cannot be damaged.

Camouflaged
Remove when car ➡ or attacks. May not be harmed. May be subject to "passing attack" but cannot be damaged.

SABOTAGED!
Once ➡, this car must roll a die to discover which 🔧 applies to it. Cannot be repaired prior to discovery.

SABOTAGED!
Once ➡, this car must roll a die to discover which 🔧 applies to it. Cannot be repaired prior to discovery.

Maximum draw of two cards per turn for ➡ cars. Subtract one from Attack draws except for Tire Spikes.

DECK 2



REPAIRS
Add +2 to any R draw. Discard if the car ➡ *or* when any Repair is completed.

REPAIRS
Add +2 to any R draw. Discard if the car ➡ *or* when any Repair is completed.

REPAIRS
Add +2 to any R draw. Discard if the car ➡ *or* when any Repair is completed.

REPAIRS
Add +2 to any R draw. Discard if the car ➡ *or* when any Repair is completed.

6440031/33

Road Section IV

Road Section IV

Road Section IV

Road Section IV

Road Section IV

Road Section IV

Road Section IV

Back

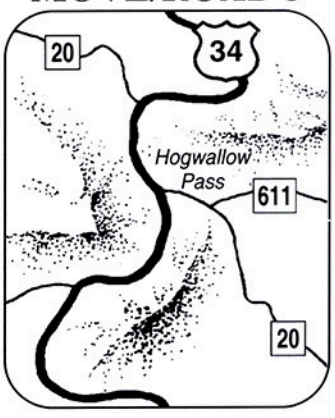
Roadkill Counters



V 1 Point	S 2 Points	X 2 Points	F 3 Points	E 3 Points
L 1 Point	U 2 Points	T 2 Points	J 3 Points	H 3 Points
G 1 Point	I 2 Points	B 2 Points		W 3 Points
D 1 Point	M 2 Points	K 2 Points		
C 1 Point	O 2 Points	N 2 Points	R 4 Points	A 4 Points
	Q 2 Points	P 2 Points	Z 4 Points	Y 4 Points

FINISH LINE

MOVE/ROAD 3



Upon successful entry, move your "Time on Road" marker to the –3 space of your Road Log.

Road Section 5/III

REST STOP

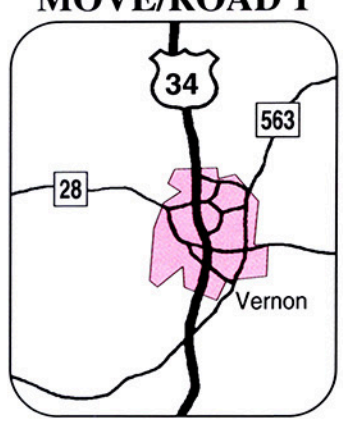
To enter the Rest Stop, you must stop as soon as you enter this Section. An entire turn spent stopped on this Section repairs one Damage Point or 🔧 per turn.

611

20

563

REST STOP MOVE/ROAD 1



Upon successful entry, move your "Time on Road" marker to the –1 space of your Road Log.

Road Section 4/I

28

563

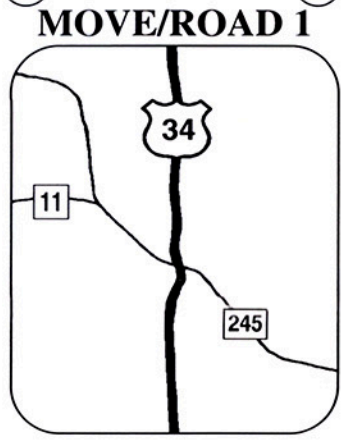
28

STOPPING

Whenever an Active car stops, it must end its turn.

245

MOVE/ROAD 1



Upon successful entry, move your "Time on Road" marker to the –1 space of your Road Log.

Road Section 3/I

11

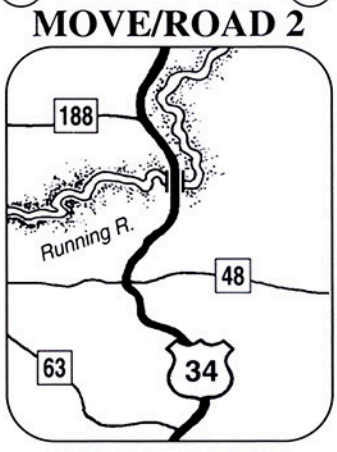
REPAIRS

Repair attempts are sole actions requiring an "R" draw greater than or equal to 4.

188

Buryville

MOVE/ROAD 2



Upon successful entry, move your "Time on Road" marker to the –2 space of your Road Log.

48

48

EXIT DRAW

Draw* + Time on Road > Trailers = Successful Exit.

*** Check column equal to number of players**

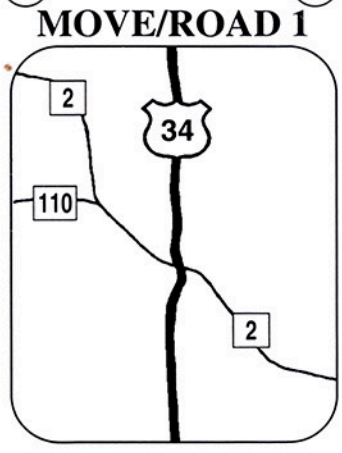
Road Section 2/II

ROAD KILL

BEGINNER'S TRACK

The Avalon Hill Game Company
DIVISION OF MONARCH AVALON

MOVE/ROAD 1



Upon successful entry, move your "Time on Road" marker to the –1 space of your Road Log.

TIME ON ROAD ➡

The Active car advances its "Time on Road" marker one box to the right on its Road Log whenever it ends its turn ➡.

Road Section 1/I

2

STARTING ➡

A ☮ card must be dicarded to flip a STOP car to its ➡ side.

STOP

STARTING LINE

6440041

Easy-to-Get-Into Games of Great Social Interaction!

GAME OF GOOD COOKING **$20**...Two to 4 players compete in the preparation of complete meals; game includes hints on gourmet cooking from the kitchens of McCormick Spice Company.

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AUCTION **$18**...Two to 4 players bid on rare items to obtain the greatest wealth. But not all "rare items" are genuine; players must avoid outbidding opponents for the fakes. Great game of social interaction.

CLASS STRUGGLE **$25**...It's worker against capitalist in this satire of varying economic and political lifestyles. Designed by author and New York University Political Science professor Bert Ollman.

DILEMMAS **$8**...An ideal party game for 2 or more players. Each player, in turn, reads a real life situation with a problem to solve; remaining players must develop what they think is the best solution, comparing it to the real life solution revealed at the end.

DINOSAURS OF THE LOST WORLD **$20**...A re-creation of the classic work of fiction by Sir Arthur Conan Doyle. Actually 3 games in one; a kid's version, a solitaire version, and an adult adventure game. Object is to outwit opponents and avoid dinosaurs to bring home treasure.

FEUDAL **$30**...A classic abstract strategy game, but for as many as 6 players. Players move armies in chess-like fashion to maneuver kings, princes, dukes, knights, squires, sergeants, archers, and pikemen represented by 3-D molded plastic pieces.

TWIXT **$30**...The very first bookcase game ever published; a 2 to 4 player strategy game that has stood the test of time. Object is to connect an uninterrupted chain of pegs across the entire length of the board while preventing opponents from doing so.

TYCOON **$20**...The setting is Manhatten where real estate is at a premium. Object is to out-trump the likes of a Donald Trump in this high stakes money game where up to 6 players vie for choice real estate.

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New Games Just Released!



TYRANNO EX **$35**...a 2 to 4 player game of survival in a prehistoric age. Each player controls several prehistoric animals whose population he attempts to increase by making favorable changes to the environment. However, opponents' environmental needs may differ rendering your animals extinct. If environmental changes aren't enough to ruin your day, fellow predators might do the trick as each animal stakes its claim for the top of the food chain in this 3-hour game of skill for ages 10 & up.

CANDIDATE **$25**...A simple game for two to six players vying for their party's nomination for President. Players manage financial and endorsement resources while touring the country to engage in state primaries. In the process they must adroitly sidestep damaging rumors and dirty tricks. Guesswork and bluffing are required to complement an overall resource allocation strategy that is constantly changing due to the fall of the cards. Although strategy is rewarded, even the weakest candidate can emerge from the convention triumphant in a game packed with more surprises than Dan Quayle's resume. For ages ten and up. Playing time: two hours—just the thing to wile away the hours waiting for election night returns.

GANGSTERS **$29.95**...An authentic re-creation of the underworld's role during Prohibition. Designed for 2 to 5 players, the object is to put together a crime syndicate to rule Chicago. Each player heads up a gang. Rival gangs fight for control of mob activities while the police try to stem the tide of lawlessness. While intended for the serious gamer, frivolity is not forgotten. Shootouts are brought vividly to life, as each time a player loses a gangster he gets a drenching from an opponent using the Gangster Gun, a harmless water pistol included in the game. A nice touch...wet, but cools you off!

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Coming Soon!

We have been fortunate over the past decade to have developed a reputation for game quality. We pride ourselves in publishing games that are unique in design and not your everyday board games. We look for exceptional and interactive play value in new games. The following new games that meet this criteria will be released between Fall '92 and Spring '93. Specific information will automatically be sent you upon your request to be added to our mailing list.

ROADKILL...A fast-paced game for 2 to 6 players that depicts the futuristic spectacle of cross-country demolition racing. Winning requires strategy similar to that portrayed in the cult movie *Deathrace 2000* on which the game is loosely based. Anticipated release date is November '92!

GIMME 5...A youngsters version of the classic *Facts in Five!* Any number can play in this game which requires players to recall information in predetermined categories, the first letter of which must be the same for all categories.

ACQUIRE II...A mass-market version of the legendary game of hotel investment first released in 1964 and now played around the world in many foreign languages.

SLANG...A clever game of recognition and recall of everyday phrases used by young and old.

AFRO AMERICAN HISTORY...A trivia-based game that focuses on the trials, tribulations, and successes of the African American race.

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Games More Enjoyable Than a Night On the Town

The Avalon Hill Game Company offers a wide variety of boardgames to satisfy all gaming tastes...from the one-on-one challenge of 2-player games to the many multi-player games which foster great social interaction among friends and family. We present here, with pride, games for a fun-filled evening.



ADEL VERPFLICHTET (By Hook or Crook) **$25**...a game of deception for 3 to 5 players ages 10 and up. It is an easily-learned game of logic. In each turn, each player has his choice of three options: to bid for objects of art at auction, or to send thieves to steal the art, or to employ detectives to catch opponents' thieves trying to steal the art. This is a subtle scissors-rock-paper game in which the player who is best at deducing when to bid at auction, when to steal, and when to catch opponents in the act of thievery will end up with the most valuable art collection, which is the object of the game. Voted *"Best Game of the Year"* in Germany.

ACQUIRE **$25**...Now enshrined in Games Magazine's *Hall of Fame*, ACQUIRE has stood the test of time. For 2 to 6 players; YOU become a hotel magnate, building and expanding to become the largest chain stockholder. Luck will play its part, but YOUR strategy will determine the final winner—the person with the most money at the end after all mergers have been consumated. A typical game lasts 2 hours, and is one of the few American games enjoyed throughout the world; even translated into many languages.

$GREED **$14.95** (Tube), **$7.50** (Box—*not shown*)...Answer to the gambler's prayer. Now you can bet on the dice roll in the economic safety of your home. You get to roll 6 specially imprinted dice; you keep rolling the dice as long as you build on to your score. But anytime a roll does not give you a scoring count, you lose everything you've scored up to that point. That's why it's called $GREED! Some people can't stop rolling the dice. The tube version also includes felt playing surface. Forget about Las Vegas and Atlantic City; $GREED offers you the same gambling excitement as the casinos.

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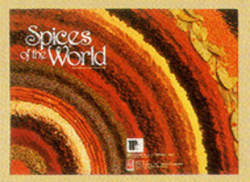
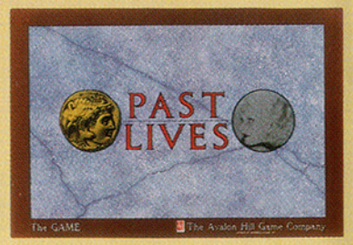
The Most Fun You'll Ever Have With Your Shoes On!













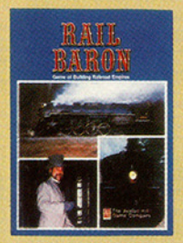




FACTS IN FIVE **$20**...combines the elegance of simplicity and the excitement of competition with memory, general knowledge and an interest in trivia. For 2 or more players of any age, it pits players against time, themselves and each other. In each round, players select categories and subjects from over 1,000 choices. Five letters are chosen; a five-minute time period then begins. Within this time period, players must write on their scoresheet in as many of their 25 blank spaces as possible with words that begin with the letters in the subject classes and categories chosen. Special rules allow children of all ages to compete on an even basis with adults. Truly the original trivia game!

SHAKESPEARE **$20**...As both a game and a Primer of the great bard's entire literary works, the Shakespeare game combines knowledge, luck and a bit of bluffing for an enjoyable evening for 2 to 4 persons, ages 12 and up. Played in Parchesi-like fashion, there are three levels of play: the basic game requires no knowledge of Shakespeare's works whatever; a middle version asks one to identify famous quotes; the advanced version rewards those who know all about everything that was ever published by this literary giant. The Primer includes synopses of all 37 plays, plus a biography of the great bard himself—itself worth the price of the game.

WORD POWER **$20**...2 to 4 persons must be able to identify synonyms and antonyms in a multiple-choice format. Similar in scope to the Reader's Digest column, *"It Pays to Increase Your Word Power,"* WORD POWER rewards those who identify the words correctly with "published" books. The Person who publishes the most books earns the most money. As in most money games, there is great interaction among players, all vying to out-guess, out-bluff and out-maneuver opponents in the quest to become the most erudite player on the block.







SHOWBIZ **$20**...A simple, fast-paced game of logic. Players are top Las Vegas theatrical agents, each required to predict future demand for a variety of show business acts. Given that certain acts are more in abundance than others, players attempt to deduce how long each act will remain popular and bet accordingly. SHOWBIZ will delight 2 to 6 players for two hours each time it goes on stage. The more accurately a player predicts the demand for talent, the greater his chance of winning. The efficiency with which players have signed their acts and forecasted future demand will determine who gets rich and who goes broke. But that's Showbiz...

PAST LIVES **$35...**A boardgame so beautiful it should hang in the Louvre. It includes hundreds of art reproductions by David Edward Byrd, whose art does hang in the Louvre. This is a game for 2 to 8 players that fulfills everybody's fantasy about who they might have been in a past life. You start play in the lowest of 4 karmic levels, as "Scum of the Earth." By shrewd play and good deeds you may rise to the ultimate karmic level, the "Great & Saintly." At game's end, points earned determine who you were in a past life. Were you a prince or a scoundrel? A poet or a strumpet? Find out after reading the *Book of Past Lives* included in the game.

BLIND JUSTICE **$25**...For 3 or more players fed up with ridiculous lawsuit payouts. Actual, real-life civil cases become the subject as players act as both plaintiff and jury to decide how they should be settled. Object is to earn the highest amount of money in settlements and/or jury awards. If you are a bit of a con-artist, this game will provide hours of hilarious entertainment for 3 or more players. A *Case Book* is included showing results of the actual cases. You will either be delirious with joy or vehemently upset at the results, depending upon your view of the legal profession.

TV WARS **$15**...A spoof of the wheeling and dealing that goes on behind closed network doors. Players assume the role of programming executives as they try to steer their networks to the top of the prime-time ratings heap. What shows will be the hits? Lifestyles of the Poor and Obscure? All in the Family Way? Charlie's Devils? The Clone Ranger? And who do you think will be most in demand: Larry Kinky, Carol Burnut, Milton Boil, Larry Hangman? It's up to you in this fast-paced battle of wits to see who can schedule the best TV shows. Great fun for 2 or more couch potatoes, ages 12 and up.

LEGENDS OF ROBIN HOOD **$13.95**...Long the stuff of screen legend, Robin Hood lives again in a game format for the entire family. It is a simple design with but one sheet of rules. Yet, lacking in sophistication it is not. Playable by the whole family, its clever card game design offers plenty of subtleties of strategy to hold the interest of the most avid gamer. Each player assumes the role of an outlaw clad in Lincoln green and tries to outdo his fellows in amassing the most gold by winning archery contests, recruiting stout yeomen, or robbing wealthy travellers. Using a combination of outstanding graphics on board, cards, and stand-up pieces, the game is a delight to behold and a challenge to play at any level. For two to five players, ages 10 and up.

SPICES OF THE WORLD **$22.95**...To commemorate the 100th anniversary of McCormick Spice Company, the game takes 2 to 6 players to all corners of the world in search of exotic spices. Object: to bring the most spices back to Baltimore. Opponents will resort to devious ways to prevent you from doing so, including piracy. Includes large mapboard of the world showing spice sources, plus special recipe book prepared by McCormick Spice Company as a bonus.

BALI **$6**...This new 4th edition combines Scrabble-like word formations with the appeal of card playing. Players score by forming words using individual word-cards. Clever players may steal opponents' cards to form large words; the larger the word the higher the score. BALI, so named because of its origin among the Polynesians, has universal appeal for people enamored by the derivation and use of words. A great gift item for the literate-minded gamer.

RAIL BARON **$25**...A deceptively simple looking game, requiring strategy and cunning. YOU must outwit all others as they attempt to build rail empires across the U.S. Patterned after actual routes, the game recaptures the flavor of railroading's heyday. A huge full-color mapboard depicts the entire U.S. with 28 different rail lines in all. Here's YOUR chance to be a railroad mogul like Jay Gould or Cornelius Vanderbilt, building your own empire while scuttling those of your opponents. An absorbing strategy game for 3 to 6 players, ages 12 and up.
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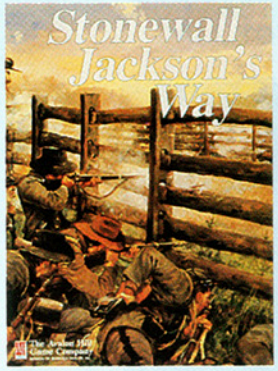

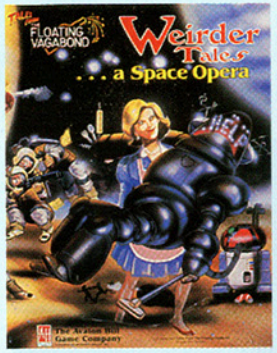

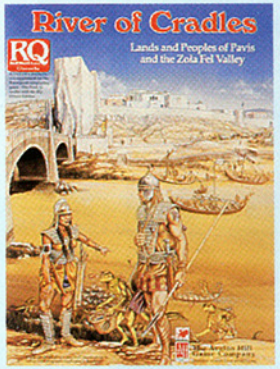

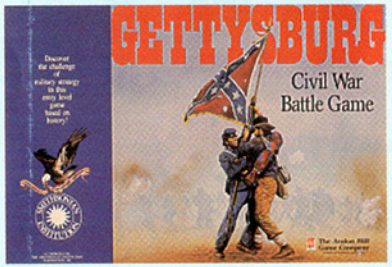





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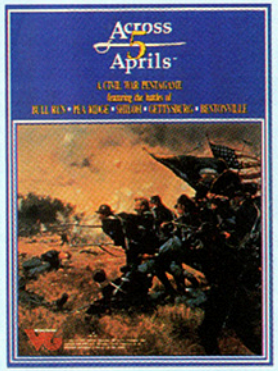



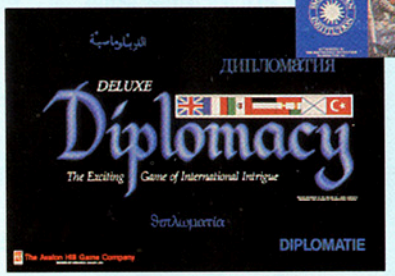





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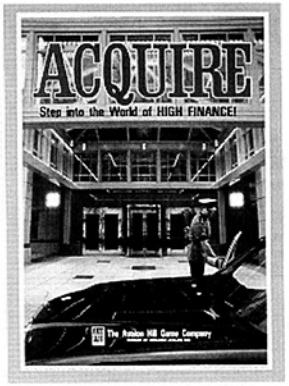



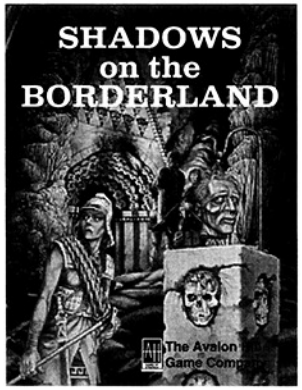



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AVALONCON

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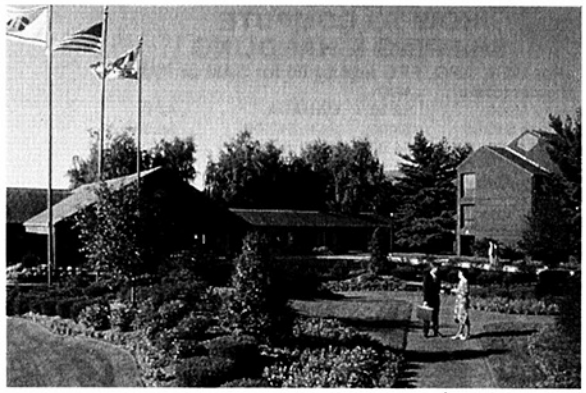

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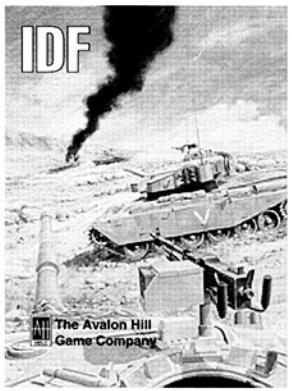







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ROAD KILL





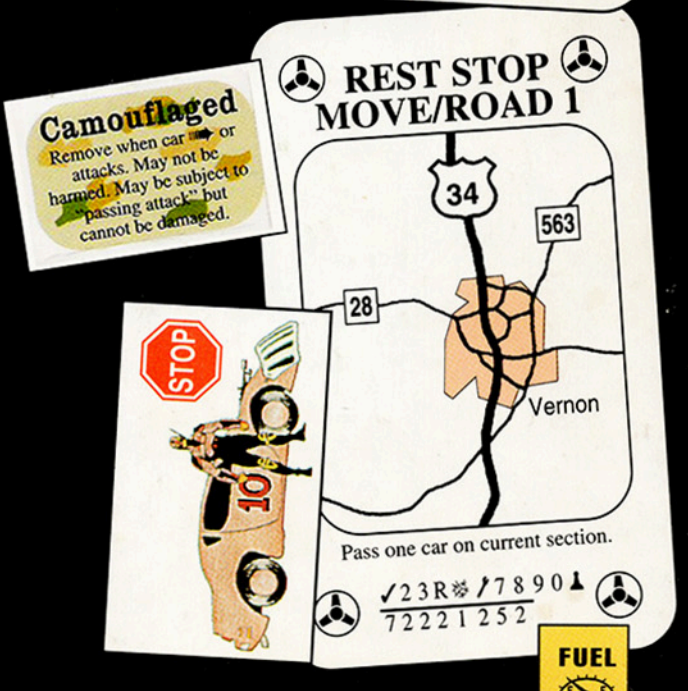
Cross-Country Demolition Racing in the 21st Century (or "Armored Leapfrog" as its adherents refer to it) brings visions of Mad Max in all his infinite glory to your tabletop in an easily played card game format. Each player competes in an armored racer equipped with an assortment of "accessories" not commonly found in your average Auto Parts store. Road hog won't let you pass? No problem ... debate the right of way with a burst from your front machine-guns. Annoyed by that tailgater? ... a few well-timed grenades should scrape him off your bumper. Reckless passer? ... well, if your smoke screen doesn't discourage him, a nudge from your scythe-blade hubcaps should do the job. And these are just the "standard" accessories. In the Advanced Game you can customize your car into something even James Bond would envy.

Running low on fuel ... better pull into the next Rest Stop, but beware of sabotage or theft. Only losers nap during ROADKILL. Besides, what better time to salt the track with tire spikes or change a road sign or two. Everything goes in ROADKILL, an uproarious game of highway combat more vicious than the Santa Monica Freeway.



Players vie for the lead so they may lay the next section of the course. For example, a player with a Nuclear Fuel Cell will want to lead the others on a merry chase through mountainous terrain to sap their fuel. However, someone already running on fumes will opt for a desert straight-away to finish the race before he must pit and relinquish the lead. But the pole position has its price—attracting more than its share of misfortune while slipstreaming provides opportunities back in the pack.

As if the players don't heap enough mayhem upon each other, the game throws an endless series of monkey wrenches into play as cars breakdown, the road widens and narrows or comes to a temporary stop in a blizzard, rock slide, or drawbridge (or does it?). You never know what is around the next bend in ROADKILL.



TIME SCALE: 24-hour endurance races
PLAYERS: 2 to 10 players or teams
UNIT SCALE: Individual Cars
PLAYING TIME: Approximately 30 minutes per player

COMPLEXITY		SOLITAIRE SUITABILITY
	VERY HIGH	
	HIGH	
■	MEDIUM	
■	LOW	NONE

CONTENTS:
128 Playing Cards
1 Eight-Page Rulebook & Events Charts
1 Sheet of die-cut cars and markers
12 Control Panels
1 Plastic Pawn
One 8"x 22" Beginner's Track Map

The Avalon Hill Game Company
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