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1-3 player

30 minute

21 cubes(8mm) and 12 paperclips (not included) are required to play this version of the game.

Components:  
35 Part/Road Cards, 5 Car Cards, 3 Town Cards, 3 Timecards, 3 Aid Cards, 3 Account Cards.



Part/Road Cards have a part or bonus on top, and a road on the bottom.

ability (top right): Indicates the ability/bonus the part gives you. (part is pictured at top left)

distance(middle): your car must travel this many spaces to get through this sector.

encounter(bottom): when your car enters this road card, resolve this encounter.

Car Cards have: a cargo track, a damage track, an initiative bonus, and action bonuses.

Cargo track: use a paperclip along this track to keep track of cargo(bricks). (different cars have different maximums)

Action Bonuses: The icons along the bottom indicate car's action bonuses.

Speed Track: indicates car's movement bonus and also serves as a damage track. Start with a paperclip on the highest number. As car takes damage, move clip down track (taking damage reduces movement bonus). (if clip goes below lowest number, you wreck!)

**Setup:**

- Shuffle the deck of Part/Road Cards and place face-down.
- Each player take a Car Card, Account card, and 4 paperclips. (Use paperclips to keep track of your car's cargo and damage/speed as well as your account.) (begin game with clips on 4 cargo and the highest number on your car's speed track)
- Each player take a timecard and 4 time cubes.
- Place the 3 TownCards between the players.

Place 5 Part/Road Cards face-down under Town 1, 7 under Town 2, 9 under Town 3.

5 cards      7 cards      9 cards

- Place 12 of the remaining Part cards face-up between the players. Starting with the player whose car has the lowest starting speed, each player take 1 part at a time until each player has 3 parts. (the remaining cards are placed face-down to form the "parts deck")

this is what a typical starting setup looks like. Car and 3 Parts.

**cubes:** Each player has 7 cubes. 1 cube is used to represent player's car and the other 6 are time cubes. Each player begins the game with 4 time cubes but can gain more through parts (max 6). Place the cube that represents your car to the left of town 1 to begin the game.

**Gameplay:** - This game is played over the course of 3 deliveries (represented by the 3 Town cards). Players will play several rounds to reach each town and will sell their. After each delivery is completed, each player installs a new part and resupplies their car with 4 bricks. Each round in the game has 3 phases;

- 1) Place Time Cubes: place cubes on time cards to indicate the actions and bonuses you will take this round.
- 2) Action: players proceed through the delivery according to the cubes they placed on time card.
- 3) CB: each player gets to look at one of the upcoming road cards for each (CB) that player has. (each cube on (CB) plus any CB bonuses your car has.)

**phase 1:** - Place your time cubes on your time card to choose the actions and bonuses you want for the round. Players may place their cubes secretly and reveal them when everyone is ready.

**move:** each cube on move increases your movement for the round.

**steer:** each cube on steer increases your steering for the round.

**CB:** each cube on CB increases your (CB) by 1 for the round.

**repair:** cubes can be spent off of here to repair your car. Spend 2 cubes off of here to repair 1 damage. (use paperclip to track). (this is how you repair car).

spending cubes: you get your cubes back at the end of every turn. You **never** permanently discard a time cube.

**phase 2:** Add your car's speed to the number of cubes on the movement area of timecard and any bonuses. This is your movement for the round. Player with highest movement goes first. second highest goes 2nd etc. In case of a tie, car with highest starting speed goes first.

on your turn, you must move the cube representing your car up one road space at a time until you have moved your entire movement(unless you wreck) through the road spaces on the road cards.

when car enters a new road card, immediately resolve the encounter. After encounter is resolved, car continues its movement.

**Resolving encounters**

- Swerve:** subtract this number plus any wheel bonuses/cubes on wheel from your movement, then take that much damage (use speed track on car card to track damage)
- Jump:** subtract this number plus any suspension bonuses from your movement, then take that much damage (use paperclip and speed track on car card to track damage)
- Pickup:** if you have this many CB, add this many bricks to your car (if you have room for them).
- Cops:** if your movement is equal to, or in between these numbers, your turn ends and you lose 3 bricks. (use paperclip on cargo track to track bricks).

when player is done moving, next player takes turn. After all players have moved, phase 3.

**phase 3:** - Players may look at 1 upcoming card for the current delivery for each they have. (this includes any CB bonuses from from parts and or car and any cubes on CB area of time card) ex. if player has 2 CB, player gets to peek at next 2 road cards ahead of car's current location.

when all players are done taking their turns, begin the next round with phase 1.

**TOWNS:** when players arrive at a town, first car to arrive is placed in 1st, second car on 2nd, etc.

**Selling:** After all cars are at the town, players may sell their bricks off of their car. the value of each brick is listed on town card next to the 1st, 2nd, and 3rd spaces. (cars that arrive first get more for bricks). keep track of your money on account card.

once a car is in town, it gets 2\$ at the end of each round if other cars are still on the road.

**Parts:** shuffle the part/road cards that the players went through for this delivery in with the parts deck then draw 12 parts and place them face-up between players. Starting with player who arrived last at Town, each player take one new part. (players begin game with 3 parts and end game with 5)

after all players have sold their bricks and taken their new part,

**endgame and scoring:** after all players arrive at town 3, sell bricks. player with most money wins. In case of tie, car with highest starting speed wins..

**abilities:** these abilities can be from car or parts. There is no difference.

Parts: You can never get more than 1 of the same part but you can get different parts with the same ability. (example: i can get a map and a CB and binoculars even though they all give me a CB bonus)

- cube:** gain another cube. (you can never have more than 6 time cubes)
- speed bonus:** Each of these bonuses increases your movement by 1.
- CB:** lets player look at the cards ahead of car and helps with pickup missions. Add these bonuses to the number of cubes on CB area of timecard. That is how many cards ahead you can peek in phase 3.
- steering bonus:** add these bonuses to the number of cubes on steering area of time card. Steering helps your car survive swerve encounters. (add your steering to the swerve number).
- suspension bonus:** helps your car survive jump encounters (add your suspension to jump number).
- wrench:** repair 1 damage for each cube spent off wrench (instead of the usual 2 for 1 rate).
- Speed multiplier:** each cube on move adds 2 to your movement for the round instead of 1.
- steering multiplier:** each cube on steering counts as 1 extra helm for each of these that you have.
- cargo bonus:** allows your car to hold an extra brick
- police countermeasures:** each of these allow player to increase or decrease a police number by 1.
- nitrous:** take 1 damage to move 2 spaces. No more than 1 damage can be taken in this way per turn. you cannot use nitrous if your car can only take 1 more damage.

**so you wrecked?:** uh oh, your paperclip has gone below your speed track...it's ok, you are an expert mechanic and caught it just in time. Next round you **must** place 4 cubes on wrench and use them to repair your car. Also, lose 3\$. On the following round, you can place your time cubes normally again :) (if you do not have 3\$, lose a part)

**advanced rules:** - Full Game: The rules you just read are for beginner mode. For the full game, each player starts with 10\$. Parts cost 2\$ each and bricks cost 1\$ each. Before each round, set up the market of 12 parts cards players take turns buying one part at a time until all players pass, then players buy bricks.

It is recommended to play beginner mode before trying the full game.

4p mode: go find 7 matching 8mm cubes of another colour and 4 more paperclips and you're good to go. Player who comes in 4th gets the same exchange rate for bricks as 3rd.

**Solo rules:** - For the Solo game you must play against the crooked cop. Use the cop car as your opponent. Use paperclips to keep track of speed, cargo and use account card to keep track of money. Cop car starts with 0 money. Cop does not use time cubes.

Setup is same as regular game, but after you buy your parts, randomly assign 2 part cards to the cop car (easy mode) (or place 3 for regular, or 4 for hard mode)

shuffle the remaining parts cards and place face down to form the "action deck" for the crooked cop.

**playing with the crooked cop:** -each round, after phase 1, draw 2 cards from the "action deck". Add up the road squares on the card plus crooked cop's speed bonus to find movement of crooked cop.

on crooked cop's turn, move it a number of spaces equal to its movement, resolving any encounters.

**Pickup encounters:** on pickup encounters, crooked cop **automatically** recieves the number of bricks indicated on the card. Crooked cop doesn't use CB.

When crooked cop enters a new road card, resolve any encounters normally. remember to add in all bonuses for car and parts **as well as** any part bonuses on the 2 action cards it played this round.

**crooked cop abilities:** crooked cop doesn't use cubes, so some abilities are a bit different. crooked cop cannot have these parts; cube, nitrous, CB, wrench.

All multiplier abilities are considered to be just the regular bonus (just pretend the cube isn't there).

When cop draws an action card with nitrous, wrench, cargo, cube, or CB, it repairs one damage to car. (if you draw one of these cards, repair the damage as soon as card is drawn)

after each round, place used action cards in the parts deck ("parts deck" and crooked cop's "action deck" are same).

after each mission, after player buys part(s) from the 12 cards dealt from the parts deck, shuffle remaining cards in with action deck/parts deck and draw one card from it to add to crooked cop's parts.

Crashing: If crooked cop's paperclip goes below the speed track, crooked cop skips next turn and loses 3\$ (do not draw action card) and move paperclip up 3 spaces on car's speed track.

if crooked cop runs out of action cards, shuffle used action cards to make new parts deck/action deck.