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GAMES

FAST & FURIOUS

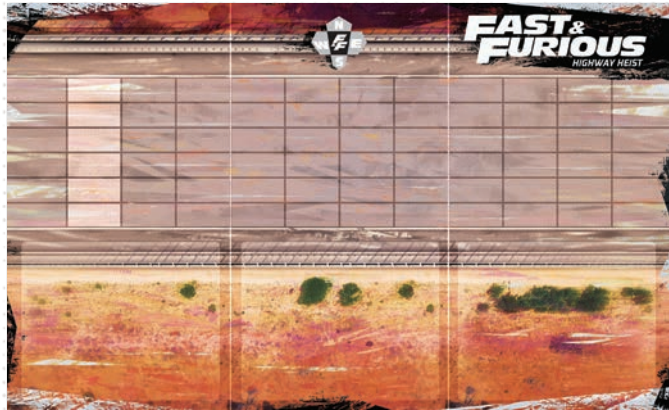
HIGHWAY HEIST



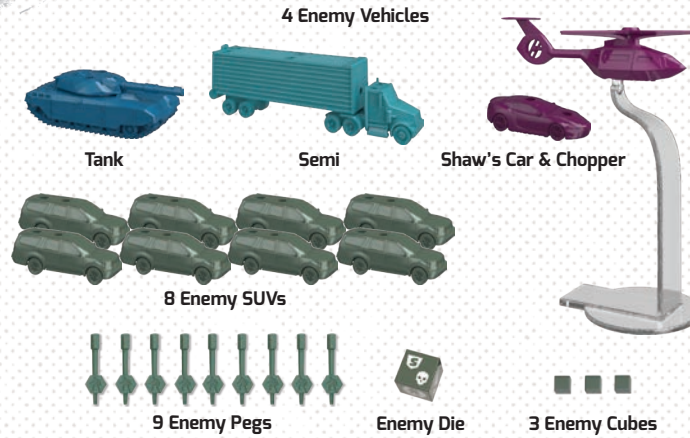
INSTRUCTIONS
Ages 12+ | 2-4 Players | 60 Minutes

LEARN HOW TO PLAY:
funkogames.com/PlayFastAndFurious

COMPONENTS



Road Board



4 Enemy Vehicles

Tank

Semi

Shaw's Car & Chopper

8 Enemy SUVs

9 Enemy Pegs

Enemy Die

3 Enemy Cubes



6 Character Boards



5 Effort Dice



4 Reference Cards



Semi Heist Scenario Board

Tank Assault Scenario Board

Chopper Takedown Scenario Board



12 Semi Heist Enemy Cards



12 Tank Assault Enemy Cards



12 Chopper Takedown Enemy Cards



4 Vehicle Boards



4 Player Vehicles

American Muscle

Street Drifter

Import Racer

Exotic Supercar

4 Vehicle Strength Cubes



4 Player Pegs



4 Underlight Tokens



9 Semi Heist Stunt Cards (3 Levels)



9 Tank Assault Stunt Cards (3 Levels)



9 Chopper Takedown Stunt Cards (3 Levels)



8 Cargo Tokens



Ramsey Token



20 Boost Tokens



3 Tej Tokens



Tank Assault Scenario Guide



Semi Heist Scenario Guide



Chopper Takedown Scenario Guide

GAME OVERVIEW

In this cooperative game, you will play as a team in one of three scenarios, each of which offers different enemies, actions, and objectives.

TANK ASSAULT

Dangerous mercenary Owen Shaw has stolen a top secret computer chip from a military convoy, and plans to use it to create a deadly device. He is currently escaping in a tank on a highway in Spain. Your team must destroy the tank by forcing it to drive into wrecked enemy SUVs, wearing it down and stopping Shaw in his tracks.

SEMI HEIST

Your team has been given a job to recover valuable cargo from a semi truck barreling down the highway—and the driver is armed with a shotgun! To obtain cargo, team members must leap out of their vehicles and onto the semi, open its back door, and throw cargo to other team members' vehicles.

CHOPPER TAKEDOWN

Your team has been joined by Ramsey, a powerful computer hacker. Ramsey is a passenger in one of your vehicles, and possesses a highly-advanced laptop. She is being hunted by Deckard Shaw in a reinforced sports car, as well as a chopper. The chopper uses radar to track Ramsey's laptop and fire missiles at her, while Shaw's car wrecks havoc on the road.

For your first game, play **TANK ASSAULT**. After reading these Instructions, consult the Tank Assault Scenario Guide for details.

SETUP

As shown in the Example on the next page.

- 1 Place the **Road Board** in the center of the table.
- 2 Each player chooses one of the six **Character Boards** and one of the four **Vehicle Boards**. On the back of each Vehicle Board is a Hijacked SUV, but this cannot be chosen at the start of the game. Place your chosen Character Board and Vehicle Board next to each other and face up in front of you.
NOTE: If you choose the Tej Character Board, take the three Tej tokens.
- 3 Take the **Player Vehicle**, **Vehicle Strength cube**, **Underlight token**, and **Player Peg** that match the color of your Vehicle Board. Place the Player Vehicle in any space in the starting row on the Road Board as shown. Place the **Vehicle Strength cube** in the top slot of your Vehicle Board. Place the Underlight token below your Vehicle Board. Place the Player Peg on the Manned Vehicle spot of your Vehicle Board. **Do NOT insert the Player Peg into your vehicle—you only do this when your character leaps out of your vehicle and moves “on foot,” as explained later.**
- 4 Each player takes two **Boost tokens** and places them below their Character Board.
- 5 Place the **Enemy Die** and **Effort Dice** next to the Road Board.

DIFFICULTY

You can adjust the difficulty of the game by altering the number of Stunt cards used when creating the Stunt deck:

EASY

Use all nine Stunt cards.

STANDARD

Remove one Level 1 Stunt card and one Level 2 Stunt card, as described in Step 8 above.

HARD

Remove two Level 1 Stunt cards and one Level 2 Stunt card.

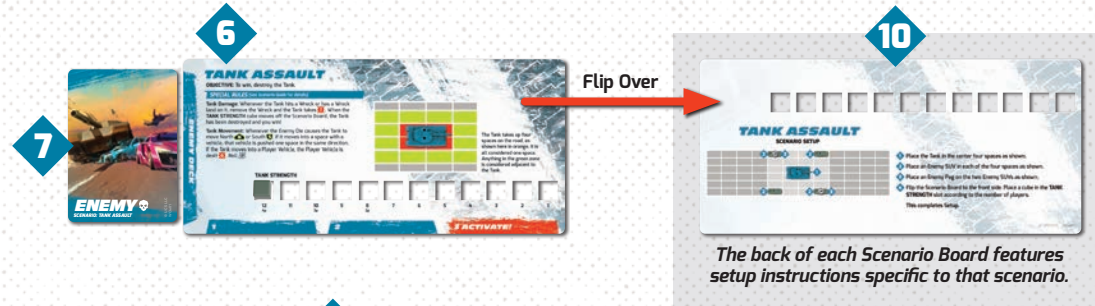
IT'S A BEAST!

Remove two Level 1 Stunt cards and two Level 2 Stunt cards.

The remaining steps of Setup use components that are specific to the scenario you are playing. For your first game, play **TANK ASSAULT**.

- 6 Take the selected **Scenario Board** and place it above the Road Board.
- 7 Take the twelve **Enemy cards** for the scenario, shuffle them, and place them to the left of the Scenario Board.
- 8 Take the nine **Stunt cards** for the scenario and create your Stunt deck. For a Standard Difficulty game:
Place the Level 3 Stunt card face-down on the table. Shuffle the four Level 2 Stunt cards, randomly put one back in the box without looking at it, and place the remaining three cards face-down on top of the Level 3 Stunt card. Shuffle the four Level 1 Stunt cards, randomly put one back in the box without looking at it, and place the remaining three cards face-down on top of the Level 2 Stunt cards. Place this seven-card Stunt deck to the right of the Road Board.
NOTE: You can adjust the difficulty of the game by altering the number of Stunt cards in the Stunt deck. See DIFFICULTY on this page.
- 9 Draw the top card from the Stunt deck and place it face up in the first Stunt spot on the Road Board as shown. Place a Boost token on each Boost token symbol shown on the card.
- 10 Flip over the Scenario Board to the **SCENARIO SETUP** side and follow the instructions.
- 11 Place the remaining Enemy SUVs, Enemy Pegs, and Boost tokens next to the Road Board to form a supply.
- 12 Put all unused components back in the box.

EXAMPLE OF THE TANK ASSAULT SETUP FOR THREE PLAYERS



Your Player Peg is placed on your Vehicle Board—NOT inserted into the top of your Player Vehicle at the start of the game.



CORE CONCEPTS

The following core concepts are important to understand before you start playing.

THE ROAD

All the action takes place on the Road Board which represents a stretch of highway. All vehicles are traveling from West to East at high speed while the road flies by underneath them. When a vehicle remains in its space on the road, it is still zooming along, but at a constant speed. When a vehicle moves forward or backward, it is speeding up or slowing down relative to the other vehicles.

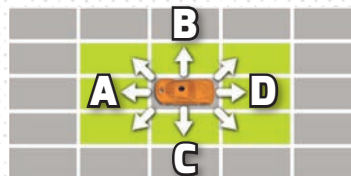


Vehicles may not move off the road, except during Road Maintenance at the end of each round (see **END OF ROUND** on page 19). If a card or die effect would move a vehicle off the road, the vehicle moves as far as it can on the road, but no further.

ADJACENCY

A road space is adjacent to all eight spaces that surround it, as shown here in green.

The term **directly** applies to the four spaces that are orthogonally adjacent. As shown here, space A is **directly behind** the vehicle. Space D is **directly in front** of the vehicle. Space B and space C are **directly beside** the vehicle.



PLAYER PEGS AND ENEMY PEGS

Player Pegs and **Enemy Pegs** represent characters and enemies jumping between and fighting on vehicles' roofs. When you move your character out of your vehicle they are "on foot"—insert your Player Peg into one of the slots on top of the vehicle they moved to.

When your Player Peg is on your Vehicle Board, your Player Vehicle is **manned** (your character is behind the wheel). When your Player Peg is on top of a vehicle on the road, your Player Vehicle is **unmanned** (your character is on foot and no longer behind the wheel).

Player Pegs and Enemy Pegs are never placed on empty road spaces—they are always inserted into the slots on top of vehicles. In order for a Player Peg or an Enemy Peg to move to the top of a vehicle, there must be an available slot.

Two Player Pegs may occupy both slots on top of a vehicle. However, only one Enemy Peg may be on top of a vehicle at a time. If there is already an Enemy Peg on top of a vehicle, no Enemy Pegs may move to or be placed on top of that vehicle, even if the other slot is available.



EXAMPLE: *Player 1's peg can move from the Enemy SUV to either Player Vehicle. However, the Enemy Peg can only move to the Exotic Supercar because there is already an Enemy Peg on the Street Racer.*

NOTE: The Semi follows different rules. See the Semi Heist Scenario Guide for details.

PLAYER VEHICLES

The term **Player Vehicle** refers to any vehicle that the players can get behind the wheel of, as represented by their Vehicle Boards. A player may only get behind the wheel of a vehicle if the matching Vehicle Board is face up in front of them. The vehicles chosen at the start of the game are the starting Player Vehicles, but your Player Vehicle can change.

NOTE: Even if you are on foot and away from your unmanned vehicle, it is still considered your Player Vehicle unless it is destroyed (the Vehicle Strength cube moves off the Vehicle Board) or you Hijack an Enemy SUV (see Hijack Enemy SUV on page 14).

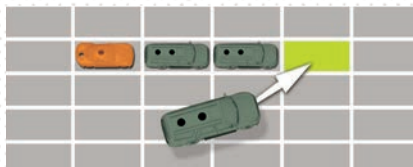
If a Player Vehicle is destroyed, it becomes a Wreck (see **WRECKS** on this page) and is no longer considered a Player Vehicle. If a player abandons their vehicle and Hijacks an Enemy SUV, the Enemy SUV becomes a Player Vehicle (indicated by the Underlight token placed beneath it), and the player's previous vehicle is no longer considered a Player Vehicle.

ENEMY SUVs

The term **Enemy SUV** refers to any SUV on the road that is not a Player Vehicle. If an Enemy SUV is destroyed, it becomes a Wreck and is no longer considered an Enemy SUV. If a player Hijacks an Enemy SUV, it becomes a Player Vehicle and is no longer considered an Enemy SUV.

Enemy cards may place new Enemy SUVs on the road, either behind or in front of other vehicles. If a card tells you to place an Enemy SUV in a space that is already occupied by a vehicle or a Wreck, place it in the nearest empty space in the direction specified.

If a card tells you to place Enemy SUVs and there are not enough Enemy SUVs in the supply to place them all, place them following the Resolution Order (see **RESOLUTION ORDER** on page 10) until there are none left. If a card tells you to place Enemy SUVs and there are none left in the supply, nothing happens.



EXAMPLE: An Enemy card tells you to place an Enemy SUV directly in front of each Player Vehicle. The space directly in front of **Player 1's Street Drifter** is already occupied, and so is the next space. So the Enemy SUV is placed three spaces in front of the Player Vehicle—the next empty space in that direction.

MAIN ENEMY VEHICLES

There are three Main Enemy Vehicles—one for each scenario: the Tank, the Semi, and the Chopper. Each one moves and attacks in a unique way. See the Scenario Guide for details on how each Main Enemy Vehicle behaves.

WRECKS

When a Player Vehicle or Enemy SUV is destroyed, flip the vehicle upside down on the road. It is now a **Wreck** and is no longer considered a Player Vehicle or Enemy SUV.

If there is an Enemy Peg on top of a vehicle when it becomes a Wreck, move that Enemy Peg to the top of an **adjacent** vehicle with an available slot. If given a choice between an Enemy SUV and a Player Vehicle, move the Enemy Peg to a Player Vehicle, favoring the Active Player Vehicle (the player taking their turn). If there are no available adjacent vehicles, remove the Enemy Peg and return it to the supply.

If your character is on top of or behind the wheel of a vehicle when it becomes a Wreck, place your Player Peg on top of the nearest vehicle with an available slot. If more than one Player Peg must move, or if there are multiple nearest vehicles, the team can decide who moves first and where.



SKILL CATEGORIES AND RATINGS

There are four Skill Categories, and players have a Rating in each category.

Speed and **Control** are for actions when your character is behind the wheel (your Player Vehicle is manned). **Athletics** are for actions that involve your Player Peg when your character is on foot (your Player Vehicle is unmanned).

Defense is used to reduce damage that enemies deal to your vehicle.



Your Character Board and Vehicle Board have icons for the four Skill Categories. Your **Rating** in each Skill Category is determined by the number of icons on the two boards combined.

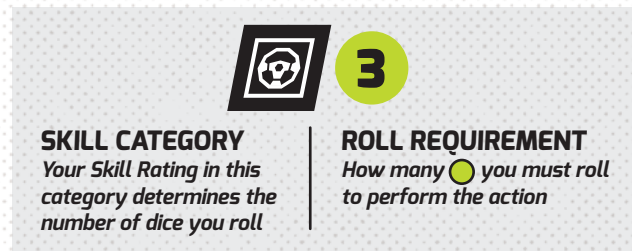
NOTE: There may be times when you do not have a Player Vehicle because your vehicle has become a Wreck and you have not Hijacked an Enemy SUV. At those times, your Ratings are determined only by the icons on your Character Board.




EXAMPLE: Player 1 is playing as Brian with the Exotic Supercar. The Character Board and Vehicle Board are combined, giving Player 1 a Speed Rating of 4, a Control Rating of 4, an Athletics Rating of 3, and a Defense Rating of 4.

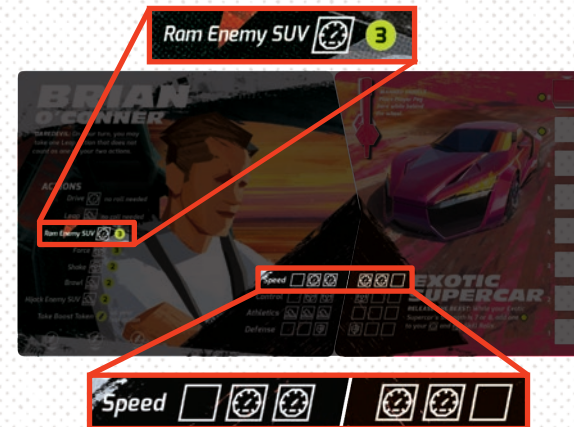
SKILL ROLLS

Most actions in the game require a **Skill Roll**. If you roll successfully, you perform the action. If your roll is not successful, it still took one of your actions to attempt it, but you do not perform the action. Each action shows a Skill Roll symbol, which is made up of two parts:



To attempt a Skill Roll, take the number of Effort Dice equal to your Skill Rating in the Skill Category shown and roll them one time. If you roll at least the number of  shown in the Roll Requirement, you are successful and perform the action.



NOTE: Any  rolled do NOT count toward your success unless you Boost your roll (see **BOOST TOKENS** on page 10).



2  on Character Board + 2  on Vehicle Board = Speed Rating of 4

Skill Roll Result






EXAMPLE: Player 1 attempts a Ram Enemy SUV action, which requires a Speed Skill Roll. Their Speed Rating is 4, so they roll four Effort Dice, resulting in 4 . Since the Skill Roll only required 3 , the roll is successful and they perform the action.

DAMAGE AND DEFENSE



Throughout the game, enemies will deal damage to your Player Vehicle. This can happen on your turn or on other players' turns.

NOTE: Only your Player Vehicle takes damage. Your character is never injured and no player is ever eliminated from the game.

Whenever your Player Vehicle is dealt damage, you **must** attempt a Defense Skill Roll (Roll ) to try to reduce the damage. Take the number of Effort Dice equal to your Defense Rating and roll them one time. For each  you roll, reduce the damage being dealt to your Player Vehicle by .

NOTE: Any  rolled do NOT reduce damage unless you Boost your roll (see **BOOST TOKENS** on page 10).

After rolling, lower your Vehicle Strength by moving the cube down one slot on your Vehicle Board for each  taken.

IMPORTANT: When your Player Vehicle is unmanned (your character is on foot and your Player Peg is on top of a vehicle on the road), the  icons on your Character Board are ignored and your Defense Rating is determined only by the  icons on your Vehicle Board. If your unmanned Player Vehicle is dealt damage, be sure to reduce the number of Effort Dice you roll.

DESTROYED PLAYER VEHICLES

If the Vehicle Strength cube ever moves off the bottom of your Vehicle Board, your Player Vehicle is destroyed and becomes a Wreck (see **WRECKS** on page 7). If your character was behind the wheel, place your Player Peg on top of the nearest vehicle with an available slot.






When your Player Vehicle is destroyed, set your Vehicle Board to the side. For the time being, you have no Player Vehicle and must move on foot, but don't panic! If you need a vehicle later, you can Hijack an Enemy SUV and to make it your Player Vehicle (see **Hijack Enemy SUV** on page 14).

NOTE: Even if your starting Player Vehicle is destroyed, you never lose your Player Peg or Underlight token—you'll have the same ones for the entire game.




Skill Roll Result



MANNED EXAMPLE: Player 2's manned Street Drifter is slammed by an Enemy SUV, which deals . Player 2's Defense Rating is 3, so they roll three Effort Dice and get 2 . Subtracting the 2  from the , the Street Drifter takes , and the Vehicle's Strength is lowered by 1.









When unmanned, only count  on the Vehicle Board



Skill Roll Result






UNMANNED EXAMPLE: Player 2's unmanned Street Drifter is slammed by an Enemy SUV, which deals . Because the Player Vehicle is unmanned, Player 2 may only use the  on the Vehicle Board, so their Defense Rating is only 1. They roll one Effort Die and get 1 . Subtracting the 1  from the , the Street Drifter takes , and the Vehicle's Strength is lowered by 2.

BOOST TOKENS



Boost tokens are used to Boost your own Skill Rolls or to Assist a team member with their Skill Rolls. You may Boost and Assist Defense Skill Rolls, even if the Player Vehicle is unmanned.

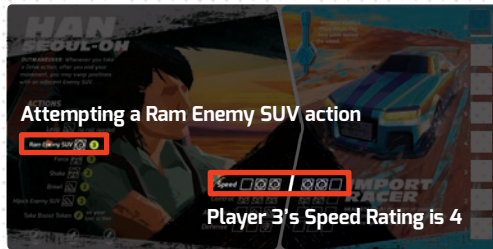
BOOST (YOURSELF)

When attempting a Skill Roll, you may discard one Boost token **after** rolling the Effort Dice to count **every**  rolled as a . If you did not roll any , Boosting has no effect.







ASSIST (TEAM MEMBER)

When another team member is attempting a Skill Roll, you may discard Boost tokens **before** they roll. For each Boost token you discard, the player adds two extra Effort Dice to their roll.

NOTE: No more than five Effort Dice may ever be rolled. If they are rolling four, you may discard a Boost token to add just one extra die.



Skill Roll Result     +1 Boost Token 

BOOST (YOURSELF) EXAMPLE: Player 3 attempts a Ram Enemy SUV action. Their Speed Rating is 4, so they roll four Effort Dice and get 2 , which is not enough to succeed. However, 2  were rolled, so Player 3 discards one Boost token to turn both  into , giving them 4 . They now have more than the 3  required to succeed the Skill Roll and perform the action.

GETTING BOOST TOKENS

Each player begins the game with two Boost tokens and there are two ways to get more:

1. If you successfully perform a Stunt action, you can get a Boost token (see **STUNT ACTIONS** on page 15).
2. As the last action on your turn, you may take a Boost token (see **TAKE BOOST TOKEN** on page 14).

IMPORTANT: Players may have a maximum of three Boost tokens, as indicated on the bottom of the Character Boards. Roman's Special Power allows him to have five instead of three.

SPECIAL POWERS

Each character and starting Player Vehicle has a Special Power that gives them a unique ability. Special Powers are shown on the Character Boards and Vehicle Boards. At the start of the game, each player should read their Special Powers aloud so that all the players know what abilities the team members have in order to plan out the best strategies.

EXHAUSTED CHARACTERS

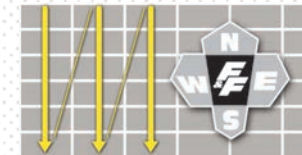
Because players can take their turns in any order (see **PLAYING THE GAME** on the next page), it is important to keep track of which players have already taken their turns in each round. When you finish taking your turn, flip your Character Board to the Exhausted side. When every player's Character Board is showing the Exhausted side, the round is over. After performing the End of Round steps (see **END OF ROUND** on page 19), all players flip their Character Boards back over before starting the next round.



Some characters have Special Powers that may be used during other players' turns, even after the character has been Exhausted. For these characters, the Special Power is also highlighted on the Exhausted side of the Character Board.

RESOLUTION ORDER

Some Enemy Die or End of Round effects require you to place, move, or activate multiple vehicles, pegs, or Wrecks at once. When this happens, resolve them one at a time, from **West to East then North to South**, as shown. Make sure that each vehicle, peg, or Wreck is only activated once. (See **ROLL THE ENEMY DIE** on page 16 and **END OF ROUND** on page 19.)



PLAYING THE GAME

The game is played in rounds. During each round, each player will take one turn. The team can decide in what order players take their turns, and the order can be different in each round. Once a player starts taking their turn, they must complete it before the next player may take their turn. After all players have taken a turn, the round ends and players prepare for the next round (see **END OF ROUND** on page 19).

ON YOUR TURN

Each turn consists of two steps, taken in this order:

1. TAKE TWO ACTIONS (p.11-p.15)

2. ROLL THE ENEMY DIE (p.16-p.18)

1. TAKE TWO ACTIONS

You may take up to two actions on your turn. The actions may be the same or they may be different, and they may be taken in any order. The actions you may take are detailed on the following pages. For actions that do not require a Skill Roll, simply follow the instructions to perform the action.

For actions that require a Skill Roll, you must first attempt it by rolling the dice (see **SKILL ROLLS** on page 8). If your roll is successful, perform the action. If your roll is not successful, it still took one of your actions to attempt it, but you do not perform the action. If you have an action remaining, you may use your second action to try again, or you may take a different action.

ACTIONS

Drive

Leap

Ram Enemy SUV 3

Force 3

Shake 2

Brawl 2

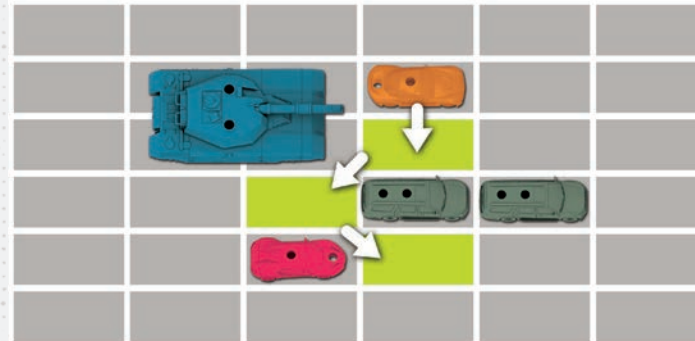
Hijack Enemy SUV 2

Take Boost Token



Drive no roll needed

Use the Drive action to move your Player Vehicle on the road. When you perform a Drive action, move your **manned** Player Vehicle up to the number of spaces equal to your Speed Rating. You may not Drive through or end on any space occupied by a vehicle or Wreck. You may move in any direction(s) including diagonally, even between two vehicles or Wrecks.



DRIVE EXAMPLE: Player 1 takes a Drive action. Their Speed Rating is 4, so they may move their **Street Drifter** up to four spaces, but choose to only move three.

IMPORTANT: To take a Speed or Control action, your Player Vehicle must be manned (your character is behind the wheel and your Player Peg is on your Vehicle Board).

Leap no roll needed

Use the Leap action to get out of your Player Vehicle and move your character on foot. When you perform a Leap action, insert your Player Peg into an available slot on top of a vehicle. The vehicle must be within the number of spaces equal to your Athletics Rating. If there are no available slots on top of a vehicle, you may not Leap there.

If your character is behind the wheel of your Player Vehicle when you Leap, take your Player Peg from your Vehicle Board and insert it into the top of the vehicle you Leap to. You may Leap on top of your own Player Vehicle.

When you Leap back to your Player Vehicle, you may choose to end your action on top (insert your Player Peg on top) or behind the wheel (return your Player Peg to your Vehicle Board).

If your character is on top of your Player Vehicle and you want to get behind the wheel, you must use a Leap action.

NOTE: You do not need to be on top of your Player Vehicle to Leap to other vehicles. You may Leap from behind the wheel directly to another vehicle.

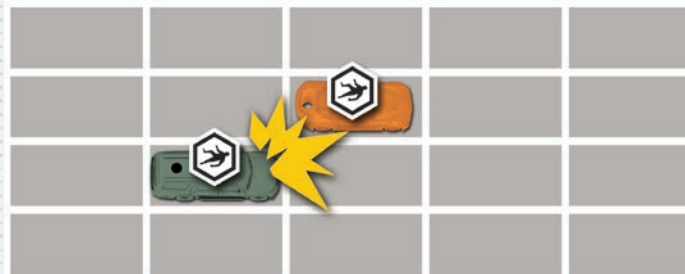


LEAP EXAMPLE: *Player 1* is behind the wheel of the *Street Drifter* when they take a Leap action. Their Athletics Rating is 3, so they may Leap to a vehicle within three spaces if there is an available slot. Their options are Enemy SUV A, the *Exotic Supercar*, or on top of their own *Street Drifter*. They may not Leap to Enemy SUV B, as it is four spaces away, or Enemy SUV C, as it does not have an available slot.

Ram Enemy SUV 3

Use the Ram Enemy SUV action to destroy an Enemy SUV. When you perform a Ram Enemy SUV action, choose an Enemy SUV **adjacent** to your **manned** Player Vehicle and turn it into a Wreck, flipping it upside down on the road. If a Player Peg or Enemy Peg was on top of that Enemy SUV, move them (see **WRECKS** on page 7).

When you perform a Ram Enemy SUV action, your Player Vehicle does not move. Keep this in mind when Ramming an Enemy SUV that is directly in front of your Player Vehicle—if the Wreck is still in front of your Player Vehicle at the end of the round, your Player Vehicle will be destroyed (see **END OF ROUND** on page 19).



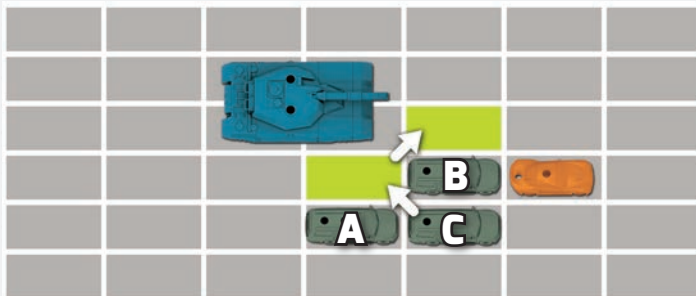
RAM ENEMY SUV EXAMPLE: After a successful Skill Roll, *Player 1* performs a Ram Enemy SUV action. They turn the adjacent Enemy SUV into a Wreck. The Enemy Peg that was on the Enemy SUV cannot move to the *Street Drifter* (only one Enemy Peg may be on top of a vehicle at a time), so that Enemy Peg is removed and returned to the supply.

Force 3

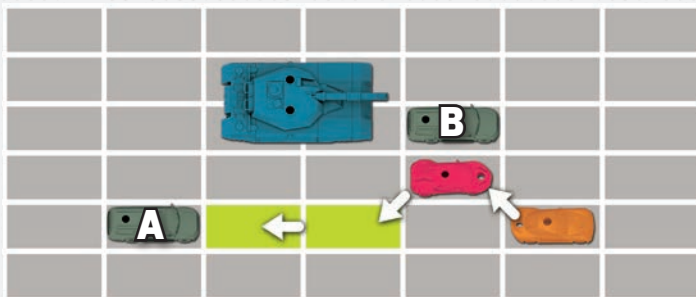
Use the Force action to move other vehicles on the road. When you perform a Force action, choose an Enemy SUV or Player Vehicle **adjacent** to your **manned** Player Vehicle and move it up to two spaces. It may not move through or end on any space occupied by a vehicle or Wreck. It may move in any direction(s) including diagonally, even between two vehicles or Wrecks.

After moving the vehicle, you **may** move your Player Vehicle into the vacated space.

NOTE: You may not use a Force action to move a Wreck.



FORCE EXAMPLE #1: After a successful Skill Roll, **Player 1** performs a Force action. They move Enemy SUV C two spaces so it ends directly in front of the Tank. They choose not to move their **Street Drifter** into the vacated space so they can attempt to Ram Enemy SUV C with their next action.

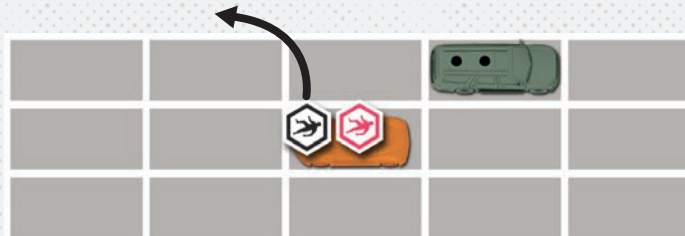


FORCE EXAMPLE #2: After a successful Skill Roll, **Player 1** performs a Force action. They move the **Exotic Supercar** two spaces so it ends in front of Enemy SUV A and **Player 2** can Ram that Enemy SUV at the start of their next turn. **Player 1** decides to move their **Street Drifter** into the vacated space so they can attempt to Ram Enemy SUV B with their next action.

Shake 2

Use the Shake action to get an Enemy Peg off the top of your Player Vehicle when you are behind the wheel. When you perform a Shake action, remove the Enemy Peg from the top of your **manned** Player Vehicle and return it to the supply.

NOTE: The Shake action does not affect a Player Peg that is on top of your Player Vehicle. It only affects the Enemy Peg.



SHAKE EXAMPLE: After a successful Skill Roll, **Player 1** performs a Shake action. The Enemy Peg on top of their **Street Drifter** is removed and returned to the supply. The Player Peg doesn't move.



Brawl 2

Use the Brawl action to get an Enemy Peg off the top of a vehicle when you are on foot. When you perform a Brawl action, remove the Enemy Peg from the top of the vehicle your Player Peg is on top of and return it to the supply.



BRAWL EXAMPLE: After a successful Skill Roll, *Player 1* performs a Brawl action. The Enemy Peg on top of the vehicle with their Player Peg is removed and returned to the supply. *Player 1's* peg doesn't move.

Hijack Enemy SUV 2

Use the Hijack Enemy SUV action to commandeer an Enemy SUV that your Player Peg is on top of. When you perform a Hijack Enemy SUV action, the Enemy SUV your Player Peg is on top of becomes your Player Vehicle.

Place your Underlight token under the Enemy SUV to indicate that it is now your Player Vehicle. Flip your Vehicle Board to the Hijacked SUV side, place your Player Peg on it (you are now behind the wheel), and place your cube in the top slot of the Vehicle Board.

If your previous Player Vehicle was your starting Player Vehicle and it is still on the road, it is no longer considered a Player Vehicle and may not become a Player Vehicle again for the remainder of the game. If your previous Player Vehicle was an Enemy SUV and it is still on the road, the enemy driver takes it over and it becomes an Enemy SUV again. If it is Hijacked later in the game, it will be at full Strength.

NOTE: The Hijack action does not affect any other Player Peg or Enemy Peg on top of the Enemy SUV.

Take Boost Token as your last action

Use this action to take a Boost token from the supply and place it below your Character Board, but this must be the **last action you take**. As soon as you take this action, proceed to Step 2 of your turn (see **ROLL THE ENEMY DIE** on page 16). You may take a Boost token as your first action, but you will not get to take a second action this turn.



STUNT ACTIONS

Stunt cards offer exciting Stunt actions. Each one has a specific Condition that must be met before you can attempt the required Skill Roll. This makes them more challenging to perform, but they offer big rewards to help the team achieve their objective.

NOTE: Attempting a Stunt action counts as one of your two actions.

At the end of each round, the Stunt cards move West along the bottom of the Road Board and a new Stunt card is drawn (see **END OF ROUND** on page 19). This means that each Stunt action is available for a maximum of three rounds before it moves off the Road Board and is discarded.

Each Level 1 and Level 2 Stunt card has one or two Boost token symbols. When one is drawn, a Boost token is placed on each symbol. When you **successfully perform** the Stunt action, take one Boost token from the card and place it below your Character Board. When there are no Boost tokens left on the card, that Stunt action is no longer available. Flip the Stunt card face down in its spot on the Road Board.

Level 3 Stunt cards are unique, and they do not have a Boost token symbol. You may perform the Stunt action as many times as you need to.

ANATOMY OF A STUNT CARD

- 1 LEVEL & SCENARIO** Each Scenario has unique Stunt cards divided into three levels.
- 2 NAME & DESCRIPTION**
- 3 CONDITION & DIAGRAM** Each Stunt action has a Condition that must be met before attempting the Skill Roll. If the Condition is not true, the Stunt action may not be attempted. The diagram illustrates one possible example of the Stunt action's Condition. The road in your game may look different, but as long as it meets the Condition, you may attempt the Skill Roll.
- 4 SKILL ROLL** Every Stunt action requires a Skill Roll (see **SKILL ROLLS** on page 8).
- 5 REWARD** If the Skill Roll is successful, you perform the Stunt action according to the instructions in the Reward.
- 6 BOOST TOKEN(S)** When you successfully perform a Level 1 or Level 2 Stunt action, take one Boost token from the card. When there are no Boost tokens left on the card, flip the card over to indicate that the Stunt action is no longer available.

1 **2 TANK ASSAULT**

2 **SACRIFICE FLY**
Jump out of your Player Vehicle and send it under the Tank

3 **CONDITION**
Your manned Player Vehicle is directly in front of the Tank.

4 **5** **3**

5 **REWARD**
The Tank takes . Place your Player Peg on top of the nearest vehicle with an available slot. Remove your Player Vehicle and set your Vehicle Board aside.

6

Example

2. ROLL THE ENEMY DIE

Roll the Enemy Die and resolve its effects based on the symbol rolled. When resolving Enemy Die and Enemy card effects, the term **Active Player** refers to the player who rolled the Enemy Die and the **Active Player Vehicle** is that player's Player Vehicle (if they have one).



ENEMY SUV



All Enemy SUVs activate and **either** slam **or** move closer to a Player Vehicle. Activate Enemy SUVs one at a time, following the Resolution Order (see **RESOLUTION ORDER** on page 10). Each Enemy SUV is only activated **once**.

◆ SLAM

If the Enemy SUV is adjacent to a Player Vehicle, it slams into the Player Vehicle and deals . The player must roll (see **DAMAGE AND DEFENSE** on page 9).

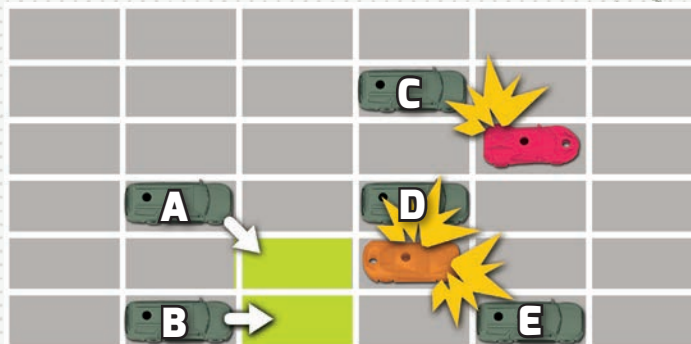
If the Enemy SUV is adjacent to multiple Player Vehicles, it only slams one of them, favoring the Active Player Vehicle. If the Active Player Vehicle is not one of the adjacent Player Vehicles, the team decides which Player Vehicle is slammed.

It is possible that a Player Vehicle is slammed by multiple Enemy SUVs. The player must roll for each.

◆ MOVE

If the Enemy SUV is not adjacent to a Player Vehicle, it moves one space toward the Active Player Vehicle, even if the Active Player's character is on foot. Enemy SUVs move diagonally, if possible, but cannot move into occupied spaces. If the Active Player has no Player Vehicle, Enemy SUVs don't move.

IMPORTANT: If there are no Enemy SUVs on the road when is rolled, place an Enemy SUV directly behind each Player Vehicle (see **ENEMY SUVs** on page 7).



ENEMY SUV EXAMPLE: Player 1 is the Active Player and rolls the on the Enemy Die. The Enemy SUVs activate in this order: Enemy SUV A is not adjacent to a Player Vehicle, so it moves diagonally toward the *Street Drifter* (the Active Player Vehicle). Enemy SUV B moves toward the *Street Drifter*, but because the space diagonal from it is occupied, it moves East. Enemy SUV C is adjacent to Player 2's *Exotic Supercar*, so the Enemy SUV slams into it, dealing . Player 2 rolls . Enemy SUV D is adjacent to two Player Vehicles, but it only slams into one of them. Because Player 1 is the Active Player, Enemy SUV D slams into the *Street Drifter*, dealing . Player 1 rolls . Enemy SUV E is adjacent to Player 1's *Street Drifter* and slams into it, dealing . Player 1 rolls .



ENEMY PEG



All Enemy Pegs activate and **either** damage a Player Vehicle, **or** Brawl a Player Peg, **or** move to the top of a Player Vehicle. Activate Enemy Pegs one at a time, following the Resolution Order (see **RESOLUTION ORDER** on page 10). Each Enemy Peg is only activated once.

To determine how to activate each Enemy Peg, go through the following list in order and resolve **only the first effect** that applies to the Enemy Peg:

◆ DAMAGE

If the Enemy Peg is on top of a Player Vehicle, the Enemy Peg damages the vehicle, dealing . The player must roll (see **DAMAGE AND DEFENSE** on page 9).

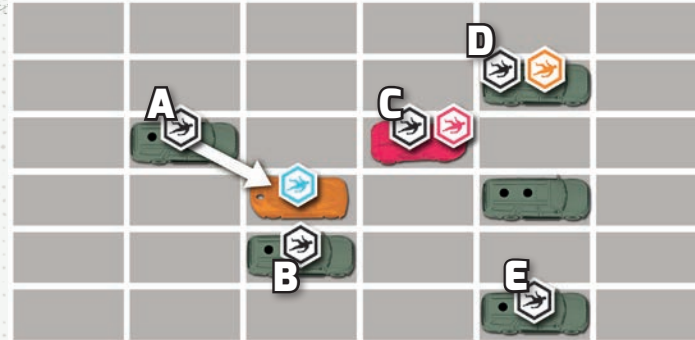
◆ BRAWL

If the Enemy Peg is on top of an Enemy SUV or Enemy vehicle (Tank, Semi, or Shaw's Car) that a Player Peg is also on top of, the Enemy Peg Brawls the Player Peg off the vehicle. Move the Player Peg to the nearest vehicle with an available slot.

◆ MOVE

If the Enemy Peg is on top of a vehicle that is adjacent to a Player Vehicle, the Enemy Peg moves to the top of the Player Vehicle. If there is not an available slot or there is already an Enemy Peg on the Player Vehicle, the Enemy Peg doesn't move.

If none of the above apply to an Enemy Peg, it does nothing.



ENEMY PEG EXAMPLE: *Player 1 is the Active Player and rolls on the Enemy Die. The Enemy Pegs activate in this order: Enemy Peg A moves to the top of the **Street Drifter**. Enemy Peg B doesn't move because there is no available slot on the **Street Drifter**. Enemy Peg C damages the **Exotic Supercar**, dealing . Player 2 rolls . (Even though Player 2's peg is on top of the same vehicle, Enemy Peg C only activates once, so it does not Brawl.) Enemy Peg D Brawls **Player 1's peg** off the Enemy SUV. **Player 1** moves their Player Peg to the Enemy SUV two spaces South because it is the nearest vehicle with an available slot. Enemy Peg E does nothing.*

ENEMY CARD



Move the face-up Enemy cards to the right and resolve the Activated effect of the card in the **ACTIVATE!** spot (if any). Then draw and resolve a new Enemy card (see **ENEMY CARDS** on the next page).

MAIN ENEMY MOVES & ENEMY CARD



Two things happen, in this order:

1. MAIN ENEMY MOVES: Move the Main Enemy Vehicle (Tank, Semi, or Chopper) one space in the direction indicated.

See each Scenario Guide for details on what happens to the vehicles around it.

2. ENEMY CARD: Move the face-up Enemy cards to the right and resolve the Activated effect of the card in the **ACTIVATE!** spot (if any). Then draw and resolve a new Enemy card (see **ENEMY CARDS** on the next page).

ENEMY CARDS

Enemy cards present perilous situations, placing new enemies on the road or causing special attacks. Enemy cards are resolved when , , or is rolled on the Enemy Die.

The first time you resolve Enemy cards:

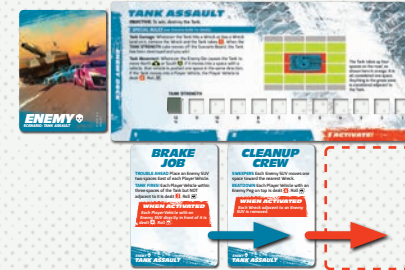
Draw the top Enemy card from the deck and place it face up in the first spot below the Scenario Board. Resolve all Reveal effects on the top part of the card in the order shown.



Do not resolve the Activated effect shown in the red box when the card is drawn. The Activated effect could be very dangerous, but it does not occur until the card is moved to the **ACTIVATE!** spot. Because you can see the Activated effect in advance, the team can work together to avoid the danger.

Every time you resolve Enemy cards for the rest of the game:

If there is an Enemy card in the **ACTIVATE!** spot, place it in a discard pile to the right of the Scenario Board. Then move all face-up Enemy cards one spot to the right. If an Enemy card moves to the **ACTIVATE!** spot, resolve the Activated effect shown in the red box. Then draw the top Enemy card from the deck, place it face up in the first spot, and resolve all Reveal effects on the card in the order shown.



Resolve effect when an Enemy Card moves to **ACTIVATE!** spot

NOTE: If you ever need to draw an Enemy card but the deck is empty, shuffle the discard pile to create a new draw deck.

ANATOMY OF AN ENEMY CARD

- 1 **NAME**
- 2 **REVEAL EFFECTS** When the Enemy card is drawn, immediately resolve these effects in the order shown on the card.
- 3 **ACTIVATED EFFECT** When the Enemy card moves to the **ACTIVATE!** spot, immediately resolve this effect.
- 4 **SCENARIO** Each Scenario has twelve unique Enemy cards.

1 TANK REPAIRS

REPAIRMAN Place an Enemy Peg on top of the Tank.

TANK FIRES! Each Player Vehicle within three spaces of the Tank but NOT adjacent to it is dealt . Roll .

BLOCKERS Place an Enemy SUV directly in front of each Player Vehicle.

WHEN ACTIVATED
If an Enemy Peg is on top of the Tank, raise the TANK STRENGTH by 2 (may not exceed its Strength at the start of the game).

4 ENEMY TANK ASSAULT

END OF ROUND

When all players have taken one turn (all Character Boards are flipped to the Exhausted side), the round is over. Before starting a new round, perform the following steps:

1. ROAD MAINTENANCE

While the action continues speeding down the highway, Wrecks and unmanned Player Vehicles are moved West to represent them falling back. Move them one at a time, following the Resolution Order (see **RESOLUTION ORDER** on page 10).

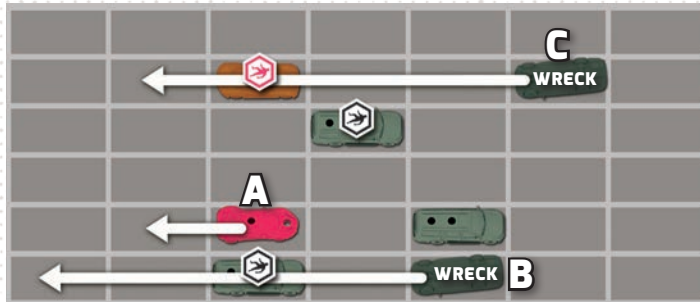
WRECKS

Move each Wreck four spaces West. Any Enemy SUV or Player Vehicle that is in the Wreck's path is destroyed and removed. If an Enemy Peg or Player Peg is on top of a vehicle when it is destroyed, they must move (see **WRECKS** on page 7). If the Wreck moved off the Road Board, return it to the supply. Otherwise, the Wreck remains on the road.

UNMANNED PLAYER VEHICLES

Move each unmanned Player Vehicle one space West. Starting Player Vehicles that have been abandoned (are no longer a Player Vehicle) are also moved one space West. If the unmanned or abandoned vehicle has another vehicle directly behind it, it does not move.

If an unmanned Player Vehicle moves off the Road Board, it is considered destroyed (see **DESTROYED PLAYER VEHICLES** on page 9.)



EXAMPLE: *Player 2's unmanned Exotic Supercar moves West one space. Wreck B moves West four spaces. The Enemy SUV in its path is removed and returned to the supply, and the Enemy Peg on top of it is moved to the top of the Exotic Supercar. Wreck C moves West four spaces. Player 1's Street Drifter is destroyed and removed. Both Player 1, who was behind the wheel, and Player 2, who was on top, must move their Player Pegs to the nearest vehicle(s) with an available slot. The team can choose which player will move their Player Peg first.*

2. STUNT CARD MAINTENANCE

Move each face-up Stunt card West one spot. If a Stunt card moves off the Road Board, return any Boost tokens remaining on the card to the supply and place the card in a discard pile—that Stunt action is no longer available.

Draw the next Stunt card (if there are still any in the deck) and place it on the furthest East spot. Place a Boost token on each Boost token symbol on the card.



NOTE: If the last Stunt card (the Level 3 card) moves off the Road Board and the objective has not been achieved, the game immediately ends and the team loses.

END OF THE GAME

The game can end in one of several ways:

- ◆ If the players achieve the Objective for the scenario, the game ends immediately and the team wins.
- ◆ If the players successfully perform the Level 3 Stunt action that wins the game, the game ends immediately and the team wins.
- ◆ If the Level 3 Stunt card moves off of the Road Board during an End of Round (leaving no Stunt cards on the Road Board), the game ends immediately and the team loses.

Some scenarios have special lose conditions. See Scenario Guides for details.

FREQUENTLY ASKED QUESTIONS

PLAYER ACTIONS

My Speed Rating is 5. Can I Drive two spaces, take my second action, then finish my Drive action by moving three more spaces?

No. You must complete each action before taking the next.

Can I Hijack or get behind the wheel of team member's Player Vehicle?

No.

If my Player Peg has to move due to a destroyed vehicle or an Enemy Die or card effect, can I get behind the wheel of my Player Vehicle?

No. You may only get behind the wheel of your Player Vehicle when taking a Leap action. When an effect makes you move, you must move on top of a vehicle.

When I Force a vehicle to a new space, what happens to any Player Peg or Enemy Peg that is on the Forced vehicle?

Nothing. They remain on top of the vehicle.

For the first action on my turn, I attempted a Stunt action, but failed. May I attempt the same Stunt action for my second action?

Yes, as long as the Stunt action's Condition is still met.

ENEMY EFFECTS






What if there are multiple options for where an Enemy Peg will move or which Player Vehicle an Enemy SUV will slam?

Enemies will always favor the Active Player Vehicle, if that is one of the available options. If not, players may decide as a team where an Enemy Peg will move or which Player Vehicle an Enemy SUV will slam.

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This game was designed by the hard-drivin' crew at Prospero Hall. For more about our games go to prosperohall.com.

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An Enemy card says to place an Enemy Peg on top of each Enemy SUV. If an Enemy SUV already has an Enemy Peg on top, do we add another?

No. There may not be more than one Enemy Peg on top of an Enemy SUV or Player Vehicle.

Both an Enemy Peg and a Player Peg are on top of a vehicle when it is destroyed, forcing both Pegs to move. Do we move the Player Peg or the Enemy Peg first?

The players decide as a team which one to move first. This could lead to an Enemy Peg being removed if the Player Peg moves to the last available slot on an adjacent vehicle, leaving the Enemy Peg nowhere to move to.

BOOSTING / ASSISTING

Can I Assist a team member AFTER they roll a Skill Roll?

No. You may not add more dice after the dice have been rolled.

Can I Assist myself by discarding a Boost token to add two dice to my own Skill Roll?

No. You may only Assist another team member.

Can I discard a Boost token to Boost a team member's Skill Roll in order to change their  into .

No. You may only Boost your own rolls.

During a Skill Roll, can two different team members Assist me, each discarding one Boost token to add four dice to my roll?

Yes. However, you may never roll more than five dice.

If a team member Assists me to give me extra dice for a Skill Roll, can I still Boost my roll after rolling the dice?

Yes.

Does Boosting my roll take an action?

No.