

# Automotive Annihilation

**Players:** 2-8

**Object:** be the first to cross the finish line or be the last car left in play

**Setup:** place the weapon cards face down on the draw square in the center of the track. Players roll the 20 sided dice to determine order of play and starting positions. Place your cars in order highest number rolled to lowest number rolled on the numbered starting tiles if you tie youngest player goes first. The player on one takes their turn first then two continue until all players have gone this will be the order of play for the remainder of the game.

**Play:** on your turn roll the five die you may roll up to three times setting aside or rerolling die as you wish but whatever you are left with after your third roll you keep. For every 2  symbols showing on your die you may draw one card from the weapon deck. Weapon cards are drawn after the dice are rolled and before the car movement phase and can be played at any time for their effects by placing it in the discard pile. Weapon cards may even be played during other players turns except during car movement and dice rolling. For every  symbol you may choose to change lanes 1 timebut you do not have to. Lanes are changed at any point during car movement and changing lanes does not count as moving a space . For every  symbol you roll you must move ahead one space. For every  symbol you must move ahead 2 spaces. When moving you cannot pass a car that is in the same lane as you if you reach the space behind another car in play and you cannot change lanes but still have spaces left to move you can move no further and the movement phase of your turn is over. If you would ever end your movement in the same space as another car place your car in the space behind it instead. After you have finished your movement phase and played any weapon cards you want to play your turn is over. If you end a turn on a trap square with this symbol  you receive damage equal to the number on the square

When you end a turn behind a car you cannot pass but still have spaces left to move you may choose to ram that car doing so deals 1 damage to them but also does 1 damage to you as well

Each vehicle has 15 damage points which are kept track of on your wheel counter by moving it down by the number of damage received you may not recover damage points over the starting value of 15.

When a card refers to space it is referring to the square on the board on which you move when counting the number of spaces between you and another car if they are in a different lane than you it does not count as an extra space.

When a card refers to place it is referring to your position in the race if a car is in front of all the other cars on the board it is in first place if there is a car between you and another car that car is two places in front of or behind you if two players are tied for a place the person who played the weapon card chooses which car it effects. When a card refers to a round, a round is a set of every player taking a turn.

You may keep your weapon cards secret until you play them or trade and exchange them if you want. You may play weapon cards for its effect by putting it in the discard pile but if the conditions of the card are not met it stays discarded but there are no effects. For instance if you play kneecappers it says deal 4 damage to a car you passed this turn. So if you play it but have not yet passed a car this turn the card remains in the discard pile but no damage is dealt. When the draw pile is empty shuffle the discard pile and continue play with that.

damage is dealt as soon as a card is played you have until the end of the turn the damage is dealt to recover damage or play final weapon cards but if at the end of a turn your damage points counter is at zero your vehicle is destroyed and you are out of the game. If you would cross the finish line but are reduced to zero damage points before you do so and you do not heal yourself you are out of the game and do not win.

As soon as a car passes the finish line during the movement phase they have won the game no cards may be played between the final movement and the end of game. If you want add additional laps for a longer game have cars return to 15 battle points after they have completed a lap.