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Hello! I'm Peter ('Universal Head'), and for more than 10 years I've been creating these famous rules and references, and bringing you hundreds of entertaining, informative videos about tabletop gaming.

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THUNDER ROAD VENDETTA

SETUP

If playing with *Carnage at Devil's Run*, mix in the new road tiles, damage tokens, and hazard tokens. Put the on fire tokens and the shuffled ongoing effect cards to the side.

Choose a **starting rear road tile** (*1a: The Parking Lot* or *1b: Runway to Ruin*) and place it on the table. Shuffle the remaining road tiles into a pile, draw the top tile, and place it in front of the rear road tile, making it the middle road tile. Draw another one to be the lead road tile. Leave the remaining tiles in the draw pile and place the **finish line** nearby.

Three road tiles (rear, middle, and lead), collectively called the **board**, are used at a time. Road vehicles travel from the rear tile to the middle tile to the lead tile.

Shuffle the **hazard tokens** without looking at them. Place 1 token facedown on each **hazard space** on all 3 tiles (on the starting tile, only place tokens on the hazard spaces showing the number of players), and place the rest facedown in a pile.

Shuffle the **damage tokens** without looking at them and place them facedown in a pile. Place the **FX dice** near the play area.

Each player chooses a crew color and takes the matching **command board**, 3 **dashboards**, 3 **cars**, **chopper**, and 4 **movement dice**. Players set up their dashboards in a row and place all their cars in the starting area behind the rear tile.

Each player rolls their movement dice. Players *keep* this roll to use during the first round. The player with the *lowest* total becomes the **first player** for the first round (on a tie, all players reroll all their dice until there is no tie for lowest total).

The first player takes the **road die**, rolls it, and places it near the board visible to all players.

BIG RIG AND THE FINAL FIVE

You may choose the Big Rig *or* the Final Five as your crew. Neither can use crew leaders or car upgrades (but can play in a game with cars using them).

Big Rig: Assemble the 3 parts into one long truck and place it in the starting area. Take the front cab board and section board, 4 red movement dice, chopper, and 10 minor damage tokens. Set up the command board and section board, facing the same direction as the road tiles.

Final Five: Take the 5 Final Five motorcycle, the command board and dashboards, 6 yellow movement dice, chopper, and 5 minor damage tokens. Set up the command board and dashboards in a row and place the motorcycles in the starting area.

CHOPPE SHOPPE

Crew leaders: Shuffle the crew leader command boards and deal 2 to each player. Each player chooses 1 leader and discards the other. Replace your regular command board with your crew leader board and take a number of command tokens equal to the number of stars on the bottom of the board.

Upgrade cards: Shuffle the upgrade cards and deal 4 to each player. Simultaneously, each player chooses 1 card and places it facedown in front of them, then when all players have chosen they pass the rest of their hand to the player on their left. Repeat this process until each player has 3 upgrades. Return the unchosen cards to the box. Assign 1 facedown upgrade to each of your cars, and once all player have assigned their upgrades, turn them faceup. Once assigned, an upgrade cannot be moved.

HOW TO PLAY

The game is played in turns and rounds. A **turn** is complete when one player finishes steps 1-4. A **round** is complete when each player has taken 3 turns.

At the start of the round, all players roll of their movement dice (on the first round, use the dice you rolled during setup). The first player also rolls the road die.

At the end of the round, pass the road die to the player on your left. They will be the first player in the next round.

On your turn, perform these steps in order:

1. ASSIGN

Assign 1 unused movement die to an operable road vehicle that you have not previously moved this round, placing it in the center of its dashboard.

If you do not have any available road vehicles, assign 1 unused movement die to the **coast** space on one of your operable vehicles that you previously moved. You may *not* assign a die to coast if you have an operable road vehicle you have not moved.

A road vehicle may be assigned to coast a maximum of 2 times.

Once per round, in addition to assigning a die to a road vehicle, you may also assign 1 unused movement die to one of the commands on your command board. Some commands require the die to have a specific number. You may *not* assign a die to a command on a turn you are coasting.

2. COMMAND

Activate the command you assigned a die to by resolving its effect on your command board. Your command will activate *before* your assigned car moves.

3. MOVE

First round: Each road vehicle's initial move is onto one of the spaces on the back edge of the rear tile.

Move the road vehicle you assigned your movement die to. A road vehicle gains moves equal to the movement die assigned to it, and must always move into one of the 3 spaces in its front arc unless an effect causes it to move in a different direction.

Any time a road vehicle is moved (whether on your turn, or from a slam or a damage token):

- A road vehicle must move the full amount unless an effect causes it to lose its moves.
- A road vehicle may move through a space with a chopper.
- If a road vehicle enters a space with a facedown hazard, turn it faceup and resolve it.
- A road vehicle loses its remaining moves when it takes damage.
- If a road vehicle moves onto a space with another road vehicle, it slams into it and loses all its remaining moves. Place the moving vehicle on top of the vehicle that was already in the space, then immediately resolve the slam.

ROAD DIE

The road die is only rolled by the first player at the start of the round. On each player's turn, after moving, if their car started on and moved on only road spaces, that car may immediately gain moves equal to the movement die. This extra movement does not need to be on the road. This bonus is optional, but if you use it, you must use the full amount.

The Big Rig does not use the road die unless you activated the **TRACTION DRIVE** command.

COAST

If your move is a coast, move that road vehicle exactly 1 space regardless of what the movement die shows. You *may not* use the road die. You *may* shoot if you have a target after moving the car.

SLAMMING

If two road vehicles are ever stacked in the same space, they **slam** into each other. The moving road vehicle loses any remaining moves it has. Then, immediately resolve the slam:

1. Roll the **slam die** and **direction die**. These tell you whether the top or the bottom road vehicle is going to move, and in what direction (align the chevrons on the die to the chevrons on the board).

2. If one road vehicle in the slam is *larger* than the other, the owner of the larger road vehicle may ask for a single reroll of *both* dice (even if the larger road vehicle is inoperable or both vehicles are owned by the same player).

When the Big Rig is involved, the other road vehicle always moves (there is no reroll). When a motorcycle is involved, the motorcycle always moves (there is no reroll).

Move the affected road vehicle 1 space in the direction shown on the direction die. If it moves into a space that causes another slam, continue resolving slams until each space only has 1 road vehicle.

4. SHOOT

First round: Skip this step in the first round.

The road vehicle you moved, or the chopper you placed, may shoot a road vehicle in the front arc of your road vehicle or chopper.

The 3 spaces to the front left, front, and front right are a vehicle's **front arc**. When shooting, vehicles can only target a road vehicle in their front arc.

The Big Rig may use its front arc *or* rear arc (the 3 spaces to the rear left, rear, and rear right) when shooting.

If you have more than 1 target, choose one. You cannot shoot choppers, but may shoot your own cars or motorcycles. You may shoot wrecks (which are treated as inoperable small cars); a wreck taking any damage is eliminated.

You may shoot after resolving a slam.

Choose a target and roll the **shooting die**. If the size you roll matches the size of the road vehicle you are shooting, that vehicle is hit and it takes damage.

If it is a car, its owner draws and resolves a **damage token**.

If it is the Big Rig, first choose a command section you are able to target. If you are successful, that command gets a **minor damage** (x-shaped) **token**.

If it is a motorcycle, it takes a **minor damage token** and becomes inoperable. Turn the motorcycle to face backward and flip its dashboard over.

Draw damage tokens randomly from the pile, resolve their effect, then place them facedown under one of the vehicle's damage slots. Minor damage has no effect other than filling a damage slot.

END OF TURN

Slide the movement die on the dashboard of the car or motorcycle you moved into the **END TURN** space. That vehicle cannot be assigned another die for regular movement this round (but may be able to coast on a later turn).

Any vehicles in a space with a chopper are eliminated.

The player on your left (who is still in the game) takes the next turn.

CAR STATUS

Cars with 0-1 damage tokens are **operable**.

After a car receives and resolves its second damage token, it becomes **inoperable**. Turn the car to face backward on the road tile, and flip its dashboard over. A car can become operable again using the **REPAIR** command.

An inoperable car cannot take additional damage (do not draw any more tiles), it cannot be assigned movement dice or shoot, and its upgrade is inactive until the car is operable again. It can still be affected by the FX dice, such as being slammed.

An **eliminated** car is removed from the game and cannot be repaired. Shuffle its damage tokens back into the damage token pile, and return its dashboard to the box. A car is eliminated if it enters an impassable space; ends a turn in the same space as a chopper (even your own); is on a rear road tile when that tile is removed from play; leaves the border from the left, right, or rear edge; or encounters an effect that eliminates it.

TERRAIN

These rules apply no matter what step of the turn it is.

ROAD: Costs 1 move to enter. May allow road die bonus.

OFF-ROAD: Costs 1 move to enter.

MUDDY: Costs 2 moves to enter. You may still enter a muddy space if you only have 1 move left.

IMPASSABLE: This space is an **obstacle**. Impassable spaces may show different illustrations, but all of them are marked with a double yellow border.

HAZARD: Red double triangle symbols show where to place hazard tokens only when a new road tile is added. If there is no hazard token when entering this space, treat the space as if there were no symbol.

TOXIC GOO: When a road vehicle enters this space, it stops and loses the rest of its moves.

DESERT GLASS: When a road vehicle enters this space, it immediately moves 1 space in the direction it was already moving without using any moves.

RAMP: A road vehicle can only enter a ramp from the space directly behind the ramp. When it does, roll the stunt die and move that many spaces directly forward, ignoring all spaces in between. After landing, lose all remaining moves. If a road vehicle enters a ramp from any other space, that vehicle is eliminated.

FIRE!: When a road vehicle enters this space place an on fire token on that vehicle's dashboard. That vehicle must roll the fire die before moving during its Move step.

SALT FLATS: When a road vehicle enters this space, it may use the road die this turn regardless of whether or not it moved only on road spaces.

OBSTACLES

Obstacles are road vehicles, choppers, hazard tokens (faceup or facedown), and impassable spaces. Spaces *without* obstacles are empty spaces.

OCCUPIED: A space with a road vehicle. If your car enters a space with another road vehicle (even your own), it loses its remaining moves. Stack it on top of the road vehicle in that space, then resolve the **slam**.

CHOPPER: You may pass through a space with a chopper without effect. However, if a road vehicle ends a turn in a space with a chopper, whether during its normal movement or as the result of a slam or damage, that road vehicle is eliminated.

FACEDOWN HAZARD: If a road vehicle moves into a space with a facedown hazard token, immediately flip the hazard faceup and resolve it.

FACEUP HAZARD: If a road vehicle enters a space with a faceup hazard, immediately resolve the hazard.

IMPASSABLE: A road vehicle that enters an impassable space is eliminated.

HAZARDS

DISCARD AFTER RESOLVING

WRECK: Place a wreck figure in the space. Place the moving road vehicle on top of the wreck and resolve the slam.

Wrecks are treated like inoperable small cars. They get slammed if another road vehicle enters a space with them and resolve a hazard if they enter a space with a hazard token. Wrecks are eliminated if they end a turn in the same space as a chopper or take any damage.

MINE: The road vehicle takes a damage token. Resolve the effect, if any. That vehicle loses any remaining moves.

QUAKE: Roll the direction die. Move all road vehicles 1 space in that direction, simultaneously.

SAND WORM: Eliminate the road vehicle that is the farthest back on the board. On a tie, eliminate each of them.

REMAIN ON THE BOARD

ROAD: This space becomes a road space.

MUD: This space becomes a muddy space.

OIL SLICK: Roll the direction die and move your road vehicle 1 space in that direction. This does not cost a move, and the vehicle continues moving if it has moves remaining. This space also becomes a road space.

DESERT GLASS: This space becomes a desert glass space.

RAMP: This space becomes a ramp space.

FIRE!: This space becomes a fire space.

PIT TRAP: Roll the shooting die against the road vehicle that revealed the trap. If it's a hit, the vehicle is eliminated. Otherwise, it may continue moving if it has moves left. Pit trap remains on the board and is treated as an impassable space.

DAMAGE TOKENS

When your car takes damage, draw a damage token and resolve its effect. Then place the token facedown in one of the car's damage slots below its dashboard. If your car was moving, it loses any remaining moves. A car with 2 damage is inoperable.

If a damage token moves the damaged car onto another road vehicle, the moving car loses its remaining moves, and a **slam** is resolved. If a car is moved onto an impassable space or off the left, right, or rear edge of the board, it is eliminated.

BLAST OFF: Roll the direction die and the stunt die. Move that many spaces in the indicated direction. Ignore all spaces in between. You are still affected by the space you move into.

DAZED: Roll the stunt die. Move your car that many spaces, rolling the direction die for each space of movement to determine direction. You still are affected by the terrain you move onto. If you enter a space that causes your car to lose its moves, the dazed effect ends.

DENT: No effect (other than taking damage).

SHRAPNEL: Roll the direction die. Starting at the car that took damage, look in that direction in a straight line until you reach the first road vehicle. Apply a damage to that vehicle (even one of your own).

The shrapnel passes through any terrain, even impassable. If there is no road vehicle in that direction and you reach the edge of the board, nothing happens.

SKID: Move 1 space in the direction shown.

The **Big Rig** and the **Final Five** motorcycles take minor damage instead of other damage. Minor damage fills a damage slot but has no other effect.

CREW LEADERS

Each crew leader has a **special power**; you do not need to assign a die to use this power.

If a crew leader has a command with a command token icon instead of a number, you can only use that command by assigning one of your commend tokens to it.

Each turn, you may assign 1 command token to one of your commands that does not already have a die or another command token assigned to it. Activate that command during Step 2 as if you assigned a die to it. This can be in addition to a different command you assign a die to, so you could use 2 commands per turn. **You cannot place a command token on the same turn you coast with a car.**

When you assign a command token to a command token that has a range of die values, the token is treated as the *lowest* possible number.

At the end of the round, discard all assigned command tokens from your command board to the supply.

END OF THE GAME AND WINNING

When a road vehicle moves off the front edge of the lead tile, one of these things happens:

1. If it was the final tile and the vehicle moved onto the finish line, the game ends and that player wins.

2. If it wasn't the final tile, eliminate all road vehicles and discard all hazard tokens on the rear tile. Return any choppers on the tile to their players. Remove the rear tile from the board, flip it to the other side, and place it on the bottom of the road tile draw pile. Slide the middle and rear tiles backward to become the rear and middle tiles respectively, and place the top tile from the draw pile in front of the middle tile to become the lead tile. Place random hazard tokens facedown on the marked spaces (if needed, shuffle the discarded tokens to make a new supply). Check if the new tile is the **final tile**. If the road vehicle that went off the board has remaining moves, it continues moving.

THE FINAL TILE

2 players: If one player isn't eliminated beforehand, the fifth tile is the final tile: add the finish line.

3 or more players: When one player is out of the game, the lead road tile is now the final tile: add the finish line. If this occurs while moving off the front of the board, place the new lead tile (it becomes the final tile)

OUT OF THE GAME

A player is out of the game if all of their road vehicles are eliminated or inoperable. Remove that player's chopper from play. The player's inoperable vehicles stay on the board, and they take no more turns for the rest of the game.

WINNING THE GAME

The game ends and you win if your car moves onto the finish line *or* you are the only player left with operable road vehicles.

THE BIG RIG

1. ASSIGN

On your first turn each round, before assigning a movement die to one of your sections, assign 1 movement die to the **HYDRAULIC STEERING** command on your front cab. This indicates the number of lane changes the Big Rig can make this round.

Each turn, assign an unused movement die to a command on one of the 3 sections on your section board. The die's value determines how many moves the Big Rig gains.

You may not assign a die to a section to which you have previously assigned a die. **REPAIR** commands require a die with a value of 3.

You *may* assign a die to a damaged command, but this only moves the Big Rig and does not activate the command.

2. COMMAND

Activate the command you assigned your movement die to. Some resolve before moving, and some after.

3. MOVE

Each turn, the entire Big Rig figure moves equal to the value of the die you assigned to a section that turn. As the front section moves forward, the mid section moves into the space the front section vacated, and the rear section moves into the space the mid section vacated.

The Big Rig moves straight forward unless you used the **HYDRAULIC STEERING** command. The number you assigned this command is the number of times the Big Rig can move to the front left or front right that round. Reduce the value on the die each time you move into the front left or front right.

The Big Rig does not use the road die unless you activated the **TRACTION DRIVE** command.

The Big Rig is considered to be on the tile its front section is on, and it only looks at spaces the front section enters.

If the Big Rig would be **moved or stopped by an effect**, it is *not* moved or stopped, but instead takes 1 minor damage on a command of your choice. Place an off-road token on that space on the board (remove any other token on the space); that space is now an off-road space. Keep moving if you have moves remaining.

The Big Rig is not eliminated if it enters an **impassable space**, but instead takes 1 minor damage on a command of your choice. Place an off-road token on the impassable space; that space is now an off-road space. Keep moving if you have moves remaining.

If any section of the Big Rig ends a turn on a space with a **chopper**, the Big Rig is not eliminated, but instead takes 1 minor damage on a command of your choice. The chopper is removed from the board and returned to its owner, who may use it again on a future turn.

SLAMMING

Place any road vehicles that collide with the Big Rig on top of that section of the Big Rig. Only roll the direction die. The other vehicle always moves; neither player involved may choose to reroll.

4. SHOOT

The Big Rig may use its front arc *or* rear arc when shooting. Roll the shooting die:

Damaged cars draw a damage token.

Damaged motorcycles take a minor damage token.

The **MISSILE LAUNCHER** command is not part of shooting. The Big Rig may activate the missile launcher during Step 2: Command, shoot with it after moving, and still make a normal shooting attack in Step 4: Shooting.

Treat each section of the Big Rig as a separate large vehicle when shot at. An opposing vehicle can shoot a section of the Big Rig in its front arc.

GETTING SHOT AND TAKING DAMAGE

The shooting player must choose which command to shoot at *before* rolling the shooting die. Each section has 2 commands to target (**REPAIR** may not be targeted). They cannot target a command that is already damaged.

If an attack hits the Big Rig, place a minor damage token on the targeted command, covering it.

In all other instances where the Big Rig takes damage, its owner chooses where to place the damage token.

FIRE

If playing with *Carnage at Devil's Run*, **the Big Rig cannot catch on fire from any effect**. If it enters a fire space, it takes 1 minor damage on a command of your choice. Place an off-road token on that space on the board (remove any other token on the space); that space is now an off-road space.

Keep moving if you have moves remaining.

GETTING ELIMINATED

If the Big Rig is eliminated, that player is out of the game. Immediately add the finish line; the lead road tile is now the final tile.

The Big Rig can only be eliminated if it ever has a total of 6 minor damage tokens on it, or if it gets dumped off the rear road tile (this only happens if *all* of its sections are on the rear tile; otherwise the sections are left trailing off the back of the board).

BIG RIG SECTION BOARD EFFECTS

REAR SECTION

HAZARD DISPENSER: After moving, you may take a random hazard token and place it an empty space in the Big Rig's rear arc. Do not look at it and place it facedown.

REPAIR: Before moving, remove 1 damage token from the rear section.

TARGETING COMPUTER: You may reroll your shooting attack this turn.

MID SECTION

TRACTION DRIVE: You may use the road die this turn (regardless of which spaces you move on).

REPAIR: Before moving, remove 1 damage token from the mid section.

AIRSTRIKE: Place your chopper on an empty space and shoot with it.

FRONT SECTION

MISSILE LAUNCHER: After moving, roll the shooting die. Each road vehicle on or adjacent to the space 2 spaces in front of you takes 1 minor damage if they are hit by the roll.

Cars taking minor damage place a minor damage token in one of their damage slots.

REPAIR: Before moving, remove 1 damage token from the front section.

COW CATCHER: The first time you enter a space with another car or motorcycle, the player who controls it moves it to the front left or front right. If it is a wreck, you choose the space.

MOTORCYCLES

Motorcycles are treated like **small** road vehicles. They function like cars, with these changes:

1. ASSIGN

Each turn, assign **2** of your 6 unused movement dice to 2 motorcycles.

Once per round, you may instead assign 1 die to one motorcycle, and 1 to a command on your command board and take Step 2: Command as you would with a car.

COAST

A motorcycle may be assigned to coast a maximum of 4 times.

3. MOVE

If you assigned dice to 2 motorcycles, choose one to move and then shoot.

Then, move and shoot with the other one. Look at the markings to ensure the correct motorcycle is moved.

DRIFTING

While moving, a motorcycle may drift through **all** other road vehicles without causing a slam. If a motorcycle ends its move in the same space as another road vehicle, it results in a slam as normal.

Cars do not drift through motorcycle unless they use their **DRIFT** command.

SLAMMING

When a motorcycle and another road vehicle share a space, put them next to each other instead of stacking them. They still slam.

When resolving a slam between a motorcycle and another vehicle, only roll the direction die. The motorcycle always moves; neither player involved may choose to reroll.

If the slam is between 2 of your motorcycle, you choose which one to move.

TAKING DAMAGE

When a motorcycle is damaged, it takes a minor damage token and becomes inoperable.

Turn the motorcycle to face backward and flip its dashboard over. An inoperable motorcycle can become operable with the **REPAIR** command.

FIRE

If playing with *Carnage at Devil's Run*, motorcycles never draw an on fire damage token, but can still catch on fire in other ways (eg, terrain or effects).

EXTRA AMMO EXPANSION

ROAD CONDITIONS

At setup, shuffle the road conditions cards and deal 1 card to the middle and lead road tiles. The rules on a card apply to only that road tile.

When you place a new road tile, place a random road condition card faceup next to it.

When a road tile with a road condition is removed, discard the card. If you run out of cards, shuffle the discards to make a new deck.

ADVANCED AIRSTRIKES

At setup, shuffle and deal 1 facedown advanced airstrike card to each player. The card tells you when you can play it. After you play an airstrike card, remove it from the game.

BOUNTIES

At setup, shuffle and deal 1 facedown bounty card to each player. When you complete your bounty, you may immediately play the card and claim the reward. After you play a bounty, remove it from the game.

ONE SHOTS

At setup, shuffle and deal 1 facedown one shot card to each player. The card tells you when you can play it. After you play a one shot card, remove it from the game.

BONUS COMMANDS

At setup, shuffle and deal 1 bonus command card to each player. This is an additional command you can assign a card to and activate.

The Big Rig cannot use bonus command cards.

GERMAN ENGINEERING

The Big Rig and the Final Five do not use this expansion, but you can play with either or both of them against cars that do.

SETUP

Each player replaces their movement dice with the 18 card deck of German Engineering cards of their color, shuffles their deck and draws a starting hand of 5 cards.

Each player totals the move values on their starting hand and announces the total. The player with the lowest total takes the first turn. On a tie, all players shuffle and draw new hands until one player has the lowest total.

ASSIGNING AND MOVING

On your turn, play a card from hand to one of your dashboards as you would assign a movement die. Once per round, you can assign another card from your hand to one of the commands on your command board.

In all cases, it is treated as if you had assigned a die of that value. After you resolve a car's movement or a command, flip that cared over to show you are done.

At the end of 3 rounds, after all players have moved, all players should have 1 card remaining in hand. Discard all the cards played to your dashboards and command board. Then each player draws cards from their deck up to 5 cards. Players should never have more than 5 cards in hand.

SHOOTING

Do not use the shooting die. To resolve a shooting attack, reveal the top card of your deck. If the shooting die result on that card matches the target, the attack hits as normal. After resolving the attack, discard the card.

RESHUFFLING

If you need to take a card from your deck and it is empty, immediately shuffle your discard pile and make a new deck. Cards in your discard pile are open information to all players.

THUNDER ROAD VENDETTA

CARNIVAL OF CHAOS

SETUP

Follow the base game setup with these changes:

Decide which side of the arena you want to play with (the Haulasseum side is easier). Place the matching side of the **foundation board** in the center of the table. Choose 3 **road tiles** (you can use any on any sides) and fit them into the foundation board.

Place the **arena board** on top of the foundation board (it overlaps part of the road tiles).

Leave all hazard tokens from the base game in the box. Instead, mix the **party favor tokens** facedown. Randomly place one facedown on each hazard space on the road tiles and each marked party favor space on the arena board. If you are using any starting road tiles, place party favors on all of their hazard spaces, regardless of player count. Return the remaining party favors to the box without looking at them.

Place each **killer pillar token** on the space marked with its letter on the arena board. All killer pillars start with the road side up.

Place a **super-weapon token** on each marked space on the arena board. Shuffle the super-weapon cards and place the deck facedown near the arena board.

Shuffle the **Tina's Turn cards**. Place 5 of them in a facedown deck near the arena board. Return the rest to the box without looking at them.

Create a supply of **scrap** near the arena board (if the supply of scrap runs out, use a proxy).

Each player takes the *Witness Me!* card of their color.

HOW TO PLAY

Follow all base game rules, except when instructed otherwise.

Each round, each player takes 3 turns as normal, then Turbo Tina takes a turn. The game continues for 6 rounds or until any 1 player has no operable cars.

SCRAP

The winner is the surviving player with the most scrap at the end of the game. You can get scrap from the supply in these ways:

- When an opposing car is damaged on your turn, gain 2 scrap.
- When an opposing car is eliminated on your turn, gain 3 scrap.
- If you have an operable car in a spotlight space on Tina's Turn, she rewards you with scrap.
- Certain party favors award scrap at the end of the game.
- Once per game, you can play your *Witness Me!* card on your turn to gain extra scrap each time you shoot or slam that turn.

How much scrap each player has is public information.

DAMAGE AND ELIMINATIONS

During your turn, you gain 2 scrap each time an opposing car gains a damage token, and 3 scrap each time an opposing car is eliminated.

It doesn't matter what causes damage or an elimination. If it happens on *your* turn, and it's *not* your car, *you* get the scrap.

If an effect would cause damage to a car, but the car doesn't gain a damage token (eg, it's already inoperable), no scrap is awarded.

No one gains scrap if a car is damaged or eliminated during Tina's Turn.

WITNESS ME!

Once per game, at the start of your turn, you may play your *Witness Me!* card. For the rest of that turn, you gain 1 scrap each time you shoot or slam, regardless of the result. This is in addition to any scrap you gain normally.

At the end of your turn, return your card to the box.

DRIVING IN THE ARENA

As normal, in the arena **you may move your car to any of the 3 spaces in its front arc.**

However, the direction your car is facing may change when you move. When you move an active car into an arena space that is *not* straight forward, turn it to face in the direction it moved (so its rear points to the space it just left). This includes moving from a road tile into the arena.

Whenever a car is forced to move, do *not* change the direction it faces.

Whenever a car slams another car, immediately turn the bottom car to face in the same direction as the top car. The top car follows the above movement rules, depending on whether it's the active car or it was forced into the slam.

If a car becomes inoperable in an arena space, flip it upside down without changing its direction. If it becomes operable again later, flip it back up, facing the same direction.

CHOPPERS

Just like a car, the direction a **chopper** is physically facing determines which 3 spaces are in its front arc. When you place a chopper in an arena space, chose which adjacent space it faces. Choppers cannot be placed on party favor tokens, super-weapon tokens, spotlights, or killer pillars.

DIRECTION DIE

Whenever the direction die is rolled in an arena space, orient the die so its icons point in the direction the affected car is facing.

LEAVING THE ARENA

You may *not* deliberately move an active car from the arena back onto a road tile. However, a car may be **forced** to move back onto a road tile: turn the car to face toward the arena.

If a car ever moves off of an edge of the arena board where there is no adjacent road tile, it is eliminated.

SUPER-WEAPONS

You collect a super-weapon when your car *ends* its movement on a space with a **super-weapon token**. This includes any additional movement from the road die, slams, damage effects, etc; even if it is on another player's turn or during Tina's Turn.

Draw the top card of the super-weapon deck and place it faceup above that car's dashboard to indicate that it has that weapon.

You can use that super-weapon as indicated on the card. Some super-weapons prevent that car from shooting as normal during the shoot step.

- A car cannot have more than 1 super-weapon.
- If a car ends its movement on a super-weapon token and already has one, nothing happens, and the weapon remains for another car to claim it later.

- Once a car has a super-weapon, it does not drop it, even if it takes damage or is slammed.
- If a car with a super-weapon is eliminated, remove the super-weapon from the game.

PARTY FAVORS

You collect a **party favor token** from a space when your car *ends* its movement on it. This includes any additional movement from the road die, slams, damage effects, etc; even if it is on another player's turn or during Tina's Turn.

You can use your party favors with any of your cars, regardless of which car collected it. You may look at the party favor, but keep it facedown until you use it.

- Unless stated otherwise, you can only use a party favor during your turn. If you pick up a party favor on your turn, you can use it immediately.
- If the effect refers to *your car,* it refers to the car you assigned a die to during your assign step.
- You can use any number of party favors on your turn.
- After you use a party favor, remove it from play.

KILLER PILLARS

Each **killer pillar** starts as a road space, but can flip to become an impassable space during Tina's Turn or when a *Killer Pillar* party favor is used. If a car is on a killer pillar when it flips to the impassable side, the car is immediately eliminated.

END OF THE ROUND (TINA'S TURN)

Turbo Tina takes her turn at the end of each round, after each player has taken 3 turns. Flip the top card from Tina's draw pile and resolve these 3 effects in order:

1. **Spotlight:** Each player with at least 1 operable car in a spotlight space gains the amount of scrap shown on Tina's card. You do not gain additional scrap for occupying multiple spotlight spaces.
2. **Killer pillars:** Flip each killer pillar token shown on Tina's card to its impassable side and immediately eliminate any cars on them. Flip all other killer pillar tokens to their road side.
3. **Decree:** Read Tina's decree, then place her card faceup near her draw pile, covering her previous faceup card. Her new decree remains in effect until the end of next round. Tina's decree overrules all other rules and effects.

WINNING THE GAME

The game ends in either of these ways:

- If any player is out of the game, the game ends at the end of the current round (after Tina's Turn).
- If Tina's draw pile is empty at the start of her turn, the game ends immediately (the end of round 6).

When the game ends, each player with at least 1 operable car counts up their scrap (including *Solid Gold Muffler* party favors). Any players out of the game cannot win and do not count their scrap. **The player with the most scrap wins.**

On a tie, the tied player with the most operable vehicles wins. On a further tie, the tied player with the most super-weapons wins. On a further tie, the player with the most unused party favors wins.

If the players are still tied, the tied players roll all of their movement dice and the high total wins (keep rolling until the tie is broken). All other players must watch while all tie-breaking is resolved and actively cheer for (or taunt) one of the players.

SUPER-WEAPONS

AMPLIFIER
Fully resolve any effect on the damage token, including any resulting slams. Then, if the car you hit is not eliminated, immediately resolve the effect again. Reroll any dice needed to resolve the effect the second time (eg *Blast Off* or *Dazed*).

AUTO-CANNON
Once, during this car's move step (including before or after it moves), you may shoot another car. Resolve any damage effect. Then, if it has moves remaining, continue moving your car as normal. That car may also shoot again during its shoot step if able. Gain scrap for each damage you deal.

BIG FRIENDLY GUN
If the target has 2 available damage slots, first assign a facedown damage token. Then, assign the other damage token as normal, fully resolving any effect on the damage token. Gain scrap for each damage that car takes. If the target only has 1 open damage slot, it only takes a damage token as normal.

CLUSTER MISSILES
When this car shoots and hits, first give a facedown damage token to each car adjacent to the target. Then, give a damage token to the target and resolve any effect on it as normal. Gain scrap for any damage dealt to adjacent cars in addition to the scrap gained for the initial damage.

ENERGIZER
Fully resolve any effect on the damage token. Then, if your car is still operable, reroll the die you assigned to it and take another turn with that car, assigning the new die as normal. You can continue repeating this effect as long as you continue shooting and hitting another car.

LASER KEBAB
You can choose any target in a straight line from your car's front arc. You do not need to choose the first car in that line and can choose another car farther away. You can shoot at a car that is still on a road board.

THE THWUMPER
You cannot shoot with this car. Whenever you could shoot with it, you may use the thwumper instead. If you do, roll the stunt die and move it that many spaces in a straight line in any direction you choose, ignoring al spaces in between. If it lands in a space without another car in it, give a facedown damage token to each adjacent car. Gain scrap for any damage given this way. If it lands in a space with another car, resolve the slam as normal.

TORSION DYNAMO
You cannot shoot with this car. If this car is in a slam during its own turn, the other car always moves. Only roll the direction die. A larger car may still call for a reroll of the direction die. After resolving that slam, the car that moved takes a facedown damage token. You can only use this ability on your turn. If this car is involved in a slam on another car's turn, even another one of your car's turns, resolve the slam normally.

PARTY FAVORS

BOOTLEG TURN
Play before moving. This turn, you can change the direction your car is facing any number of times, and move through all other cars without slamming them.

DOUBLE BARREL
Play before moving. You may shoot before moving (you may shoot again after moving as normal).

FULL THROTTLE
Play after moving. You may use this effect even if you coasted. You may use this effect after resolving other effects that happen at the end of your move step, such as slams or picking up a party favor or super-weapon. You must move all 3 spaces.

KILLER PILLAR
Play at any time on your turn. Choose 1 killer pillar and flip it to its road side. Choose another killer pillar and flip it to its impassable side. You can play this token in the middle of resolving another effect, such as a slam or damage effect.

MEGA-REPAIR
Play at the start of your turn before assigning your dice. Remove 1 damage from each of your cars. You may use this effect so you can repair a car and then move it. If all your cars are eliminated or inoperable, you are out of the game and may not play this token.

PRECISION
Play before an FX die is rolled on your turn. Instead of rolling, set the die to any face you choose. Once the die is set, it cannot be rerolled.

SOLID GOLD MUFFLER
At the end of the game, this party favor is worth 2 scrap. It is not worth anything during the game.

TINA'S TURN

COMMIT TO THE CRASH!
When resolving a slam, neither die can be rerolled. Effects that determine which car moves or its direction without rolling a die resolve as normal (eg, *Torsion Dynamo*).

DANGER AHEAD!
When this decree is revealed, set the direction die to straight forward. Use that result to resolve any effects that would use that die.

IN THE MOOD FOR MAYHEM!
After shooting with your car, resolve the effect of any damage token as normal. Then, if you have a valid target, you may shoot another time. Gain scrap for each damage you deal.

LET'S GET WILD
When rolling to resolve a slam, also roll the stunt die. The car that is moved moves that many spaces in the direction indicated. Ignore all spaces in between. If a larger car calls for a reroll, reroll all 3 of the dice.

LET'S KEEP IT CLOSE!
If you shoot and hit the car of a player who has more scrap than you, immediately take 1 scrap from them and add it to your own. Then, gain 2 scrap as normal for dealing damage.

WHATEVER IT TAKES!
When assigning a die to your command board, you can use any value. For the nitro command, use the value of the die you assigned, even if it is higher than what you could normally assign.

USING OTHER EXPANSIONS

You can use most of the content from other expansions with *Carnival of Chaos*. In general, if any effect would contradict one of Tina's decrees, ignore the effect and follow the decree.

BIG RIG AND THE FINAL 5
You can use the Final Five as normal. Your first 3 motorcycles must enter on different road boards. Your final 2 motorcycles can enter on any 2 different road boards. With this expansion, treat motorcycles as cars for all purposes.

The Big Rig is not allowed in the arena.

CARNAGE AT DEVIL'S RUN
You can use any of the alternate road boards to lead into the arena. Fire and other terrain work as normal. Hazards are not used when playing with *Carnival of Chaos,* including the hazards from this expansion.

You can use most of the ongoing damage effect cards from this expansion. *Faulty Airbag* and *Dead Alternator* have no effect in *Carnival of Chaos*. Remove them before shuffling the ongoing damage effect deck.

CHOPPE SHOPPE
You can use all of the crew leaders from this expansion. For *Cruft* and *Madame Boudreaux*, treat party favor tokens as hazard tokens.

You can use most of the upgrades from this expansion. A car can have a super-weapon in addition to an upgrade. Some of them will be more or less useful than in the regular game. The *Tank Treads* upgrade has no effect in **Carnival of Chaos.** Remove it before choosing upgrades.

EXTRA AMMO
Advanced Airstrike: Remove *Care Package, Low Flying, Trick Shot,* and *Scouting Mission* before dealing out the cards.

Bonus Command: remove *Nav System* and *Positraction* before dealing out the cards.

One Shot: Remove *Radar Array* before dealing out the cards.

The **Bounties** and **Road Condition** modules do not work with *Carnival of Chaos*.