

STOP

DETOUR

Use These Rules for Your First Game



BASE RULES

A Road Race Game for 3-5 Drivers
by Carlo A. Rossi

"When in doubt, flat out." — Colin McRae

In *Road Rally USA*,™ you and your fellow drivers are racing from stage to stage in a carefully timed rally race. You try to be in the lead when a stage is completed. However, you only score if a stage is triggered. Each driver controls

4 of the 21 stages, but can trigger only 2 of them. The finish line itself is also a trigger. Can you be in the right place at the right time to win?

Being first at the end of the race helps, but placing first at the stages you can trigger is even more important. Since this is a road rally, you also score points for ending a round on a checkpoint tile and for being on a stage tile when it is triggered.

Seems simple—grab 1st place and keep it. However, it is difficult to maintain the lead throughout the race. You have your own draw deck and hand. Each round, you can play multiple cards of the same color from your hand to move your car. However, the further you move, the fewer cards you draw to replenish your hand.

Each round, you play 1 or more movement cards of the same color. Then you move your car the number of spaces prescribed on those cards. Finally, you draw 0-2 cards.

COMPONENTS

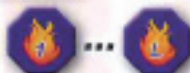
© 12 Race Tiles (1 start, 1 finish, 10 standard)



© 6 Checkpoint Tiles



© 6 Turn Order Tiles
(1 to 5 & "L" for Last)



© 21 Stage Tiles
(numbered from 1 to 21)



© 78 VP tiles



© 21 Stage Cards
(A deck 1-10. B deck 11-21)



© 5 Draw Decks (1 for each player)
— each has 21 movement cards:

- 9 green cards (values 1 and 2)
- 7 yellow cards (values 2 and 3)
- 5 red cards (values 3 and 4)



© 5 displays



© 5 Cars



© 1 rules sheet with base and standard rules

SPEED
LIMIT
65SPEED
LIMIT
50

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SET-UP

Race Course – Build a road rally course using the race tiles as shown below.

Note: Each race tile has a number of square spaces connected by a road. One edge of each space where the road exits a race tile is marked with a letter. To set up the course, just place the tiles so that the 2 'A' edges are adjacent, the 2 'B' edges are adjacent, etc.

Playing Pieces – Place these tiles and tokens on the race course as shown below:

Stage Tiles: (1) Place each of the stage tiles (1-21) on an orange "Diner."

Note: The '1' stage tile goes on the Diner closest to the starting tile. The '2' tile goes on the next Diner along the road, and so on.

Checkpoint Tiles: (2) Place each of the 6 checkpoint tiles on a red/blue flagged site.

Car Tokens: Place the cars on the start tile (A).

Starting Player – The oldest player is the starting player.

Colors – Beginning with the starting player and proceeding clockwise, choose a color.

Your Race Team – You start with these components that correspond with your color.

Car: Your car is on the start tile, ready to race.

Display: Place your display in front of yourself.

Draw Deck: Shuffle your draw deck and place it in front of yourself, so that you have room for a discard pile next to it.

Starting Hand: Draw 5 movement cards from your draw deck to form your starting hand.

Stage Cards: Shuffle the A and B stage decks together and draw 4 cards. You can look at them, but don't show them to the other drivers.

SEQUENCE OF PLAY

Road Rally USA is played in a series of rounds that ends when a car crosses the finish line.

- 1) Determine turn order—The car in 1st place takes the "1st" turn order tile, the car in 2nd takes the "2nd", etc.
- 2) Each player takes a turn in the order determined by their position. 1st goes first, 2nd goes second, etc.
- 3) Score or bypass stages.
- 4) Remove all stage tiles that were reached this turn.



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YOUR TURN

During your turn, you must play at least 1 card from your hand. You may play additional cards from your hand, but they must be the same color as the first card you played.

You move your car forward a number of spaces equal to the sum of the values on all of the cards you played this turn. After moving, discard the cards you used and draw from your draw deck:

- ⊙ 2 cards, if you played green cards
- ⊙ 1 card, if you played yellow cards
- ⊙ 0 cards, if you played red cards

Note: Playing higher valued cards moves you further along the course, but you are likely to draw fewer cards to replenish your hand.

Resolving Stages

After all the players have moved their cars, you must either score or bypass each stage tile that was reached this round. A tile is reached if at least 1 car passes it or stops on it.

Start with the lowest stage number reached and proceed to the next lowest until each affected stage has been resolved.

Example: In a tight 4 car race, the turn starts with the racers in these positions:

Player	Place	Movement Cards	Stage Cards
Dominic (Red)	1st	1, 2	12, 18
Bo (Green)	2nd	1, 2, 3, 2, 3, 4	8, 11, 19
Carrie (Blue)	3rd	2, 2, 2, 3, 2, 3, 3	6, 13, 14
Mia (Yellow)	4th	3, 2, 4, 4, 3, 3	7, 16, 17, 20

Dominic (red) goes 1st. He used most of his hand last turn to grab the lead and score a stage card. He would like to move 3 spaces to grab the checkpoint tile, but he cannot play both a green card and a yellow card. So, he plays his 1-green card and moves to the space with the 6-stage tile. He draws 2 cards.



Scoring a Stage

A player may score a stage that has been reached by playing the corresponding stage card. Each player then takes victory point tiles or draws cards as indicated below:

- 1st Place Car 5 points*
- 2nd Place Car 4 points*
- 3rd Place Car 3 points*
- 4th Place Car 2 points* OR 2 cards
- 5th Place Car 1 point* OR 2 cards

*** Important:** If you played the stage card that triggered scoring, your points for that stage are doubled!

Important: If your car is on the same space as a triggered stage tile AND no other cars are ahead of you in that space, take the stage tile. It is worth 2 points at the end of the game.

Bypassing a Stage

If no one plays the stage card corresponding to a stage that has been reached, the stage is bypassed and does not score.

Bo (green) would also like to move to the checkpoint, but he doesn't want to play his 4-red card (and draw no cards). So, he plays two 3-yellow cards, and moves to the space with the 7-stage tile. He draws 1 card.

Carrie (blue) has lots of cards, but cannot move more than 6. She plays her 2 yellow cards to move 5 and draw 1 card. She ends on the checkpoint (worth 2 points) and takes it. Mia is currently in last place, so she immediately draws 2 cards (she gets 1, 1).



Mia (yellow) has been hanging back stock piling cards. She plays all 4 of her red cards and moves 14 spaces and into a big lead. However, she draws 0 cards (continues on p. 4).

SPEED LIMIT 65

SPEED LIMIT 50

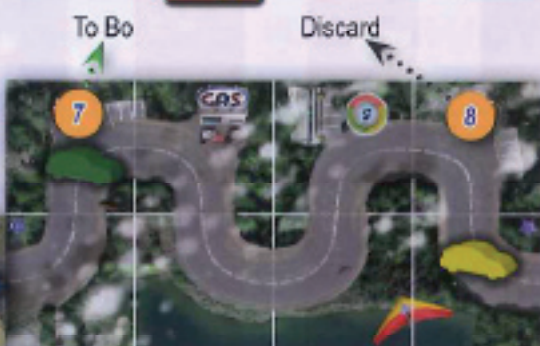
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Example (continued from page 3): After moving, Mia (yellow) is 1st, Bo (green) is 2nd, Carrie (blue) is 3rd, and Dominic (red) is last.



Three stage tiles were reached this turn: 6, 7, and 8. They must be resolved starting with stage 6. Carrie has the 6-stage card. Since she is limited to scoring 2 stage cards for the game and she is currently in 3rd place she decides not to play it. The 6-stage tile is removed, but Carrie holds onto her card so that the other players do not know that she has it.



Mia is in 1st place and has the 7-stage card and plays it. Mia scores 10 victory points (5 for 1st doubled because she played the card). Bo scores 4 VPs for 2nd and Carrie scores 3 VPs for 3rd. Dominic draws 2 cards instead of taking 2 VPs. Since Bo is on the 7-stage space, he takes the 7-stage tile (worth 2 VPs).

Bo has the 8-stage card and plays it. Mia scores 5 VPs for 1st, Bo scores 8 VPs (4 for 2nd doubled), Carrie scores 3 again, and Dominic again draws 2 cards.

SPECIAL CASES

There are a number of special cases that can arise during play.

Occupied Spaces

If your card moves to an occupied space, place your car slightly behind the car(s) already there. The other cars are ahead of you for the purposes of determining turn order next round. Position within a space also determines who gets to take a stage marker from that space if it is scored.



Example: The blue car arrives in a space that is already occupied by two cars so it is placed slightly behind the last (i.e., the green car). Next turn, red will move first, then green and then blue.

Empty Hand

If you have no cards in your hand at the start of your turn:

- ① You do not move this turn.
- ② Shuffle your draw deck and discards to form a new deck.
- ③ Draw 2 cards.

Out of Gas!

If your draw deck is exhausted, you are out of gas! You can continue to play cards, but you may not draw cards until you reshuffle your draw deck. There are only two ways to reshuffle your discards into your draw deck:

- ① If you start your turn with no cards in your hand (See *Empty Hand* above).
- ② If you begin your turn on a Gas space.

Two Scores Per Player

During the game, you may only score 2 of your stage cards. Once you have scored 2 stages return your other stage cards to the box without revealing them.

DO NOT ENTER

YIELD

SPEED LIMIT 65

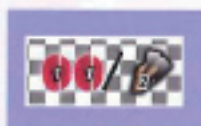
SLOW

SPEED LIMIT 50

SPECIAL SPACES

There are a number of spaces that have effects on play, but only if your car starts or ends its movement on that space.

Checkpoint – If your car ends its movement on this space, take the checkpoint tile if it is still there. It is worth 2 victory points. The player in last place draws 2 cards.



Gas – If your car ends its movement on this space, shuffle your draw deck and your discard pile to form a new draw deck.



Shortcut – If your car ends its movement exactly on the space at the beginning of a shortcut, you may immediately move to the space at end of the shortcut.



General Store – Instead of playing one type of card on your turn, you may play up to 5 cards in any combination of colors. At the end of the turn you draw 1 card (even if you play all green cards).



Mechanic – If your car ends its movement on this space, take the top 5 cards on your draw deck (or all the remaining ones if there are less than 5). Look at them, reorder them as you wish, and return them to the top of the deck (think of it as fine-tuning your car). Then you draw the cards according to the color of the cards you played this turn.



FINAL TILE & END OF THE GAME

The finish tile has 4 road spaces and a large, "final space" (see below). Place the first car to finish (i.e., reach the final space) on to the "1" symbol. Place the 2nd car (if any) on to the "2," the 3rd on to the "3," etc.

Two things happen at the end of the round during which a car finishes:

- 1 – Score a final stage using the order in which the cars finished. No points are doubled. Cars that did not finish score 0 for the finish.
- 2 – The game ends. Total your victory points from: VP tiles, stage tiles (2 VPs each), and checkpoint tiles (2 VPs each).

The player with the most VPs wins. If tied, the tied player whose car is ahead of the other tied players wins.

Example: Mia (yellow) reaches the finish first and takes the 1st position. Bo (red) finishes 2nd, while Dominic and Carrie do not reach the finish as the game ends. So, in the final stage scoring, Mia gets 5 points, Bo gets 4 points, and Dominic & Carrie get no additional points.



CREDITS

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Special Thanks: Peter Bromley, Nick Johnson,
Jonathan Hart, Kim Marino, Marty McDonnell,
Brad McWilliams, Jim Miles, Chuck Rice,
Bridget Roznai, Larry Roznai, Loren Roznai,
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YIELD

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STANDARD RULES

Except where noted, all base rules are in effect.

SET-UP

These set-up guidelines provide for a variable race course and components based upon the number of players.

Variable Race Course

These variable race course (board) set-up guidelines allow each race to present a different route to victory.

Each course tile has 2 open edges. The start and finish tiles each have 1 open edge. When two tiles connect, each has an open edge in common with the other.

Using all of the race tiles, build the road rally course without overlapping tiles:

- Ⓢ Place the start tile and connect a course tile to it
- Ⓢ Place the other course tiles one at a time, so each connects to the previous tile.
- Ⓢ After all course tiles have been placed, connect the finish tile to the last course tile.

Initial Stage Cards

The number of stage cards you draw is based on the number of players:

- 3 players6 cards
- 4 players5 cards
- 5 players4 cards

Separate the stage cards into two decks: the 1-10 cards in deck A, 11-21 in deck B. Shuffle each deck.

Draw half of your stages from deck A and half from deck B.

In a 4 player game, each player draws 2 cards from deck A and 2 from deck B. Then shuffle the 2 decks together and each player draws a 5th card.

YOUR TURN

When playing the standard game, all of the rules of the base game apply except for the following additions and changes:

Gas Station

When you arrive at a gas station, you may draw your cards for that turn before or after you shuffle your discards into your draw deck.

Empty Hand

If you do not have any cards in your hand at the start of your turn, you may reshuffle your discards into your deck if you wish. You are not required to do so.

Stage Scoring

Stage scoring has two additional rules.

- Ⓢ If there are 3 or 4 players, you may score 3 of your stage cards during the game.
- Ⓢ In any given round, only a total of 2 stages may be scored. Once a 2nd stage has been triggered, any other stage tiles to be resolved in the current round are discarded without being scored.

Stage Scoring

When a stage tile is scored, you score points or draw cards based upon the number of players

5 Players: Use base game scoring.

4 Players:

- 1st Place Car 4 points*
- 2nd Place Car 3 points*
- 3rd Place Car 2 points* OR 2 cards
- 4th Place Car 1 point* OR 2 cards

3 Players:

- 1st Place Car 5 points*
- 2nd Place Car 3 points*
- 3rd Place Car 1 point* OR 2 cards

Optional Sprint Race Rules

For a quicker game, use 5 course tiles plus the start and finish tiles (7 tiles in total). Place stage markers 11-21 on the course. Draw 2 cards from the B-deck for your stages, and score only 1 of them for the race. All other rules apply normally.

You have purchased a game of the highest quality. However, if you find any components missing, please contact us for replacement pieces at:
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