

**GAME
IDEAS**

INSTRUCTIONS



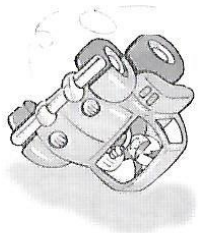
Clementoni

OFF ROAD FUN

(for 2-4 players)

Game Parts Inside

- 4 Small player markers
- 4 Small plastic bases
- 1 White die
- 1 Sticker for the die
- 8 Dirt curves
- 8 Asphalt curves
- 10 Dirt straightaways
- 10 Asphalt straightaways



Hi there, old pistons, this is the off road racing game. Whoever manages to get through the dirt and asphalt stretches of the course arriving at the finish line first, wins. So put your racing cars on the track and may the best driver win!

Game Preparation

How do you play? It's very simple. Put together a course with the road sections facing up so that you can see which sections are asphalt and which ones are dirt (fig. 1). Make sure it's a real tough course, with lots of hairpin curves. It should be open (and this means that the first and last section of the course must not be connected). You can use

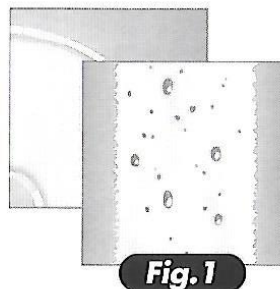


Fig. 1

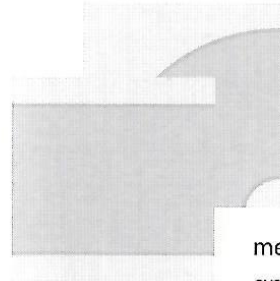


Fig. 2

all thirty sections (if you're really good...) or you can leave a few sections out. In any case, you should use at least 20 sections. Are you race-car drivers or what?! Now that the course has been assembled, you have to study it very carefully. You must try to memorize as many sections as you can, and you have only 2 minutes to do it. Time's up! Turn over the road sections (fig. 2) and start the race!

How to Play

To decide who goes first, you must roll the die and see who gets the highest number. About the die, did you notice that it's special? It has only three numbers: 1, 2 and 3 and an off road racing car. If someone gets the racing car on their roll, they are automatically the first one on the track.

The player who goes first rolls the die again to see how many sections he can advance. But you have to be careful: the sections are turned face down (remember?), so to move ahead you must first remember if the stretch of road is asphalt or dirt. If you guess correctly you pass over that section of road and can roll again. Otherwise, well... you stay put and rev your engine! Here's a good example to help you run smoothly. Andrea goes first; he rolls the die and gets a 2, so he has to guess what's under the first two sections of the course. Andrea is a smart kid: he remembers that the road underneath the first section is dirt. He checks to make sure that it is really dirt, then turns it back over advancing on the first section of road. Now he has to guess the second section. Andrea is on a roll: asphalt! He has guessed the first two sections of the course and can the-

before roll the die again: this time he rolls a nice 3. Andrea zooms off like rocket from the section he had reached: he guesses the next section (asphalt), the one after it (asphalt again), but he gets stuck on the last one. This time Andrea guesses wrong (He's good but there's no way he can remember all the sections in the course): he says that the road is dirt, but it's still asphalt! Andrea's racing car stops on the last section that he guessed, and this section remains exposed while the one he didn't guess correctly is turned back over and ... it's the next racer's turn (he will obviously begin from the starting section!)



Fig.3

And if a player rolls the racing car. Well, in this case he can advance two sections without having to guess whether the road is dirt or asphalt. In addition, the player can look at a road section of his choice, without showing it to any of the other drivers. However, he cannot roll the die again: otherwise it would be too easy, wouldn't it?

Two important things. When a driver has gotten past a section of road it is turned back over, face down, unless another driver is on that section. This means that as our Andrea guesses each section of road, moving ahead in the course, these sections are turned back over, one after another. Therefore, in order to advance, the other drivers have to say once again whether the road is dirt or asphalt. This is the second thing. Unless a driver is in first place, he can end up on a section of road which is already occupied by another racing car and therefore exposed. This driver obviously doesn't have to guess the road section because it's already visible. So what do you do? Does the player

roll again, or not? He rolls all right. You lose your turn only if you don't guess a section of road or when you roll the racing car. In any other case you keep moving ahead! And now take a close look at the road sections. Do they all seem to be the same? Yes. Well then, take a closer look. Can't you see that there is an oil stain on an asphalt curve? (fig.4)

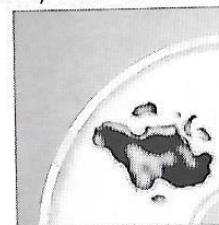


Fig.4

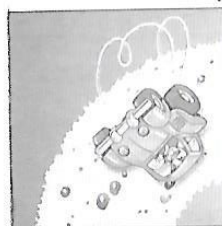


Fig.5

Whoever stops on this section runs off the road and loses a turn! And can't you see that there is an overturned racing car on an asphalt curve? (fig.5)

Good, whoever stops here, changes positions with the car which is in last place. If the car in last place stops here, nothing happens. Pay close attention, these rules apply only in the following two cases:

1. If the driver stops on these sections because he hasn't guessed the next section.
2. If the driver encounters these penalties on the section where he has to stop and not on those that he passes over. (ex.: if he rolls a 3, the penalty goes into effect only if it is found on the third section, not on the first two!)

Whoever manages to get over the last section of road, crossing the finish line, wins.

Everything is clear, isn't it?!

So, you old jalopies, what are you waiting for? Start your engines!