

Crash Canyon™



Instructions

2 to 4 Players

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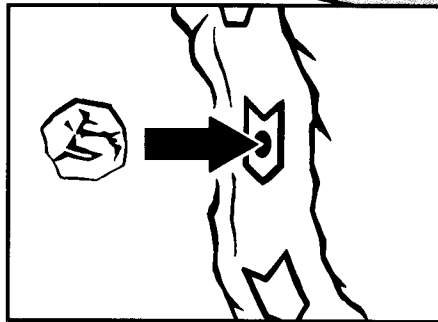
Crash Canyon gameboard • 4 Racing vehicles • 1 Bridge
1 Finish Line sign • 12 Turbo tokens • 7 Boulders • 2 Dice

OBJECT

Race around Crash Canyon and be the first to cross the Finish Line.

SETUP

1. Place the Crash Canyon gameboard on a flat surface.
2. Carefully remove the Finish Line sign, bridge, Turbo tokens and boulders from the plastic runner. Discard the runner.
3. Take three Turbo tokens and place them in front of you. All players do the same.
4. Place Finish Line sign, bridge and boulders on the gameboard as shown in Figure 1.
5. Choose a vehicle and place it just off the board near START. All players do the same.



Place one boulder on each space that's marked with a circle.

Bridge

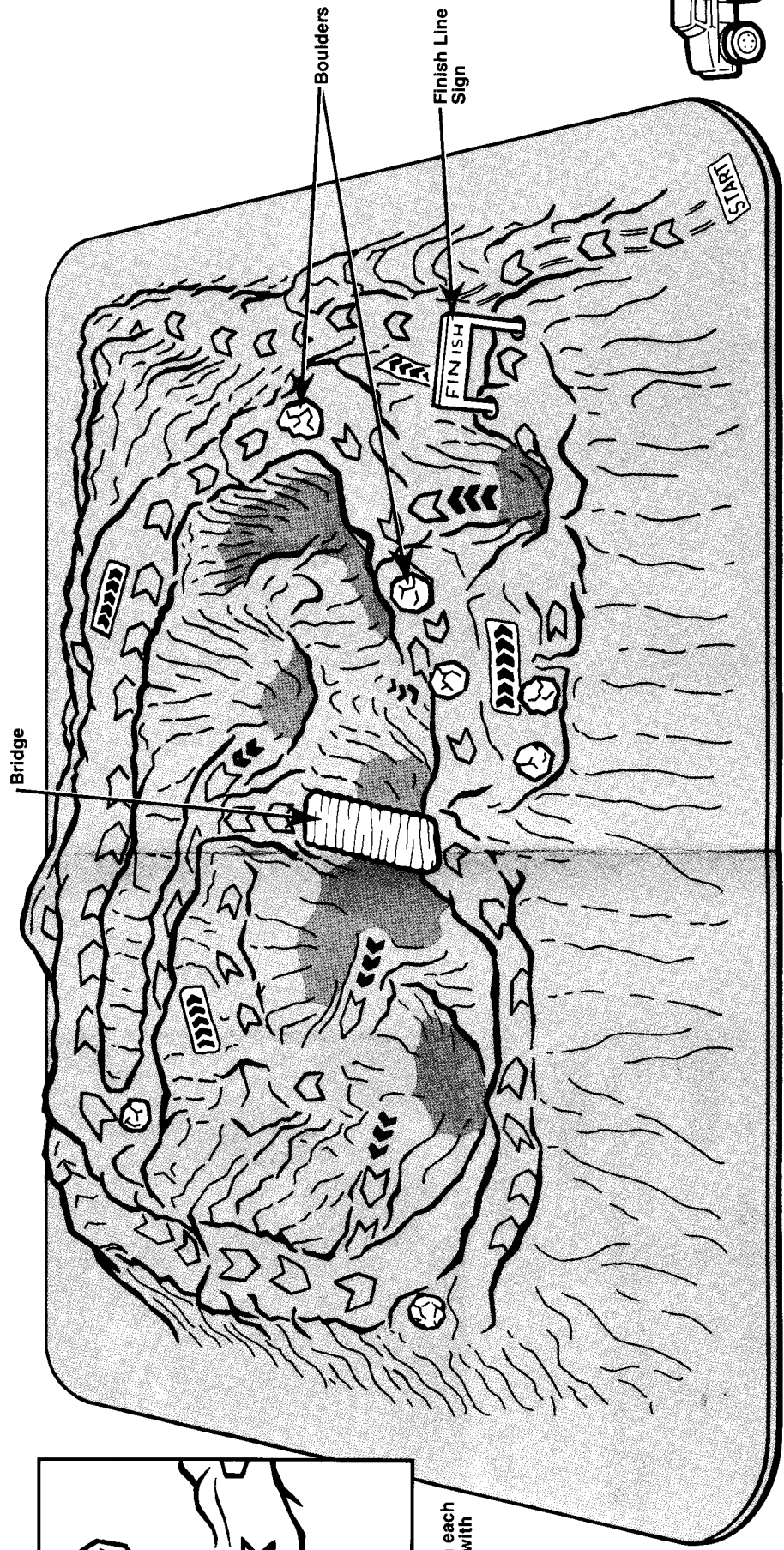
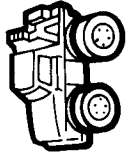


Figure 1

6. *Water hazards—an exciting game option!* Ask permission from Mom or Dad first, then carefully add water to the canyon pits as shown in Figure 2. Be sure to dry off the vehicles and off the gameboard when you finish playing.



Figure 2: Add water to the canyons for wet and wild racing!





HOW TO PLAY

Choose a player to go first. Play then continues to the left.

On your turn, roll the red die and move your vehicle, then let go of your vehicle. Here's how:

Roll the red die and move your vehicle: Move your vehicle forward on the road the number of spaces shown on the die. (If you roll a star instead of a number, see *Rolling a star on the red die* section below.) Each space on the road points in the direction you should be moving. As you move, count each space whether it's occupied or not. (The bridge counts as one space.) If you land on another vehicle, move forward to the next open space.

Move your vehicle the full die count. **NOTE:** You will have to stop short of your full count if you hit a boulder. See *Hitting a boulder* section on page 6.

Let go of your vehicle: After moving your vehicle, *gently* let go of it (without pushing it). Your vehicle may remain on the same space, or the slope of the road may cause your vehicle to roll forward or backward. This is called "free-wheeling."

Free-wheeling: A free-wheeling vehicle is unpredictable! It could crash into other vehicles and move them—or it may fall into a canyon pit and flip over! Wherever your vehicle finally stops, it remains there until your next turn. If your vehicle hits and moves other vehicles as it's free-wheeling, your opponents must leave their vehicles where they stop until their turns.

More on Free-wheeling: Make sure your vehicle is pointing straight on the road when you let go of it. (This may help you cross the bridge without crashing and avoid certain canyon pits.)

Occasionally, a vehicle may stop between two spaces. The space occupied by the *front* wheels of the vehicle is considered to be the space that it stopped on.

Rolling a star on the red die: On your turn, if you roll a star instead of a number, do the following steps:

1. Tell any one opponent to move his or her vehicle forward or backward (your choice) to the *next* open space on the road. *Your opponent moves his or her own vehicle*, then gently lets go of it. If it free-wheels, it must

remain where it finally stops until it's your opponent's turn. **NOTE:** You cannot tell an opponent to move if he or she is off the road in a canyon pit. Also, a vehicle cannot be moved past a boulder.

2. Roll the red die again and move the number of spaces shown on the die. If a star comes up on a reroll, follow steps 1 and 2 again.

Ending your turn: After moving your vehicle, your turn is over. Pass the red die to the player on your left.

Flipping over: Your vehicle may flip over if it rolls or is pushed off the road or into a canyon pit. If your vehicle is tipped over on its side, on its end, or upside down at the beginning of your turn, you cannot roll the die and move. See Figure 3.

You must use your turn to place your vehicle upright. Then on your next turn, move out of the canyon pit the number of spaces rolled on the die. Always follow the arrows when moving out of a canyon pit. See Figure 4.



Figure 3: If your vehicle is flipped over at the start of your turn, you must use that turn to place your vehicle upright.

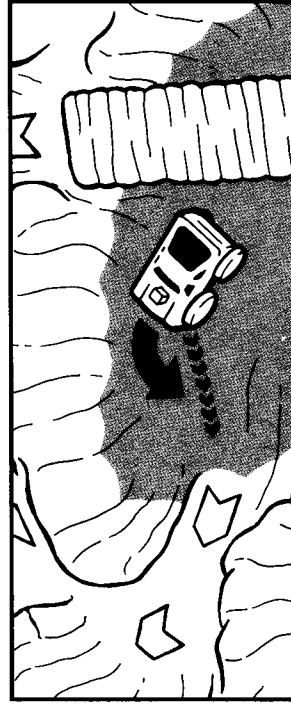


Figure 4: Follow arrows when moving out of a canyon pit.

Hitting a boulder: If you move onto a space with a boulder on it, remove the boulder, toss it into any canyon pit and *stop* on that boulder space. This ends your turn. The boulder is now out of the game and the other players don't have to stop on that space.

Using Turbo tokens: You may use a Turbo token at the beginning of your turn to try to move farther ahead on the road. Turbo tokens allow you to roll the *red and black dice* together (with the hope of rolling a larger total). You only get three Turbo tokens per game, so use them wisely! To use a token, do the following:

1. Take one of your tokens and place it out of play.
2. Roll the black and red dice at the same time.
3. Move your vehicle the *total* number rolled on both dice.

Rolling a star: If you roll a star when rolling both dice, do not move your vehicle. Instead, do the following steps:

1. Tell any one opponent to move his or her vehicle forward or backward (your choice) to the *next* open space. If your opponent's vehicle free-wheels, it must remain where it finally stops until it's your opponent's turn.
2. Roll both dice again and move the number of spaces shown. If a star comes up on a reroll, follow these two steps again.

WINNING THE RACE

The first player to cross the Finish Line wins!

Advanced Racing: For a greater challenge, race additional laps around the gameboard! Use three Turbo tokens for each lap.