

THE RACE THROUGH THE STATES CARD GAME

For 2-4 players/Ages 7-14

Rules © 1991 Parker Brothers, Beverly, MA 01915. Printed in U.S.A.

OBJECT

Lay out a race route through neighboring states. Then with the FAST 111's racer cards, try to be the first player to complete the route. To do so, you must "accelerate" from 15 mph-55 mph with Speedometer cards to move ahead from one state to the next.

EQUIPMENT

49 license plate cards representing 48 states and Washington, D.C. • 4 FAST 111's racer cards • a deck of 58 Activity cards — 35 Speedometer cards and 23 Vanity plate cards

SET UP

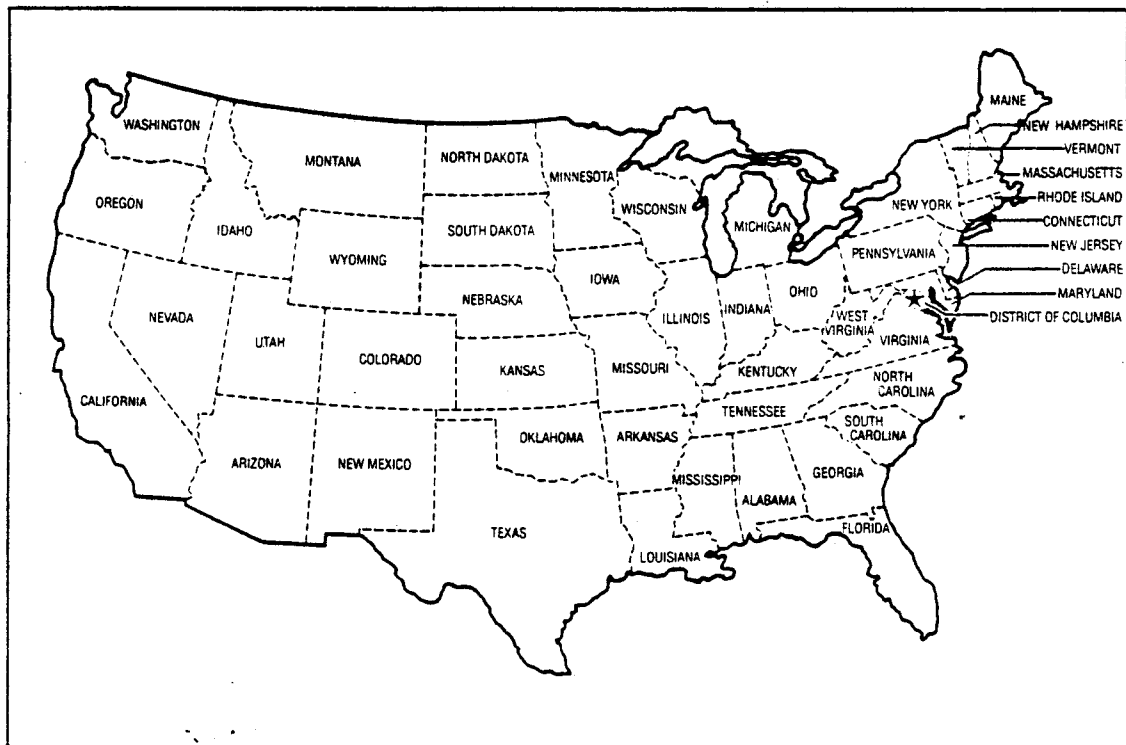
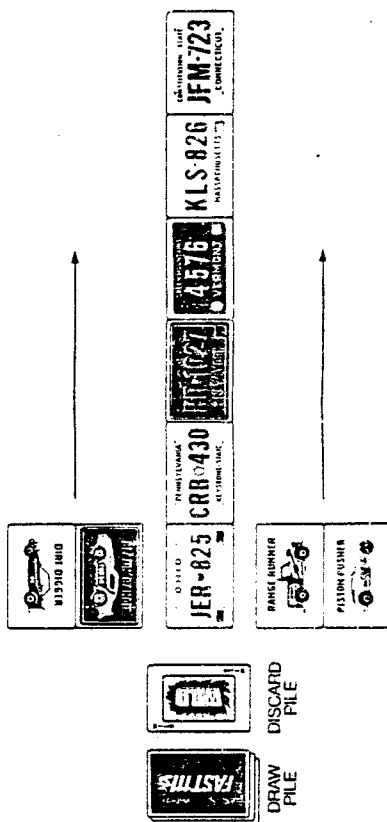
1. Lay out a race route by placing the license plate cards of the states you will pass through, end to end, in their proper order. For beginners, 5 or 6 states make a race of good length. Use the map in the back to help you design your route.
2. Each player chooses a FAST 111's racer card and places it adjacent to the first state.
3. Shuffle the Speedometer cards and Vanity plate cards together and deal 5 face down—one at a time to each player. Place the remaining cards face down to the side to form the draw pile. Then turn the top card face up and place it next to the draw pile. This is the discard pile.
4. The player to the left of the dealer goes first. Play then proceeds, in turn, to the first player's left.

PLAYING

On each turn, you'll do three things in order. They are:

1. Draw from the draw pile and/or discard pile.
2. Play as many cards to the table as you can—or wish to play.
3. Discard a card—if you must or wish to—at the end of your turn. Each step is explained in detail below.

THE SET UP



MAP OF THE UNITED STATES MAINLAND

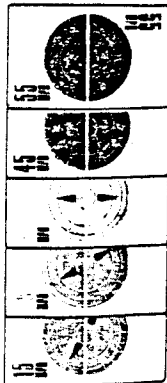
1. On your turn, draw enough cards from the draw pile to bring your hand up to 5 cards. Then draw one more card from either the draw pile or discard pile to bring your hand up to 6 cards.

Example: On your first turn, you already have 5 cards. So simply draw from either the draw pile or the discard pile and add that card to your hand.

As soon as all the cards are gone from the draw pile, take the top card from the discard pile and leave it exposed. Then reshuffle the cards to form a new draw pile.

2. Once you've brought your hand up to 6 cards, continue your turn by playing as many cards as you can or wish to play according to the following rules:

Play as many Speedometer cards as you can out in front of you like this:



If you complete a set (one of each card), move your racer card one state ahead. Then place the set face up onto the discard pile. They must be placed so that the 55 mph card or the Wild card that represents it is exposed on top.

Begin to play another set if you can—starting with the 15 mph card. You don't have to complete the set on this turn because you can always do so on later turns.

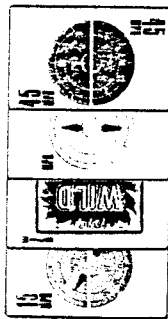


The Wild card may be used in place of any Speedometer card. Once played, it cannot be used to represent any other speed in the same set.

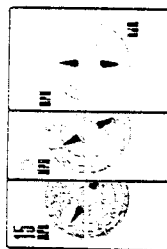


The Eat My Dust card is played on an opponent to allow you to take his or her top Speedometer card for the Wild card that represents it. Play it onto your opponent's playing area but keep it separate from his or her Speedometer card. When you take the opponent's card, you must play it immediately and in its proper sequence onto your own set of Speedometer cards. If you've taken a Wild card you may use it to represent any Speedometer card you wish. It does not have to represent the same value given it by your opponent.

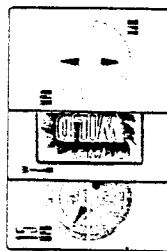
Example: Let's say your opponent's Speedometer cards are laid out as shown.



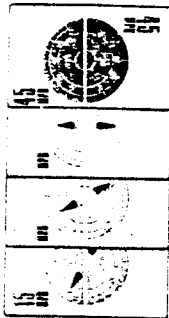
On your turn, you play these cards to the table:



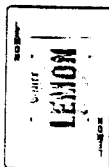
Now let's say you play an Eat My Dust card onto your opponent's side, take his 45 mph card—the top card in his set—and play it onto your own set. The cards played to the table now look like this:



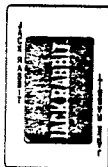
Your opponent's cards



Your cards



The Lemon card is also played on an opponent. Play it on the opponent's playing area but keep it separate from his or her Speedometer cards. Until it is remedied, that opponent can play only one Speedometer card per turn (although he or she still may play Vanity plate cards).



The only way for your opponent to remedy the Lemon card is to play a Jackrabbit card directly on top of it. But he must wait until his turn to do so. In this way, the player may continue to play as many Speedometer cards as he wishes—but only until another Lemon card is played on him.

Note! If you've already played a Jackrabbit card onto a Lemon card, discard both cards face up—when you discard a set of Speedometer cards. Also at this time, discard any Eat My Dust cards that have been played on you.

Playing Out Your Entire Hand

Any time you play out all the cards in your hand on a turn, immediately draw another complete hand of 6—5 from the draw pile and 1 from either the draw pile or the discard pile—and continue playing. **Note:** You have not played out your entire hand if you've discarded your last card.

3. Once you've played as many cards as you wish to play, you may end your turn by discarding one of your cards face up. But be careful about which card you choose. Because the next player will have the option of taking that card or not, if you don't wish to discard, simply end your turn. There is one exception: If you have 6 cards in your hand, you must discard one when you end your turn.

SPECIAL OPTION

At the start of your turn, you may—if you wish—discard your entire hand. By doing so, you forfeit your turn and must wait until your next turn before you draw a new hand and continue playing.

WINNING

The first player to move his or her FAST 111's racer card to the last state in the route wins the game.

STRATEGY HINTS

1. Play as many cards as you can on a turn because you can always draw more new cards on your next turn. It's especially good if you can play out your entire hand on a turn. Remember that this will allow you to draw a new hand and continue playing.
2. Even if an opponent has not started a set of Speedometer cards, you may still play a Lemon card on him or her.
3. Remember that any card you discard can be picked up by another player. So try not to discard one you think that player might want.



PARKER BROTHERS
 We will be happy to answer your questions about FAST 111's CARD GAME. Write to: Parker Brothers, P.O. Box 1012, Beverly, MA 01915. Attention: Consumer Response Department.