

FAST 111'S™

The Car-Racing Board Game

For 2-4 players/Ages 5-12

Rules © 1981 Parker Brothers, Beverly, Mass. 01915. Printed in U.S.A.

EQUIPMENT

game board • 4 playing pieces • 56 cards

OBJECT

To be the first driver to cross the FINISH line.

SET UP

1. Each player chooses a playing piece and places it onto its own color at START.
2. Shuffle the cards and place them, face down, in the middle of the board. These cards form the draw pile.
3. Each player cuts the cards. Whoever draws the highest number goes first. Play then proceeds, in turn, to the first player's left.

PLAYING

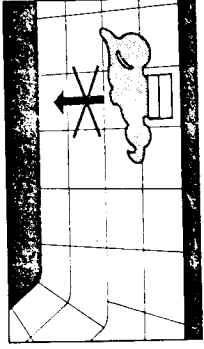
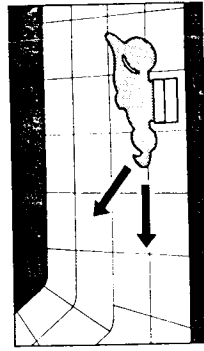
Before you try to play, please read through the following rules very carefully.

To start your turn, draw a card. Use this card to move your own car or to move an opponent's car. Then after you've played your first card, draw a second card. If you've already moved your own car, use this card to move an opponent's car. If you've already moved an opponent's car, use this card to move your own car. As you play, you'll see that there are times when you'll want to move your own car first, and times when it's best to move an opponent's car first.

The Cards

Numbered cards: If you draw a numbered card, move a car ahead that number of spaces.

- a) You may move a car either straight ahead, or diagonally or both. But you may not move it sideways.



- b) You must move a car around the barriers on the track.
- c) You must move a car around the other cars on the track. Two cars may not occupy the same space at the same time.

Back 1 or Back 2.

If you draw one of these cards, move a car backward that number of spaces. You may move either straight back, or diagonally, or both.

Skid 2. If you draw this card, you must move a car 2 spaces straight to the left. Any cars to the left of that car are moved along with it. Sometimes this move results in one or more cars being "bumped" off the track.

No Gas and Flat. If you draw one of these cards, move a car off the track. Simply lift up the car and move it sideways—either to the left or the right. This move does not affect any other car.

To Blue. If you draw this card, move a car ahead to the nearest blue space. If this space is already occupied by another car, move that car off the track. Simply lift it up and move it sideways—either to the left or the right. This move does not affect any other car.

Leader 2. If you draw this card, move the leader— whoever it is—ahead 2 spaces.

- a) If cars are tied for the lead, move each of them ahead 2 spaces.

- b) If the actual lead car is currently off the track, don't move it. Instead, move the car that's in the lead and on the track.

- c) Even if you've already moved the lead car on your turn, move it again if you draw this card.

- d) Let's say that you are in the lead when you draw this card. If it's the first draw of your turn, you may, if you wish, move your own car again when you draw your second card. If you draw this card on the second part of your turn and have already moved your own car, move it again.

After drawing a card, place it face up onto the discard pile, next to the draw pile. When the draw pile is used up, shuffle the discard pile and place it face down, thus creating a new draw pile.

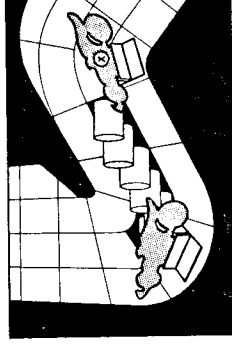
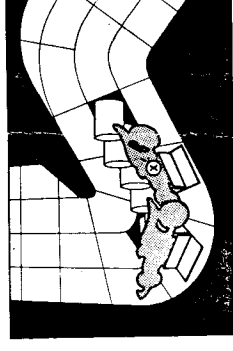
Instead of Playing a Card

- a) Whenever your own car is off the track, do not start your turn by drawing a card. Instead, move your car sideways to any empty space in the row from where it left the track.

- b) Whenever someone else's car is off the track, you may move that car onto the track instead of taking a card. Move the car sideways to any empty space in the row from where it left the track.

Blocking

- a) Sometimes—as shown below—a car will be blocked by one or more cars. A blocked car cannot move ahead. If, for example, your car is blocked at the start of your turn, you must move someone else's car with the first card that you draw.



Car "X" is blocked. A blocked car cannot move ahead.

Car "X" can move ahead no more than 2 spaces. If you draw a higher number, you may not move car "X" at all.

- b) As shown above, sometimes a "blocking" situation will occur farther down the track. So always count ahead before moving a car. If you can't move a car the total number of spaces shown on a card, then you may not move that car at all.

WINNING

The winner is the first player to cross the FINISH line.

SPECIAL NOTES

1. Remember that you must play your first card before you draw a second card.
2. When you draw a card, you move a car—whether it's your own or an opponent's. On your turn, you are the only one who moves a car.
3. The cards are played the same whether the cars are all at START or spread out along the track. The only exception to this rule is the Back 2 card: it cannot be played on a car that's still at START.
4. As a strategy hint, try to keep your car on the inside of the track; it's a shorter route to the FINISH line.

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