

# ROAD HOG

## A Wild Race and Chase Game

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### HOW TO WIN THE GAME

Be the first to get from Metro to New City.

### ROADS

There are three types of roads on the board:

1. The main Expressway (grey) from Metro to New City. This is the shortest route.
2. The Highways (tan) which go off the Expressway and take longer (or backward) routes before returning to the Expressway.
3. The County Roads (brown) which go off the Highways and take short-cuts to other Highways or to the Expressway.

### EXIT SPACES

The spaces with large arrows that lead onto a Highway or a County Road are called "exit spaces". If your car is moved onto an exit space, you must follow the road it leads to.

On Highways and County Roads, your car can move only in one direction (the direction of the arrows); on the Expressway your car can move in both directions.

### HOW TO START THE GAME

Place your token on the "Start" square in Metro.

Shuffle the "Check Point" cards and place them face down on the board.

Place the train at the end of the track near New City, travelling inward. Line up the front of the train with the first telephone pole.

The highest roll starts first. The turn goes around the table to the left.

### HOW TO DRIVE YOUR CAR

Normally, you drive your car by rolling two dice. There are four dice in the game—two green and two red. On each turn, roll any two dice you wish: two greens, a green and a red, or two reds.

—*Green*: The number of a green die can be used to move your car the same number of spaces *forward* (never backward). If you roll two green dice, you can move forward the total of the two numbers.

You are never forced to use a green number that you roll. If a green number would place your car on an exit space to a Highway, or make you break a traffic law, you can choose not to use it. If you roll two green dice, you may choose to use the number on only one of them, or neither of them.

—*Red*: The number on a red die cannot be used to move your own car in any way. Instead, a red number can be used to move any other player's car the same number of spaces *backward* (never forward).

But there are three rules in doing this:

- 1) The other player's car must be on the Expressway, not on a Highway or a County Road.
- 2) The red number must move the other player's car exactly back to an exit space leading to a Highway. If it does not, you cannot move the other player's car at all, and the red number cannot be used.
- 3) If you roll two red dice, you can only use each red number separately. You may move two other players separately—one with each number, or you may use only one. But you cannot use the total of the two red numbers to move one player.

—*High Octane Card*: These are in the Check Point deck. When you pick one of these cards, you get to use any *three* dice you wish on your next turn—two greens and a red, or two reds and a green.

## DRIVING ON HIGHWAYS AND COUNTY ROADS

Since your own dice roll never forces you to leave the Expressway, it will be another player's roll of a red die that will put you onto a Highway. If so, you can try to get onto a County Road and shorten your detour. You must land on the exit space to a County Road by the exact count of one or two green dice.

If you roll two green dice, and one number lands you on the exit space, you can use the second number to move on down the County Road.

Note: You may choose to travel on a Highway, by using your green roll in the same way as when moving onto a County Road.

## CHECK POINTS

Every time you pass over a Check Point space, finish your move and then pick the top card of the Check Point deck. (You don't have to stop on it, unless your count lands you right there.) Here is what you do for some of the cards:

*Miss A Turn*: Move your car off to the side of the road. On the next turn (the one you must miss) move your car back onto the road. On the turn after that, you can start moving again.

Note: While your car is off to the side of the road, you *cannot* be moved back by another player who rolls a red die. As soon as it is put back on, you can be moved.

*High Octane*: You must use this card on your next turn (you cannot keep it longer).

*Courthouse*: If you are sent to a Courthouse, you must go to the nearest one *behind* you. The three Courthouses are in Metro, Buttonville, and Punkey-doodle's Corner. If you are standing on a courthouse space, go to that one.

At the Courthouse, roll one die. If you roll a 4, 5, or 6, you are found "Not Guilty". If you roll a 1, 2, or 3, you are found "Guilty" and you must miss the same number of turns as the number you rolled: one, two or three.

Note: If you are moved *back* over a Check Point space, do not pick a card.

Used Check Point cards are placed face up under the deck. When you get through the whole deck, shuffle the cards and place them face down again.

## FINAL CHECK POINT

All Check Point spaces may be passed over without stopping, except the final Check Point, just before New City. Here you must STOP. (You don't have to land by exact count—just reach it and stop, without using the rest of your count.) Pick a card as usual from the deck. Unless you are missing a turn, you can continue on your next turn.

## THE TRAIN

After every round (when all players around the table have taken a turn) the train must be moved. The first player in the round, before he takes his own turn, rolls one die for the train. He moves the train forward as many poles as the number rolled. (Keep the front of the train lined up with the pole.)

When the train reaches the last pole at either end of the track, if there is any count left on the roll, it immediately turns around at that pole and continues back. (The turn around uses one count.) Otherwise, it turns around on its next move.

If any part of the train is across any part of the road:

1. You cannot pass.
2. You cannot be moved back across the track by another player.
3. You cannot pass to go back to a Courthouse. You must wait on the space in front of the crossing until the train moves on, and then continue to the Courthouse.

Note: If you cannot move because the train is in your way, but are not missing a turn, you may still roll the dice on your turn (you would choose two red dice).

You may stop on a railroad crossing space. If you are hit by the train, you must go all the way back to Metro and start again. (If you are missing a turn beside the crossing space, you can still be hit by the train.)

## OTHER TRAFFIC LAWS

- You may pass any other player's car on any road.
- You *may* land on, or be moved onto, a space occupied by another player.
- You may not pass completely through a town (Buttonville or Punkeydoodle's Corner) in one turn—that's speeding. You must end your turn inside the town (using the full count of one or two green dice). A space is inside the town if there are buildings beside any part of it.
- You may not stop on either of the two main bridges over a river. You must pass completely across such a bridge in one turn.
- When using the ferry, cross the river from one side to the other, just as you would from one space to another.

## REACHING NEW CITY

You do not have to enter New City by exact count. After you have stopped on the final Check Point, all you need is a high enough number to carry you into the city. (You must get *beyond* the last space.)