



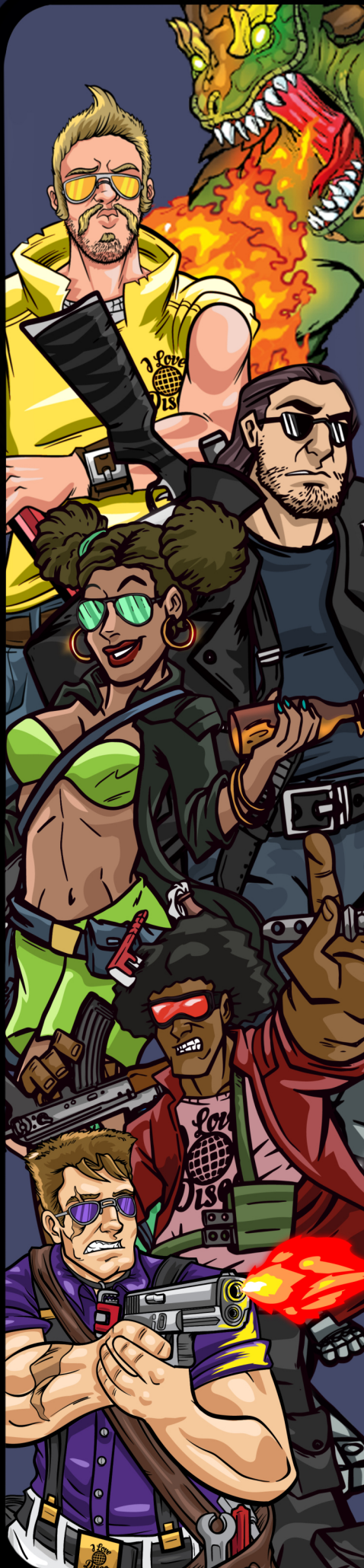
# ESCAPE DEATHRACE 2182 "MICRO"

## RULES & SET UP

1-4 Players  
20-30 Minutes  
Ages 8+

Created by - Jesse Conger  
Art/Graphic Design - Alex Solano/Andrew Palacios/Mary Vasile  
Published by GoodDays Games LLC  
[gooddaysgames.com](http://gooddaysgames.com)  
2020-21 All Rights Reserved





## WHAT HAPPENED?!

The year is 2182.

Your galaxy has been taken hostage by an evil alien race known as the Zillian. The Zillian leader, Twisted foOk, has locked down several planets with his hordes of OMG-Zilla serpent creatures, and even reprogrammed your own automated robotic defenses, into unhappy Death Turrets.

Armed with his Electromagnetic, Golden Monkey Wrench Staff, Twisted foOk has transformed the land into a Deathrace. Calling himself the Race Master, he has placed his minions at different check points in hopes of thwarting the Heroes on their rally to destroy him and escape!

Atop the highest peak he waits for the strongest Hero to survive his latest Deathrace, in a final attempt to beat him at his own game...

Today, there are six individuals (and one robotic drone) that have what it takes to stop the threat of the current Zillian assault. With the power of their "almost magical" race cars, unique special abilities, and gritty personalities, there is still a chance to save the world! Or at the very least themselves.

Unfortunately, these possible Heroes are not all friends. Some even enemies! Frenemies or not, there can only be one survivor. How can they work together against a common foe when only one can survive?...Let's find out!





# CONTENTS



6 Character Cards



6 Player Cubes

3 Clear Boss Health Cubes



20 Road Tiles



6 Health Tracker Clips



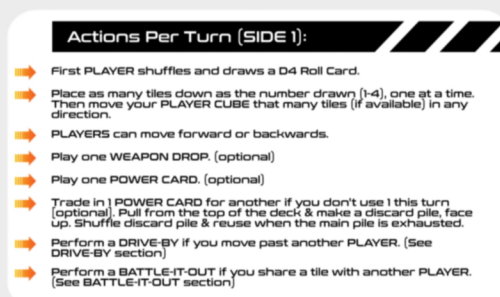
10 Power Cards



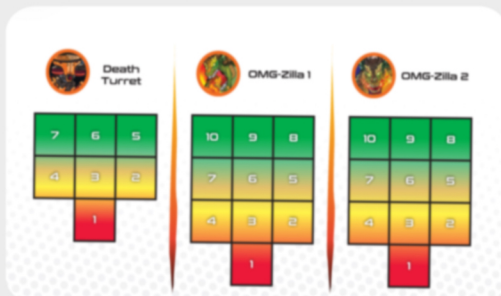
13 Event Cards



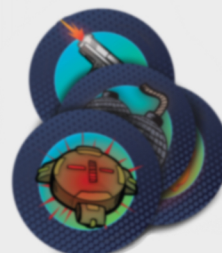
4 Weapon Drop Reference Cards



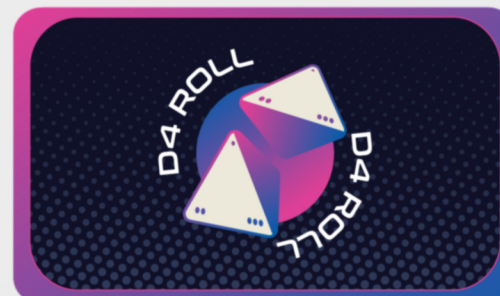
1 Action Reference Card



1 Two Sided Boss Health Tracker



16 Weapon Drop Tokens



4 D4 Cards





# Set Up



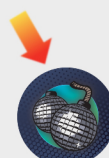
- ① Randomly select a CHARACTER CARD & matching PLAYER CUBE.  
Set your HEALTH TRACKER CLIP to 20HP on your CHARACTER CARD.
- ② Deal 1 MAGIC MONKEY WRENCH POWER CARD to each PLAYER.  
Randomly deal 1 non - MAGIC MONKEY WRENCH POWER CARD to each PLAYER.
- ③ Shuffle all remaining POWER CARDS together & place nearby.
- ④ PLAYERS take turns selecting 1 WEAPON DROP TOKEN at a time until all PLAYERS have 4 WEAPON DROPS.  
All left over WEAPON DROP TOKENS get placed next to their related WEAPON DROP REFERENCE CARD.
- ⑤ Shuffle the EVENT DECK & place nearby.
- ⑥ Take out the START ROAD TILE that has 3 "H"s on it and place nearby. This will be the last tile placed every game. Shuffle the remaining 18 ROAD TILES into one face down pile and place nearby.
- ⑦ On the 2-SIDED BOSS HEALTH TRACKER CARD: Set the 3 CLEAR BOSS HEALTH CUBES on the highest number of the first 3 BOSSES. [7] [10][10]
- ⑧ Take the D4 ROLL CARDS and place nearby.
- ⑨ PLAYER that was most recently in a vehicle goes first.





# ACTIONS PER TURN

- 1️⃣ First PLAYER shuffles and draws a D4 ROLL CARD.
- 1️⃣ Drawing from the ROAD TILE STACK, place as many ROAD TILES down as the number drawn (1-4). Creating the track in a logical way, 1 ROAD TILE at a time.
- 1️⃣ Then move your PLAYER CUBE up to that many ROAD TILES (if available) in any direction. PLAYERS can move forward or backwards on the ROAD TILES.
- 1️⃣ Play 1 WEAPON DROP TOKEN.(optional)
- 1️⃣ Play 1 POWER CARD.(optional)
- 1️⃣ Trade in 1 POWER CARD for another if you don't use one this turn.(optional)  
(Pull from the top of the POWER CARD DECK & make a faceup discard pile.  
PLAYERS may draw the top face up discarded POWER CARD instead of from the face down stack.  
Shuffle discard pile & reuse when the main pile is exhausted.)



## HAZARD

- Land on a HAZARD ROAD TILE, STOP. DRAW from the D4 ROLL DECK for success rates.(see HAZARD TILES section)



- Perform a BATTLE-IT-OUT if you share a ROAD TILE with another PLAYER.(See BATTLE-IT-OUT section)
- Perform a DRIVE-BY if you move past another PLAYER.(See DRIVE-BY section)



- Land on a ROAD TILE that has an "82" icon, draw an EVENT CARD.



- Land on or pass over a NITRO-NOS ROAD TILE, counts as a free space if moving in that direction. (Pull another ROAD TILE if moved to an undiscovered space.)

## FIRE

- FIRE ROAD TILES deal -2HP for driving through/on it. (FIRE WEAPON DROPS cannot be placed on FIRE ROAD TILES.)



- Land on an OMG-ZILLA ROAD TILE or DEATH TURRET ROAD TILE & enter a BOSS BATTLE.(See BOSS BATTLE section)



- Land on the "H" ROAD TILE & enter the final BOSS BATTLE.(See BOSS BATTLE section)



- Collect 1 of any used WEAPON DROP & draw a POWER CARD for defeating a BOSS BATTLE.  
Collect 1 of any used WEAPON DROP for being on the space while a BOSS was defeated by another PLAYER.





SLOP! SLOP! SLOP! SLOP! SLOP! SLOP! SLOP! SLOP!





# DRIVE-BY SEQUENCE

DRIVE-BY scenarios happen when a **PLAYER** moves over the same **ROAD TILE** occupied by another **PLAYER** without landing on the same **ROAD TILE**.

- Draw: 1** When you draw a 1, **-1HP** is dealt as damage.
- Draw: 2** When you draw a 2, **-2HP** is dealt as damage.
- Draw: 3** When you draw a 3, **-3HP** is dealt as damage.
- Draw: 4** When you draw a 4, **-0HP** is dealt as damage. (you missed)

➡ **GUNFIRE WEAPON DROPS** cannot be used to **ATTACK** a **PLAYER** while in motion.

**EXAMPLE PLAY:**

- ➡ **PLAYER X** moves past **PLAYER Y**.
- ➡ **PLAYER X** shuffles and draws from the **D4 ROLL CARD DECK** TO **ATTACK** **PLAYER Y**.
- ➡ **PLAYER Y** cannot **COUNTER ATTACK**. ( Only **GREEN SHADES** can **COUNTER ATTACK** a **DRIVE-BY**)

STOP! STOP! STOP! STOP! STOP! STOP! STOP! STOP! STOP! STOP! STOP! STOP! STOP!

# SUB BOSS BATTLE SEQUENCE

A **BOSS BATTLE** against a **SUB BOSS** happens when a **PLAYER** lands on either of 2 **OMG-ZILLA BATTLE TILES** or the **DEATH TURRET BATTLE TILE**.



- ➡ **PLAYERS** cannot move off of an **OMG-ZILLA** or **DEATH TURRET BATTLE TILE** until that boss is defeated.
- ➡ Multiple **PLAYERS** can be on a **BOSS BATTLE TILE** fighting together.

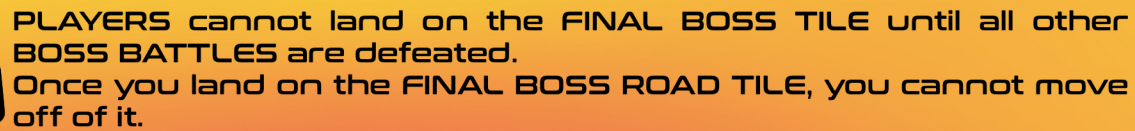
**EXAMPLE PLAY:**

- ➡ **PLAYER X** lands on the **OMG-ZILLA #1 ROAD TILE**.
- ➡ The boss always gets **FIRST STRIKE** for **-3HP** damage. (Excluding **SMOKE BOMB** usage & **BLACK SHADES'** unique ability)
- ➡ **PLAYER X** gets 3 **ACTIONS**. ( use in any order)
  - 1. Shuffle and draw a **D4 ROLL CARD** for damage.
  - 2. Use 1 **WEAPON DROP**.
  - 3. Use or trade in 1 **Power Card**.
- ➡ This ends the sequence and **PLAYER X's** turn.
- If **PLAYER Y** reaches the **BOSS BATTLE** while the boss is alive, the same sequence occurs for **PLAYERS Y**.





**STOP! STOP! STOP! STOP! STOP! STOP! STOP! STOP! STOP! STOP! STOP! STOP! STOP!**



- ▶▶▶ The first PLAYER on the FINAL BOSS TILE will always get FIRST STRIKE against the second PLAYER that lands on the FINAL BOSS TILE if the boss is dead.
- ▶▶▶ Third and fourth PLAYERS to land here when the BOSS is dead immediately TARGET a PLAYER. The TARGETED PLAYER gets FIRST STRIKE.
- ▶▶▶ The turn order continues counter clockwise.
- ▶▶▶ If 3 or more PLAYERS on the FINAL BOSS TILE end up fighting each other after the FINAL BOSS has died, the PLAYERS must choose which PLAYER to ATTACK/STRIKE per turn.
- ▶▶▶ WEAPON DROPS can be used against other PLAYERS during the FINAL BOSS BATTLE, once the boss is destroyed.
- ▶▶▶ LANDMINES, FIRE DROPS and GUNFIRE WEAPON DROPS now deal -3HP against other PLAYERS.
- ▶▶▶ SMOKE BOMB WEAPON DROPS can be used defensively to prevent being ATTACKED/TARGETED until the start of your next turn.
- ▶▶▶ POWER CARDS can still be used or traded in during a PLAYERS turn.
- ▶▶▶ When PLAYERS defeat other PLAYERS on the FINAL BOSS BATTLE TILE, they still receive a WEAPON DROP and POWER CARD as they do during a normal BOSS BATTLE victory.
- ▶▶▶ The CAR BOMB always deals -1HP to all active PLAYERS when a PLAYER dies.

- **PLAYER X** kills the third sub boss which happened to be the **DEATH TURRET BOSS BATTLE**.
- **PLAYER X** gains 1 **WEAPON DROP** of their choice from the graveyard and draws a new **POWER CARD**.
- **PLAYER Y** was on the **DEATH TURRET** when it died, and so gains just 1 **WEAPON DROP** of their choice from the graveyard.
- **PLAYER Y** now draws a 4 from the **ROLL CARD DECK** and is close enough to move onto the **FINAL BOSS BATTLE TILE**.
- **PLAYER Y** goes through the **BOSS BATTLE SEQUENCE** and ends their turn.
- **PLAYER Z** is within 2 spaces of the **FINAL BOSS BATTLE TILE** and draws a 3 movement. They decide to wait and let **PLAYER Y** fight the **BOSS** for awhile before coming back. Ends turn.
- **PLAYER X** is able to move onto the **FINAL BOSS BATTLE TILE** but first moves past
- **PLAYER Z** and performs a **DRIVE-BY** against them before starting their **BOSS BATTLE SEQUENCE**.
- **PLAYER Y** casts the killing **STRIKE** on the **FINAL BOSS BATTLE TILE**, gaining the **WEAPON DROP** and **POWER CARD**. **PLAYER X** collects 1 **WEAPON DROP** from the graveyard.
- **PLAYER Z** now draws enough movement to land on the **FINAL TILE** and join **PLAYERS X** and **Y**.
- It is **PLAYER Z**'s turn, however **PLAYER X** gets **FIRST STRIKE** against **PLAYER Z** because **PLAYER X** was first to the **FINAL TILE**. **PLAYER Z** chooses who they want to **STRIKE/ATTACK** and ends the sequence.
- Turns continue in counter clockwise order, therefore it is now **PLAYER X**'s turn.
- **PLAYER X** targets the **PLAYER** of thier choice using the **BOSS BATTLE SEQUENCE**.
- This continues until there is only one **PLAYER** left alive.





# MEET THE HEROES!



## GoodDay

- has the option to move +1 with every movement (extra **TILE** included when moving into undiscovered areas)
- can move through **HAZARD TILES** without rolling for failure/success

DOB: 10-16-2148  
POB: Los Angeles  
AGE: 34

Swift. Crazy. Master of the Stratos. This guy was born to be alive! Most moments are too short in GoodDay's world. Deathrace has very few tricks up it's sleeve that can deter Mr Yellow Shades.

His understanding & experience in the Deathrace universe is far superior than the average racer. He can control the dynamics of his souped up Stratos escape car better than anyone.

After losing his family to a hord of serpent Zillian beasts, GoodDay has vowed not to rest until every Deathrace is conquered by Humans and all Zillians are destroyed!



## Mista

- immune to **FIRE WEAPON DROPS & FIRE TILES**
- if equipped, has the option to use 2 **FIRE WEAPON DROPS** at once

DOB: 01-10-2138  
POB: Ibiza  
AGE: 44

Skilled. Cocky. Arrogance shows in his techniques behind the wheel. Born into the Euro rally life, Mista allows himself few boundaries in the universe of Deathrace.

Many stunts and Shortcuts have been seen behind those red goggles.

Caught in a car fire during the epic Deathrace '76. This would-be-hero managed to escape his vehicle at the last second he passed over the finish line. Barely completing the track "Lakeside". Some even go so far as to say he has driven Deathrace 83.

Although none know if it truly exists...



## Rebecca Jones

- can counter-attack **DRIVE-BYS** by rolling the D4
- rebecca's gunfire weapon drops, **DRIVE-BYS**, counter attacks, & **BOSS BATTLES** deal an extra -1HP damage

DOB: 11-29-2151  
POB: London  
AGE: 31

Hot tempered and aggressive. Born and raised in the ghetto back streets of London - Miss Jones is one bad broad! Rumor has it, she eats Kittens!

At a young age, she was forced into racing some of the most taxing Deathrace realms.

Soon becoming the Strongest Attacker of her Class, and with no choice but to compete, she found herself winning the toughest Deathraces.

Those who mess with this woman end up regretting it!



## Shooter

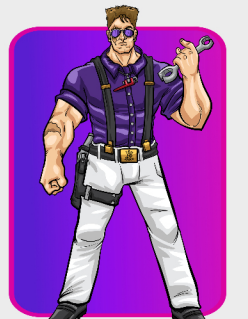
- immune to gunfire from weapon drops or **DRIVE-BYS**
- is vulnerable to gunfire from **BATTLE-IT-OUT** scenarios
- has automatic **FIRST STRIKE** during **BOSS BATTLES**

DOB: UNKNOWN  
POB: Hawaii  
AGE: UNKNOWN

Sniper by trade. Extreme rally racer by design. Shooter McGavin has experienced some of the most challenging Deathraces in his long and fortunate career.

During The Great Deathrace 2179, his legs were taken from him by the leviathan OMG-Zilla. Forced to bail from his car so as not to plummet to his death in the Toxic Sea - the wicked Zillian sprang out of the water and bit off Shooter's legs in one chomp.

Ever since he has built a solid wall of emotion around himself and his Stratos. But how long will it remain intact against the other Players? Deathrace has no sympathy for the recluse.



## Reegad

- takes -1HP less damage, no matter what hits him
- can move +1 extra **TILE** when landing on a **NITRO-NOS TILE**

DOB: 05-17-2156  
POB: Norway  
AGE: 26

Evasive, quick witted, and intelligent. This man has spent much of his time and energy into modifying his Stratos. So much so that his escape car sustains less damage than the other Player's vehicles.

He was once best friends with GoodDay, but was forced to leave him for dead at the Toxic Sea when confronted by OMG-Zilla. Goodday barely survived and has vowed to defeat him in every future Deathrace! What GoodDay doesn't know is that this was the only way to save them both....



## Ariel

- immune to **LANDMINE** weapon drop damage
- can attack 2x during a single **DRIVE BY, BATTLE-IT-OUT, & BOSS BATTLE**

DOB: 07-07-2157  
POB: Tokyo  
AGE: 25

A runaway at the age of eleven. Young Ariel escaped certain death after her parents where imprisoned by Twisted foOk, for reprogramming Death Turrets to be friendly, productive robots. Instead of the lethal weapons he had converted them into.

Together, with her pet turret, FlaMIN, the odd duo has set out to rescue her parents by entering Deathrace '82.

Ariel will not rest until she smokes out her enemies and wins back her parent's freedom!





# ROAD TILES



## START ROAD TILE

→ All PLAYERS begin on this TILE



## STRAIGHT ROAD TILES

→ No effect on this TILE



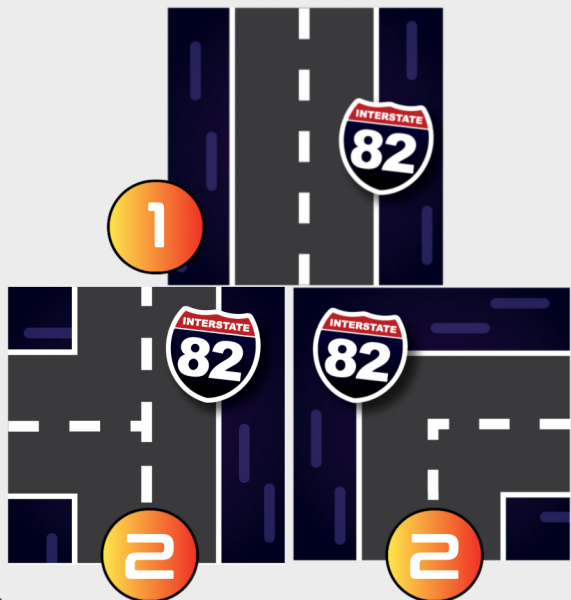
## HAZARD ROAD TILES

→ PLAYERS must successfully use their car to get past this TILE



## FIRE ROAD TILES

→ PLAYERS take -2HP damage for passing on or over this TILE



## EVENT ROAD TILES

→ PLAYERS must draw an EVENT CARD after landing on this TILE





# ROAD TILES



## NITRO-NOS ROAD TILES

- ➔ These Road Tiles act as a free space when moving over in the same direction of the rainbow colored arrows.
- ➔ When a PLAYER lands on this type of tile and there is no tile to move onto, they may draw a new Road Tile from the tile stack. (If there is a Tile to draw.)
- ➔ PLAYERS cannot gain the free space if they intend on turning away from the rainbow colored arrows, via the 4 way intersection.



## DEATH TURRET BOSS BATTLE TILE

- ➔ 4 Way intersection
- ➔ 7HP
- ➔ Once landed upon, PLAYERS must defeat this boss in order to move off of it.



## OMG-ZILLA #1 BOSS BATTLE TILE

- ➔ 4 Way intersection
- ➔ 10HP
- ➔ Once landed upon, PLAYERS must defeat this boss in order to move off of it.



## OMG-ZILLA #2 BOSS BATTLE TILE

- ➔ 4 Way intersection
- ➔ 10HP
- ➔ Once landed upon, PLAYERS must defeat this boss in order to move off of it.



## FINAL BOSS BATTLE TILE

- ➔ Dead end
- ➔ 20HP
- ➔ Once landed upon, PLAYERS must defeat this boss and be the last PLAYER alive, in a king-of-the-hill style finale.





## SOLO VARIANT SET UP

Setting up and playing Escape Deathrace 2182 "Micro" solo is almost identical to playing with 2, 3, or 4 PLAYERS.

### Note these simple differences:

- ➡ If BLACK SHADES CHARACTER, do not use SMOKE BOMBS.
- ➡ BATTLE-IT-OUT & DRIVE-BY SEQUENCES don't exist.
- ➡ During BOSS BATTLES: ATTACKS continue back and forth until either the BOSS or the PLAYER is defeated.



SCAN THE CODE ABOVE TO VISIT OUR WEBSITE AND  
LEARN MORE ABOUT OUR COMPANY

We are proud to release this first installment  
from the Deathrace 2182 universe.

Thank you to all the many play testers and  
the tabletop gaming industry as a whole.

Please subscribe and stay connected.



[gooddaysgames.com](http://gooddaysgames.com)



[@gooddaysgames](https://www.instagram.com/gooddaysgames)



[GoodDaysGames](https://www.youtube.com/GoodDaysGames)



[@GoodDaysGames](https://twitter.com/GoodDaysGames)



[GoodDaysGames](https://www.facebook.com/GoodDaysGames)