

ESCAPE DEATHRACE 2182 "MICRO"

Owner's Manual



1-4
PLAYERS



12+
AGES



20-30
MIN

GoodDays
games

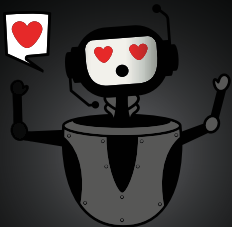
ESCAPE DEATHRACE 2182 "MICRO"



Limited

*Legendary
Stratos*

L.S. EDITION



To the love of my life.
My darling wife, Becky
Conger. Your everlasting
support for my wild ideas,
adds fuel to my creative fire.

In 2020 we ran a Kickstarter campaign for the original Escape Deathrace 2182 "Micro" edition. During the fulfillment phase, we acquired product (cards, road tiles & weapon drops) that was of thicker stock than expected, and thus could not fit in the mint tin.

We took this as an opportunity to add more components to a future small box version of the same game.

L.S. COMPONENTS INCLUDE:

- ★ dice
- ★ pre-painted cars
- ★ 4 additional power cards
- ★ 13 additional event cards
- ★ fold out game board
- ★ this rule book



Be the last Player standing on the defeated Final Boss Road Tile to Escape Deathrace 2182 in the rescue chopper!



STORY

"HOW DID WE GET HERE?!"



2169 - Up-Thurster Boost technology was created in the rally car industry. The sport took on new life, and became the most popular of them all. Cars could now jump spans of over an entire football field with the right combination of Nitro-Nos and Thrusters. They could also climb steep cliffs and mountains - jumping over gaps in the terrain that past off road vehicles simply couldn't compete with.

2176 - The Legendary Stratos League (LSL) was born. A humanitarian movement within the rally car sport. The founders, Rebecca and Mistamoniel Jones, were a dynamic, philanthropist power couple. All of their earnings were donated to the inner city's youth development programs. From trade school grants to housing projects. Young and older adults were given the chance to escape poverty and create a vibrant future for themselves. Some even joined LSL and became top level stunt drivers. Combining stunts and guns, LSL students often took it upon themselves to fight petty crime, and keep their local communities safe from thugs and criminals. The Jones duo were known to turn the other cheek when confronted by authorities about their student's vigilante-like behavior. What else were the Jones' up to?

2178 - Manufacturers made multiple improvements to the rally vehicle's armor to sustain such stress caused by the incredibly hard landings. World powers quickly took note of the new technology and began implementing it into their own militaries. The Kingpin organization was born.

2181 - Two members of the "vigilante organization", or LSL, disappeared. Their names were Reegad, and GoodDay. These members were top ranked drivers in the league.

2182 - Mr and Mrs Jones, along with three other LSL members: Ariel Airravers, Shooter McGavin, and Cammy Zooka disappeared into whirlwind-like "portals" in the sky. So witnesses say. On the other side of the portals, the LSL members made a horrific discovery: They were kidnapped by an alien race called the Zillians, and led by an unruly, psychotic, power hungry, magic welding Overlord. He was nick named Twisted foOk by the LSL members, which he found very amusing!

The LSL rescue team, lead by Sniperjackie and Kahuna, deployed thier suped up helicopter to find the lost members.

Reegad and GoodDay had discovered magical properties in some of the rocks in this new land that repaired their rally cars when damaged. The magic fused with their monkey wrenches! This discovery was shared with the other LSL members.

NOW - The LSL members had little time to reunite with each other before Twisted foOk cast them under a revenge spell. He instructed that only one may escape his Deathrace alive via a portal on the other side. They only had to defeat his robotic Death Turrets, flying Zillian reptiles (nick named OMG-Zilla), and himself.

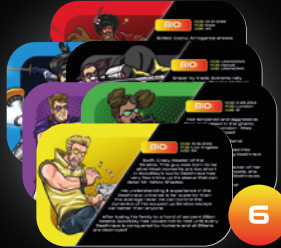
"WHAT A TALL ORDER!"

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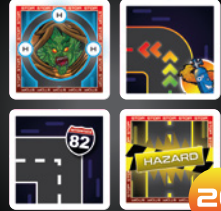
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Rule Book



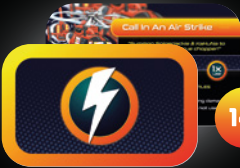
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Character Cards



20

Road Tiles



14

Power Cards



24

Event Cards



4

Weapon Drop Reference Cards



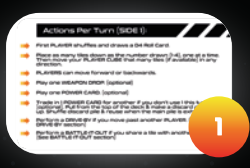
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D4 Reference Cards



1

2 Sided, Boss Battle Health Tracker Card



1

2 Sided Actions Per Turn Card



6

Pre-Painted Character Rally Car figurines



6

Character D4 Dice



6

Character Health Clips



16

Weapon Drops (Smoke/Fire/Landmines/Gunfire)



1

Fold Out Game Board



3

Clear Boss Health Cubes

SET UP



- 1 Randomly select a CHARACTER CARD & matching CHARACTER RALLY CAR. Set your matching 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. (leave room for a discard pile)
- 4 Place the 4 WEAPON DROP REFERENCE CARDS nearby. PLAYERS take turns selecting 1 WEAPON DROP TOKEN at a time until all PLAYERS have 4 WEAPON DROPS. (mixed or matched) All left over WEAPON DROP TOKENS get placed next to their related WEAPON DROP REFERENCE CARD.
- 5 Shuffle the EVENT DECK & place nearby. (leave room for a discard pile)
- 6 Take out the START ROAD TILE & place all active CHARACTER RALLY CARS on it. Take out the FINAL BOSS 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 (4) D4 DRAW CARDS and place nearby. (these are for reference only, and have been substituted with the D4 dice)
- 9 PLAYER that was most recently in a vehicle goes first. Game play thereafter goes in COUNTER CLOCKWISE rotation.

ACTIONS PER TURN

- ▶▶▶ First **PLAYER** rolls their matching D4.
- ▶▶▶ Drawing 1 at a time from the **ROAD TILE STACK**, place as many **ROAD TILES** down as the number rolled (1-4). Creating the track in a logical way. Then move your **CHARACTER RALLY CAR up to** that many **ROAD TILES** (if available) in any direction.
- ▶▶▶ **PLAYERS** can move forward and backwards on the **ROAD TILES**.
- ▶▶▶ Play 1 **WEAPON DROP TOKEN**. (optional)
- ▶▶▶ Play 1 **POWER CARD**. (optional)
- ▶▶▶ 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.



- ▶▶▶ 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)



- ▶▶▶ **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 a **ROAD TILE** that has an "82" icon, draw an **EVENT CARD**. (mandatory)



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



- ▶▶▶ Land on or pass over a **NITRO-NOS ROAD TILE (>>>)**, counts as a free space if moving in that direction.
- ▶▶▶ If moved to an empty space, draw and move to the next **ROAD TILE**.



- ▶▶▶ 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**.

WEAPON DROPS



LANDMINE

- Can be used 1 time during a BOSS BATTLE for **-3HP**.
- Can be placed on any Tile you have touched this turn.
- Stays in effect until detonated by any PLAYER.
- Players that drive over Landmines must roll the D4 to determine how much damage they incur.
- Players take **-3HP** for landing directly on a Landmine.
- If 1 is dropped on your location, roll the D4 for the damage outcome when your turn comes up.

ROLL/OUTCOME 1 = **-1HP** / 2 = **-2HP** / 3 = **-3HP** / 4 = **-4HP**



SMOKE BOMB

- Creates a defensive cloud of smoke which can be placed during a BOSS BATTLE for FIRST STRIKE and causes a 1 time MISS from the BOSSES attack.
- Creates a defensive cloud of smoke on non Boss Battle Road Tiles.
- Prevents Gunfire Weapon Drops, Drive-Bys & BATTLE-IT-OUT scenarios on Road Tiles.
- Effect covers 1 Road Tile, lasts 1 turn, and disappears at the start of your next turn.



GUNFIRE

- Can be used 1 time during a BOSS BATTLE for **-3HP**.
- Can shoot any Player from up to 2 Road Tiles away.
- If PLAYER is 2 TILES away, deals **-1HP**.
- If PLAYER is 1 TILE away, deals **-2HP**.
- GUNFIRE cannot be used to ATTACK a PLAYER while in motion.



FIRE

- Can be used 1 time during a BOSS BATTLE for **-3HP**.
- Deals **-2HP** to any Player that drives through/on it.
- Can only be placed on any Road Tile you have moved over during your most recent turn.
- Effect covers 1 Road Tile, lasts 1 turn, and disappears at the start of your next turn.

HAZARD ROAD TILES



When you land on a HAZARD ROAD TILE, you must STOP and roll the D4 to determine the outcome. (except for YELLOW SHADES)

- Roll 1 **FAIL!** When you roll a 1 on the D4, you have failed the HAZARD and sustained **-1HP** damage.
- Roll 2 **FAIL!** When you roll a 2 on the D4, you have failed the HAZARD and sustained **-2HP** damage.
- Roll 3 **PASS!** When you roll a 3 on the D4, you have survived the HAZARD and sustained **-1HP** damage.
- Roll 4 **PASS!** When you roll a 4 on the D4, you have survived the HAZARD and sustained zero damage.

- ▶ **HAZARD ROAD TILES** go both ways! Be careful where you place them. You just might have to go back the way you came.
- ▶ **PLAYERS** can end their turn on the start of a HAZARD ROAD TILE without attempting to go through it.
- ▶ **WEAPON DROPS, Battle-it-Outs and Drive-Bys** cannot be used/performed on HAZARD ROAD TILES.

EXAMPLE PLAY

If a PLAYER begins their turn 2 ROAD TILES away from a HAZARD ROAD TILE and rolls a 4 with their D4, they advance 2 ROAD TILES.

Then, re-shuffle and draw again for the HAZARD attempt. If successful, the PLAYER moves up to the connecting ROAD TILE.

If there is no ROAD TILE to move up to, finish your turn on the other side of the same HAZARD TILE.

If unsuccessful, they can try again on their next turn, or retreat.



BATTLE-IT-OUT SEQUENCE



BATTLE-IT-OUT scenarios happen when 2 or more PLAYERS exchange 1 STRIKE/ATTACK against each other while on the same ROAD TILE.

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

- ▶ **WEAPON DROPS and POWER CARDS** cannot be used against other PLAYERS during a BATTLE-IT-OUT.
- ▶ **PLAYERS** cannot BATTLE-IT-OUT on HAZARD ROAD TILES or active BOSS BATTLE TILES.
- ▶ When the final boss is defeated, PLAYERS become bosses on the FINAL BOSS TILE.

EXAMPLE PLAY

- ▶ **PLAYER X** lands on **PLAYER Y's** ROAD TILE.
- ▶ **PLAYER X** rolls their D4 TO ATTACK.
- ▶ **PLAYER Y** rolls their D4 TO COUNTER ATTACK.
- ▶ End of BATTLE-IT-OUT scenario.
- ▶ If more than 1 PLAYER ends up on the same ROAD TILE, each PLAYER PICKS 1 PLAYER to ATTACK. (only BLUE SHADES can target a second PLAYER with her 2 STRIKE ability)



CAR BOMB



When a PLAYER'S health reaches zero, their escape car explodes. Any other PLAYER or BOSS on the same ROAD TILE at that time takes **-1HP** damage.

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.

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

EXAMPLE PLAY

- ▶ PLAYER X moves past PLAYER Y.
- ▶ PLAYER X rolls their D4 to ATTACK PLAYER Y.
- ▶ PLAYER Y cannot COUNTER ATTACK. (only GREEN SHADES can COUNTER ATTACK a DRIVE-BY)



SUB BOSSES & FINAL BOSS BATTLE SEQUENCE

A BOSS BATTLE happens when a PLAYER lands on an **OMG-ZILLA BATTLE TILE**, **DEATH TURRETT BATTLE TILE** (sub bosses), or the **FINAL BOSS BATTLE TILE**, **TWISTED FOOK**.



SUB BOSS ROAD TILES

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

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. Roll the D4 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 **PLAYER Y**.



FINAL BOSS ROAD TILE

PLAYERS cannot land on the FINAL BOSS TILE until all other BOSS BATTLES are defeated.

Once you land on the FINAL BOSS ROAD TILE, you cannot move off of it. Players take most direct path to final Tile once Twisted fook is killed.



THE FINAL BOSS IS DEAD! HERE COMES THE RESCUE CHOPPER! BUT WAIT! THERE'S ONLY ROOM FOR 1 HERO! THE PORTAL IS CLOSING UP AHEAD!

- ▶ 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 PLAYER'S 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.

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

EXAMPLE PLAY

- ▶ 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 rolls a 4 on the D4 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 rolls 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 their choice using the BOSS BATTLE SEQUENCE.
- ▶ This continues until there is only one PLAYER left alive.

MEET THE HEROES!



GoodDay

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

- ▶ 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

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 horde of serpent Zillian beasts only months ago, GoodDay has vowed not to rest until all Zillians are destroyed, and friendly rally racing is restored.



Mista

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

- ▶ Immune to **FIRE WEAPON DROPS** & **FIRE TILES**
- ▶ If equipped, has the option to use 2 **FIRE WEAPON DROPS** at once

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 Race of '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

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

- ▶ 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

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

Those who mess with this woman end up regretting it!



Shooter

DOB: UNKNOWN / **POB:** Hawaii / **AGE:** UNKNOWN

- ▶ Immune to Gunfire Weapon Drops & **DRIVE-BYS** (can take damage from Battle-It-Out scenarios)
- ▶ Has automatic **FIRST STRIKE** during **BOSS BATTLES**

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 Race of 2170, his legs were taken from him by the Leviathan OMG-Zilla. Forced to ball from his car so as not to plummet to his death in the Toxic Sea - the wicked Zillion 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? Rally racing has no sympathy for the recluse.



Reegad

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

- ▶ Takes -1HP less damage, no matter what hits him
- ▶ Can move +1 extra TILE When landing on a **NITRO-NOS TILE**

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 Shooter, but was forced to leave him for dead at the Toxic Sea when confronted by OMG-Zilla.

Shooter barely survived, and has vowed to defeat Reegad in every future Race!

What Shooter doesn't know is that this was the only way to save them both...



Ariel & Flamin

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

- ▶ Immune to **LANDMINE** Weapon Drop damage
- ▶ Can attack 2x during a single **DRIVE BY**, **BATTLE-IT-OUT**, & **BOSS BATTLE**

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 drone, Flamin, the odd duo set out to rescue her parents. As fate may have it, Twisted foOk is also looking for her. Will Ariel defeat her opponents and save her parents, or will she become just another puppet in the Race Master's grand scheme to rule the universe?

ROAD TILES



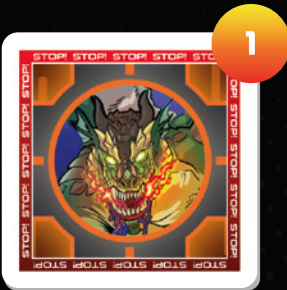
DEATH TURRET BOSS BATTLE TILE

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



OMG-ZILLA #1 BOSS BATTLE TILE

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



OMG-ZILLA #2 BOSS BATTLE TILE

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



FINAL BOSS BATTLE TILE

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

FAQ

- 1** **Q:** Can players hurt each other on the Start Road Tile?
A: No. Weapon Drops, Power Cards, Drive-Bys, and Battle-it-Outs cannot take place on the Start Road Tile.
- 2** **Q:** What can I do on my turn?
A: Actions include: Drawing a D4 Card for movement, playing a Weapon Drop, and playing or trading in a Power Card. (always remember your character's special ability)
- 3** **Q:** Can I skip my turn?
A: No. Players must move at least "up to" the amount drawn from the D4 Draw Deck.
ex: If you Draw a 4 from the D4 Draw Deck, you must move at least 1 space.
- 4** **Q:** Do I have to go straight to the Final Boss Road Tile when it becomes available?
A: No. Players can freely travel the Road Tiles for infinite turns before landing on the Final Boss Road Tile.
- 5** **Q:** How many Event Cards can I trigger per turn?
A: Sometimes, Event Cards force the player to move additional spaces, or roll again. This can trigger more Event Cards. There is no limit to the possible chain reaction of Event Cards.
- 6** **Q:** What do I do if an Event Card says to "Roll Again", and I still have another Event Card to resolve?
A: Event Cards must be completely resolved before taking another Event Card. Sometimes, multiple Events cannot be done due to having to roll again.
- 7** **Q:** How do I know when my turn is over?
A: Your turn is over after you have done your movement, and optional usage of Weapons and Power Cards. Also, don't forget to resolve any Drive-Bys or Battle-it-Outs against opponents.
- 8** **Q:** How do I know when my turn is over when I'm on an active Boss Battle Road Tile?
A: Your turn is over on an Active Boss Battle when both you and the Boss have performed your Actions, you defeat the Boss, or the Boss defeats you.
- 9** **Q:** How do I get more Power Cards (PC)?
A: By dealing the final strike to a Boss, and killing it, you gain 1 PC from either the top discard pile or a new PC.
- 10** **Q:** How do I get more Weapon Drops (WD)?
A: By either dealing the final strike to a Boss, or being on the same Boss Battle Road Tile when a Boss is defeated, you gain 1 WD from the WD graveyard.
- 11** **Q:** What and where is the Weapon Drop graveyard?
A: At the start of the game, place the 4 Weapon Drop Reference Cards nearby with the matching WD tokens next to them. This area forms the graveyard to discard and acquire Weapon Drops.
- 12** **Q:** Can I end my turn on a Hazard Road Tile, without attempting to go over it?
A: Yes.

FAQ

- 13** **Q:** Is this a semi coop game?
A: No. With careful timing of joining Boss Battles, striking Bosses, trading/using Power Cards, and Weapon Drop Usage, players can gain or keep the upper hand without aiding their opponents. Bosses can be defeated without the aid of other players.
- 14** **Q:** Are all arrows and icons in play on the different cards?
A: All arrows are in play when referencing Player Special Abilities, Power Cards and Event Cards, unless specified.
- 15** **Q:** Can cars travel from one side of the game board to the other, via the road tiles?
A: Yes.
- 16** **Q:** What is the difference between "plus 1 space" and " plus 1 tile"?
A: Plus 1 space allows the PLAYER to move plus 1 in any direction. Plus 1 tile allows the PLAYER to draw 1 ROAD TILE and move plus 1 in any direction.
- 17** **Q:** Can cars travel from one side of the board to the other via the Road Tiles?
A: Yes. The board edges connect to the opposite side for a "looping" effect.
- 18** **Q:** What happens if an infinite loop is created from the Road Tiles, locking in Players?
A: If an infinite loop is created from the Road Tiles, then a Battle Royal will determine the winner. There are no Boss Battles in a Battle Royal. Road Tiles can no longer be drawn, and Players must travel the infinite loop, attacking the other Players until there is only one left alive. This is also known as the, "INFINITE LOOP CLAUSE".
- 19** **Understanding the arrows:**
Q: Are all of the arrows (image of the arrow) in play when referencing Player Special Abilities, Power Cards and Event Cards?
A: Yes. Unless specified otherwise.
- 20** **Q:** Is it possible to leave the Final Boss Tile?
A: Players can only fall back off of a Boss Tile if an Event Card states to fall back 1 space.
- 21** **Q:** Anything else I should know about Events and Power Cards?
A: Yes! Check this out...
- 22** **Event Card Verbiage: TILES vs SPACES**
Move up a Tile means you can take a Road Tile from the deck to move up a space. (if the neighboring space is blank) Move up a space does not call for a new Road Tile to be pulled from the deck.
- 23** All arrows on Event Cards apply to the active player.
- 24** If an inactive Player is forced to move to a new Road Tile from an active Player's Event, the inactive Player cannot trigger an Event they were forced onto. Also, that Event cannot be used at the start of said inactive Player's turn.
- 25** **Power Cards (PC)**
When trading in a Power Card for a new PC, the player may take the top, face down PC, or the top face up, discarded PC. (if one is available) Players cannot search either PC pile for a PC.

SNIPERJACKIE & KAHUNA FAQ



1

Q: Is Sniperjackie a good guy, or a bad guy?

A: Depends on who you ask. Most people see her as a good guy.

2

Q: If Sniperjackie is a good guy, then why does she attack other players via the "Air Strike" Power Card?

A: In normal circumstances, Sniperjackie would refuse to aid one Vigilante's attack on another. However, her circuits must have scrambled somewhat upon traveling through the portal.

3

Q: If the heroes went through a portal to get to Deathrace 2182, how did Sniperjackie find them?

A: Sniperjackie is linked to all U.S. vehicles. Ultimately, she followed Cammy Zooka inside the portal. (Cammy is not present in this game however, she is featured in the first comic book issue of Escape Deathrace 2182)

4

Q: Where does Sniperjackie come from?

A: Austin, Texas, USA

5

Q: What kind of robot is Sniperjackie?

A: Model OHD-PK-2022

6

Q: Why does Sniperjackie have the dog, Kahuna?

A: Rebecca Jones thought it would look good on the league if Sniperjackie had a companion.

7

Q: Why and when did Sniperjackie join the Legendary Stratos League?

A: Sniperjackie was built by Ariel's grandfather, Henry Yuan. The year was 2022.

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ESCAPE DEATHRACE 2182 "MICRO"

Created by - Jesse Conger

Art/Graphic Design - Alex Solano, Andrew Palacios, Roman Orlov



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