

TOP GEAR CHALLENGES

AIM OF THE GAME

To be the player with the most points after three Top Gear South America Challenges have been played.

SETTING UP THE GAME

Begin by removing the four Quick Guide cards and six Challenge cards from the card pack. Place the Challenge cards into the golden envelopes.

Grab a pen and paper and select one player to be the dealer for the first challenge.

The dealer shuffles the deck and deals seven cards face down to each player. The remaining cards are placed face down in the middle of the table.

Shuffle the golden envelopes. The dealer then picks one envelope and reads aloud the challenge and the distance that needs to be covered for the first challenge.

TYPES OF CARDS

There are four different types of cards in the game. These cards and their purposes are listed below. Refer to the Quick Guide cards for details of where cards should be placed during the game.

Travel cards – Each of these cards is marked with a set number of miles and when added together at the end of each challenge will represent the number of miles you have travelled. Under no circumstances may you play Travel cards that will bring your total distance over the target set in each particular challenge. (For example, if the target for the challenge is 250 miles and you currently have 240 miles you cannot use a 30, 50 or 70 mile card, only a 10 mile card can complete the target for that challenge).

Travel Limit cards – Are played on your opponent's Travel deck. While exposed, your opponents can only play Travel cards that do not exceed the distance marked on the Travel Limit card.

End of Travel Limit cards – Are played on your own Travel deck, on top of a Travel Limit card. Now you are free to play any Travel cards.

Hazard & Sorted cards – Hazard cards are designed to hinder or stop the progress of the other players. Hazard cards are played on top of your opponent's challenge deck. A hazard card may never be played on top of another Hazard card.

Sorted cards are only played on your own challenge deck and are used to overcome Hazard cards that have been played against you.

No Wheel Drive cards – Are played on your opponent's challenge deck. They cannot play any further Travel cards until they have first played a 2 Wheel Drive card.

Engine Overheated cards – Are played on your opponent's challenge deck. They cannot play any further Travel cards until they have first played an Add Home Made Air Vents card.

Stuck In River cards – Are played on your opponent's challenge deck. They cannot play any further Travel cards until they have played a Winched Out card.

Flat Battery cards – Are played on your opponent's challenge deck. They cannot play any further Travel cards until they have played a Jump Leads card.

UNTOUCHABLE CARDS

There are only four Untouchable cards in the game, making them rare and very useful. These Untouchable cards can be used to stop opponents from playing certain Hazard cards against you during an entire challenge. There are four types of Untouchable cards;

4 Wheel Drive card – When displayed in your Untouchable section, your opponents cannot play a No Wheel Drive card on your challenge deck.

Remove Bonnet card – When displayed, your opponents cannot play an Engine Overheated card on your challenge deck.

Super-Sized Tyres card – When displayed, your opponents cannot play a Stuck In River card on your challenge deck.

New Battery card – When displayed, your opponents cannot play a Flat Battery card on your challenge deck.

PLAYING THE GAME

The dealer starts the game by drawing a card from the draw pile. Players then take turns drawing and discarding cards, moving in a clockwise direction. After picking up a card the first player can do one of four things;

1. If you have a Travel card, place it face up in front of you to start your challenge. Your turn is now over.
2. If you have an Untouchable card you must place it face up in your Untouchable section. The playing of an Untouchable card at any time during the game entitles you to another turn.
3. If you have a Travel Limit card you may place it on another player's Travel deck (if the other player doesn't have a Travel deck yet the card is simply placed in front of them).
4. If you are unable to make one of these plays, you must discard one card from your hand face up beside the card deck. Your turn is now over and play moves on to the player to your left.

The next player can make any of the plays above but may now have additional options. If the first player has started their race by playing a Travel card you may now play a Hazard card on their challenge deck. If the first player played a Travel Limit card on your Travel deck, you may play an End of Travel Limit card on top of it. Play continues in this manner with players picking up and playing cards both on their decks and other player's decks until a player has completed the first challenge by travelling the correct amount of miles.

Players must always have 7 cards in their hand at the end of their turn. If the draw pile is exhausted during the game, it is simply flipped over and play continues until a winner is found.

WINNING THE GAME

A challenge ends when one player completes the exact distance as set out in the challenge. After completing three Top Gear South America challenges the player with the highest score is deemed the winner.

SCORING

Scores are totalled at the end of each challenge for each player – refer to the Scoring card guide for details.