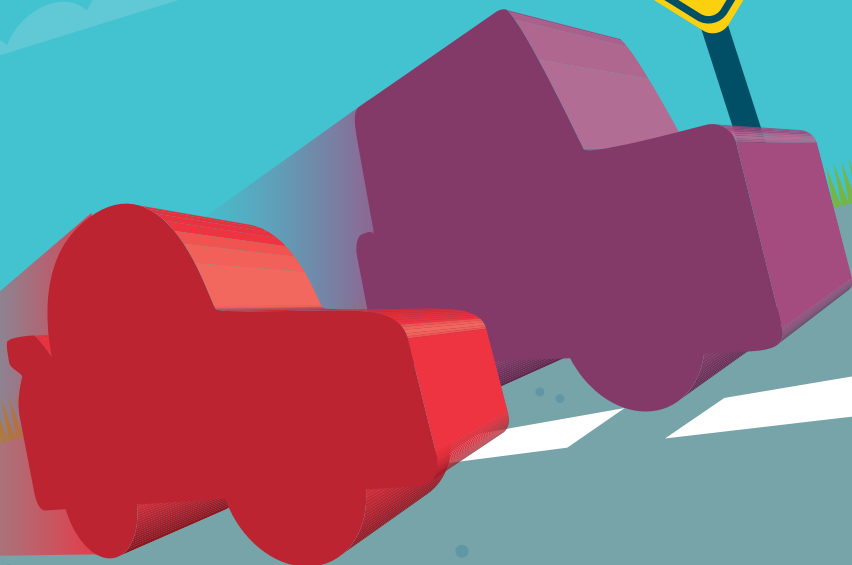
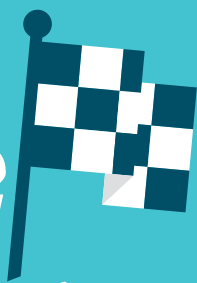


CHUCKLE & ROAR  
PRESENTS

RED  
LIGHT  
GREEN  
LIGHT!

# THE JOYS OF Racing

DRIVER'S MANUAL



AGES 4+

2-4

~15  
MIN

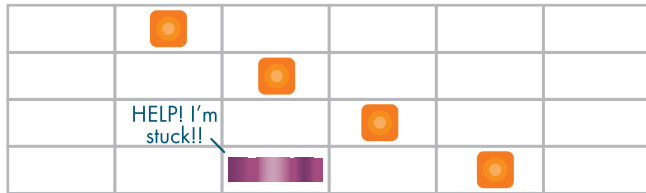
INCLUDES: 57 Cards, 1 Board (5 pieces), 4 Wooden Cars,  
4 Traffic Cones (obstacles), and Stickers

## RACERS...START YOUR ENGINES!

Put the pedal to the metal and be the first to reach the finish line. Racing is about speed, but it's also about being cautious. The best racers know when to floor it and when to cool their pistons in order to get ahead in this press your luck race to the checkered flag!

## SETTING UP

1. Lay out and assemble the game board from start to finish. We've added numbers on the front and back of the pieces to help.
2. All racers choose a car pawn and place them on the start spaces in front of the lane they will be driving in. Apply any decals that you wish on your vehicle to customize your car.
3. Place the 4 orange traffic cones on the road as obstacles. One cone per space. There cannot be more than one cone in the same column or row, nor can you block the path by placing them diagonally as seen below.



4. REMOVE the **Construction** cards from the deck, shuffle the remaining **Traffic Light** cards, and spread them out near the track so they are face down. This is the **DRAW** pile.

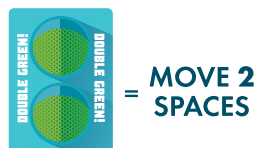
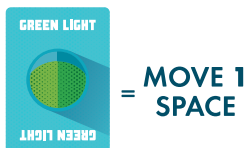


Place cars here when ready to start.



## HOW TO RACE

1. The game is played in a series of turns. The youngest player goes first.
2. On your turn draw any **Traffic Light** card from the pile and flip it over - **CHOOSE CAREFULLY!!**



3. If you draw a **GREEN LIGHT** - **DO NOT** move your car just yet! You may choose to draw another card for a chance to go further if you wish.
4. If you choose to draw another card, pick a card from the pile and place it next to the last card you drew. As long as you draw a green light card you may draw another card. It's up to you. Some drivers like to push it to see how far they can go, but be cautious, because...
5. If you draw a **RED LIGHT** - **SCREEECH!!!** - your turn ends immediately, **and you do not move**. Any green light cards you have collected are placed in a **recycle pile**.



6. If you decide to stop drawing cards, then count the **total** number of green lights you have collected and move your car those number of spaces on the game board. Then discard those cards into the **recycle pile**.



7. Play continues to the left as the next racer takes their turn.

## WINNING

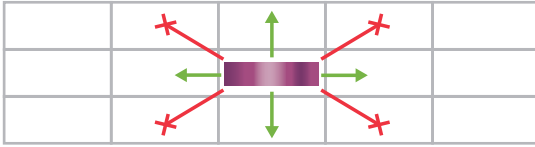
The **first** racer to cross the finish line wins! Place that car on the **1st** place space across the finish line.

Remaining players continue to race until everyone crosses the finish line and parks their cars in corresponding place they finished in - **2nd, 3rd, or 4th!**



## RULES OF THE ROAD

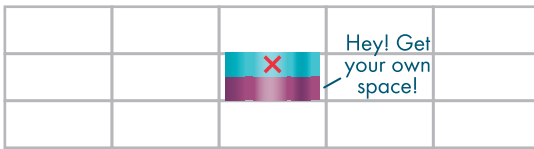
1. Cars may move forward, backward, left, or right - cars CANNOT move diagonally.



2. Cars cannot pass through spaces with traffic cones or cars.



3. Only 1 car may occupy 1 space at a time.



4. Cars may not jump over other cars or cones. These are not stunt cars.

5. When all the **Traffic Light** cards have been used, simply shuffle the recycle pile and spread them out into a new draw pile to continue play.

## DE-CONSTRUCTION AHEAD

Want to try a game mode that's a little tougher for you and your competition? Take our **De-Construction Ahead** mode for a spin. The rules are the same aside from the following changes:

1. Set up as usual, except you add the 4 **Construction** cards into the deck when you shuffle and prepare the **DRAW** pile.
2. When a player draws a **Construction** card - **CAUTION!** - they get to place a traffic cone anywhere on the board as an obstacle.
3. That player may draw another card to continue their turn or move their spaces according to the cards they draw.
4. The rest of the rules are the same - race to the finish line!



Questions or Comments?  
**ChuckleAndRoar.com**  
855.895.4290

© BUFFALO GAMES, LLC  
#61002 - 030919

