

## ***1000 Mile Race Official Rule Book***

<b>Setup</b>	Two player game. Each player picks one of the provided identical decks (Red or Blue).
<b>Objective</b>	First player to have EXACTLY 1000 miles in play by the end of their own turn wins.
<b>Board</b>	Consists of 3 zones: [Playing Field], [Library], and [Junkyard].
<b>Turns</b>	Each turn consists of 2 phases: [Draw] phase and [Play] or [Cycle] phase.
<b>Card Types</b>	The 5 types consist of [miles], [hazards], [removals], [trumps], and [cheats].

*Miles (white text)*- played ONLY during your play phase and placed onto the playing field.

*Hazards (red text)*- played ONLY during your play phase and placed onto the playing field.

*Removals (green text)*- played ONLY during your play phase and placed into the junkyard along with the targeted card for removal.

*\*\*Trumps (yellow text)*- played ANY time during YOUR turn and placed onto the playing field (see legendary rule).

When a trump is played, any hazards of the corresponding type that targets the player who played the trump are placed in the junkyard. This does not prevent future hazards of that type from coming into play.

*Cheats (blue text)*- played ANY time and placed into the junkyard.

**Special Rules**     **\*\*Legendary Rule:** if two exact same legendary cards are in play at any given time, both are placed in each owner's junkyard by the end of that turn. Still removes appropriate existing hazards.

**\*\*Cycle Rule:** If a player decides to skip their play phase, they can discard as many cards as they wish. For each card type discarded, that player draws a card. Cycle can only be done if that player did NOT play a miles, hazard, or removal card that turn. Trumps and Cheats do NOT count as playing a card for turn.

### **Deciding who goes first**

Each player shuffles their deck. Then, draws a card from the top of their library and places it onto the playing field. This is done until both players have reached a miles card. Whichever player has the highest miles wins the decision. If neither win, repeat this process until a winner is declared.

### **Start of the game**

Each player shuffles their deck and places it into their Library Zone. Then draws seven cards.

### **Turns**

You can play trumps at any time during your own turn. You and opponents can play cheats at any time during either turn. There is no limit to which how many trumps or cheats can be played and do not count as playing a card.

**Start of turn**     (*sequence:     start:     draw -> play -> cycle->     end of turn*)

*[Draw]*- Draw a card from the top of your library. Moving into play phase.

*[Play]*- This is the ONLY time a [miles], [hazard], or [removal] card can be played. Only one of each of these card types can be played per turn. Moving to end of turn or cycle if play was not made.

**\*\*[Cycle]**- You have the option to discard from your hand, as many cards as you wish. Place them into your junkyard and draw from your library, one card for each card type discarded this way. (see cycle rule). Moving to end of turn.

### **End of turn**

If no other play can be made, signal to your opponent it is the end of your turn and your opponent's turn begins.