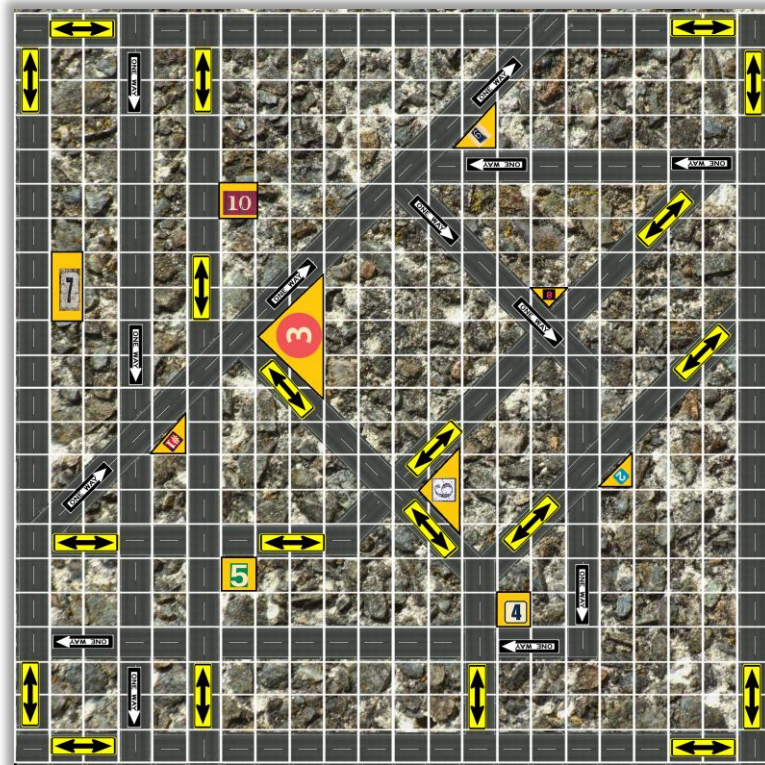


Park-Apocalyptic!

Park-Apocalyptic!

Content (What's Inside):

- Game Board (1)



- Tool Cards (6):



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- Role Cards (3):



- Event Cards (10):

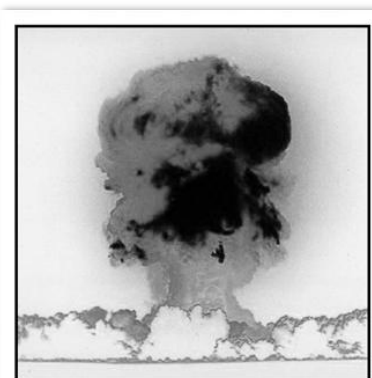


- Cars:

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- Explosion Cards:



- Two Four-Faced Dice:



- Destination Pointer:

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Players: A game for 3 players from 13-130

Background Story:

In 2075, the lack of fuel has plunged the world into anarchy and chaos. The very infrastructure of the super powers has collapsed and the men and women of science are hard pressed to find a new source of fuel for the world. Finally, nuclear cars were developed for transportation and quickly pushed to the market.

These early prototypes were extremely volatile and dangerous. Wrecks always resulted in deadly nuclear explosions. The nuclear power also took its toll on the citizens, widening the gap between the rich and the poor. Businessmen carried on and rebuilt while sheriffs who is still defending the law. However many people turned to a life of crime and became thieves.

More and more refugees came to Los Angeles and overcrowding ensued making it more and more difficult to park. Now in this lawless post apocalyptic world, people must fight for parking spaces and risk the possibility of nuclear explosion.

The Aim Of The Game (Win Or Lose):

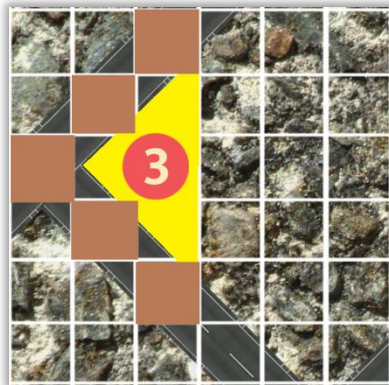
Every player has several cars on the board, they are contesting for the assigned parking lot on the board, control as many parking spaces and gain as many points from the parking lot.

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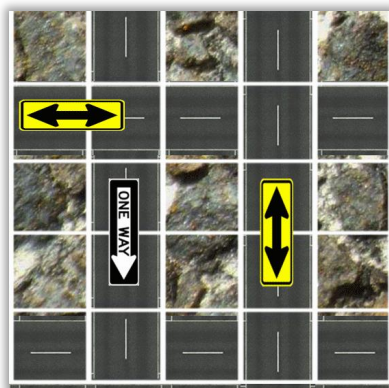
If some player has no cars on the board and has no tool card "Purchase" in the hand, the game will end, and the player who has the most points win this game. Otherwise, the first player who gains 300 points will win the game.

The Game Board (The New World):

- There are 10 destination parking lots on the board, players need to park their cars in the surrounding parking spaces to gain points, such as the figure below. The yellow triangle with number 3 is the parking lot, all brown spaces are parking spaces of parking lot #3.

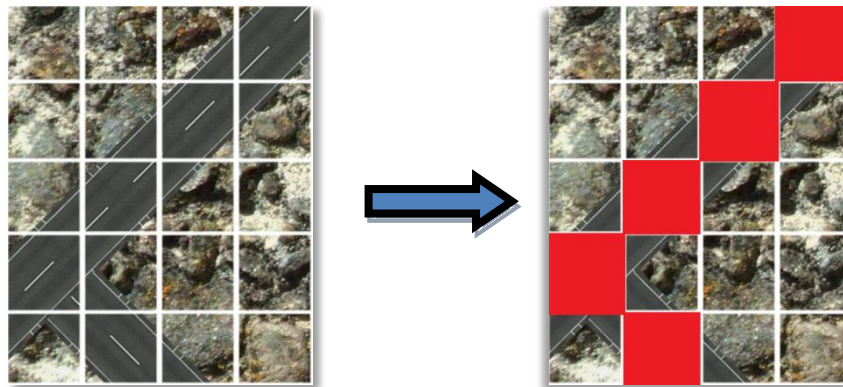


- There are two types of roads on the board: one way roads and two way roads. On one way road, cars can only move in one direction.

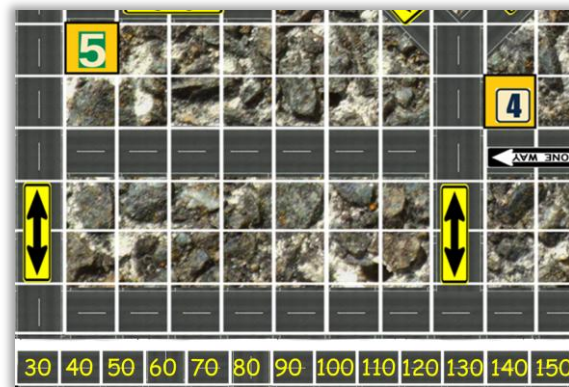


- On the diagonal road, like, cars move on the diamond spaces in red instead of square spaces.

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- The point track runs around the outer edge of the game board, players' points are represented by different point markers.



Game Setup:

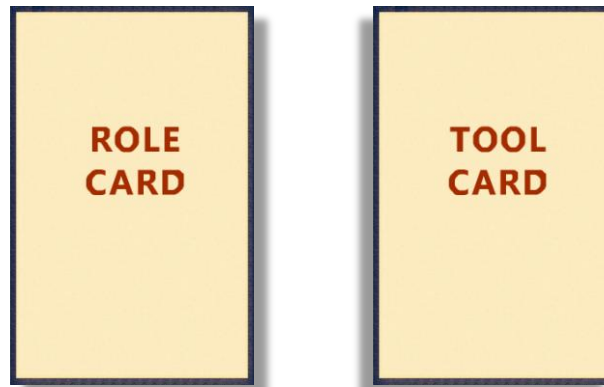
Before playing for the first time, players need to randomly extract 6 out of 10 event cards, shuffle them and place them face down on table.



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Role cards and tool cards are also needed to be shuffled and face down placed on table.



Beginning Phase (New Journey Begins):

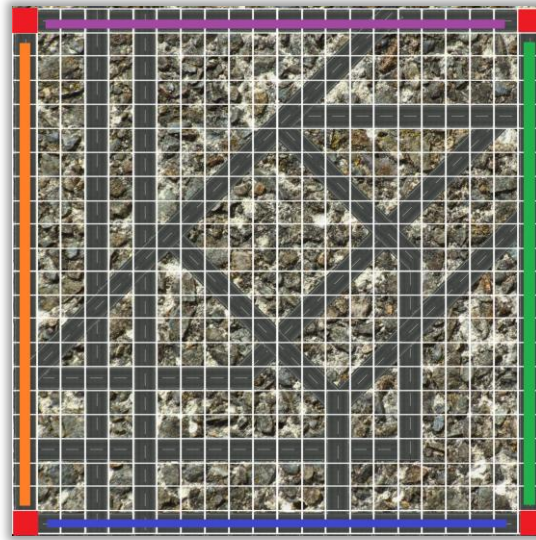
There are **FIVE STEPS** to prepare for a new game:

STEP1: First each player must draw a role card from the shuffled stack of three role cards.

STEP2: Once each player's role has been determined, each player must place their cars. At the beginning, the Sheriff and Thief start with 3 cars, their maximum allotted number of cars. The Businessman starts with 5 cars because of his role skill.

Only one player can place their pieces in the **orange** area at the beginning of the game, and one player can place their pieces in the **blue** area at the beginning of the game, the last player can place their pieces in the **green** area at the beginning of the game. Any player can place their pieces in the **purple** area at the beginning of the game. New cars must spawn in the **red** squares.

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STEP3: Reveal the first event card from the shuffled card stack, the destination on the event card is the "active" parking lot, put the small red arrow to point this target on the board. This is the first destination for all players.

In this situation, parking lot #6 is the first destination.



STEP4: Then every player draws 2 cards from the tool cards stack as the initial hand cards.

STEP5: The game is played in turns, moving around the table in clockwise, and starts from the player whose board side is the furthest to the destination.

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Basic Gameplay (Move Your Car):

- During each turn, there are **THREE STEPS**:

STEP1: At the beginning of each turn, the player has to draw two hand cards from the tool cards tile.

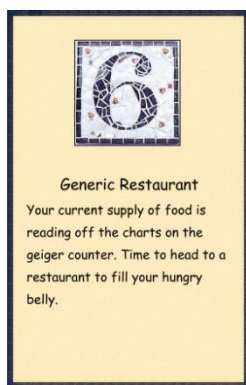
STEP2: In this step, the player has to roll the dice, and move any one of their car with corresponding spaces on the board. They can also do any of these actions:

- ☞ Activate his/her role skill to influence others
- ☞ Play any number of tool cards

These actions could be done either before or after moving a car depending on the players' decision.

STEP3: At the end of every turn, the player may discard some cards, they can only have four tool cards in hand.

- Event Cards:



If a player is the first one to park at an "active" parking lot, he/she will gain bonus points, and another Event Card will be revealed from the card stack.

During each turn, players can also move their car to the previous parking lot for turn points, but he/she is unable to gain the bonus points.

Parking cars is not calculated into each role's maximum car number. If a car reaches the parking space, the owner could bring a new car onto the board by playing the tool card "Purchase" during the game, and this new car starts from one of the board's four corners on the board. (Do remember each role has the maximum



car number for their non-parking cars, players cannot purchase more.)

Exceptions: After revealing the event card, if someone's car has already stayed on that parking space. They are not able to gain bonus points from that parking lot, but they can gain turn points from next turn.

- Points:

Turn Point: If some player parks their car to the active parking lot, each car will gain 10 points from next turn. E.g. If a player has 3 cars parking on different active parking spaces, he/she will gain 30 more points after this turn.

Bonus Point: The first player who parks in the new active parking lot will gain a bonus point. Every new parking lot corresponds to a different bonus points, the latest revealed parking destination has the most bonus points:

Event Card Reveal Order	Bonus Points
1st	20 pts
2nd	30 pts
3rd	40 pts
4th	50 pts
5th	60 pts
6th	70 pts

E.g. This red car first parks in the parking space of parking lot #2. If parking lot #2 is the third displayed destination, the player would gain additional 40 pts as bonus point.

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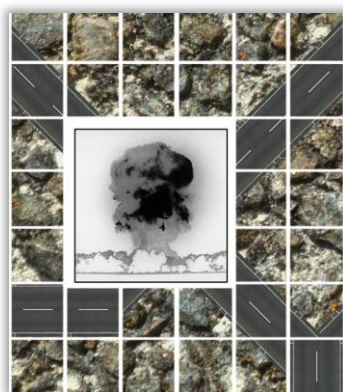


At the end of each turn, the player moves the point mark on the scoring track with corresponding points.

Advanced Gameplay (Hell or Heaven):

- Explosion:

If a car lands on the same space as another car, a collision occurs, causing a nuclear explosion. The blast radius of the accident (a 3 by 3 square with the accident as the center) is to be covered by a blast radius square.



Explosions block off parking spaces as well as movement spaces. If a player's car moves into an explosion area, this car will also be destroyed. The only way to drive through the explosion area or park in the explosion parking lot is playing the tool card "Nuclear Shield".

- Role Skills

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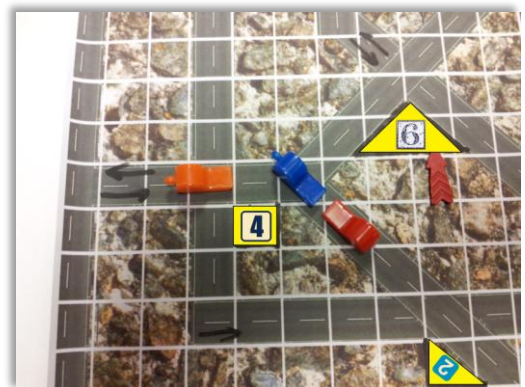
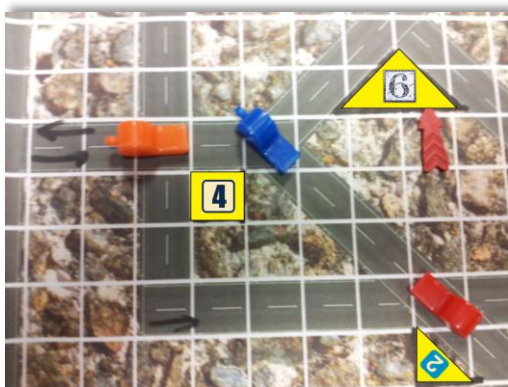
Businessman:



WEALTH: Businessman has two more cars at the beginning.

SUMMON: If the distance between Businessman's car and Sheriff's car is equal or less than 3 spaces, Businessman can pull back the Sheriff's car and the Sheriff's car has to park next to the Businessman's car.

E.g. The blue one is Businessman's car, the orange one is the Thief, and the red one is the Sheriff. In this situation, the blue car is in danger because of the orange Thief, the Businessman can activate **SUMMON** skill, pulling back the Sheriff's car from 3 spaces away for protection.



Sheriff:

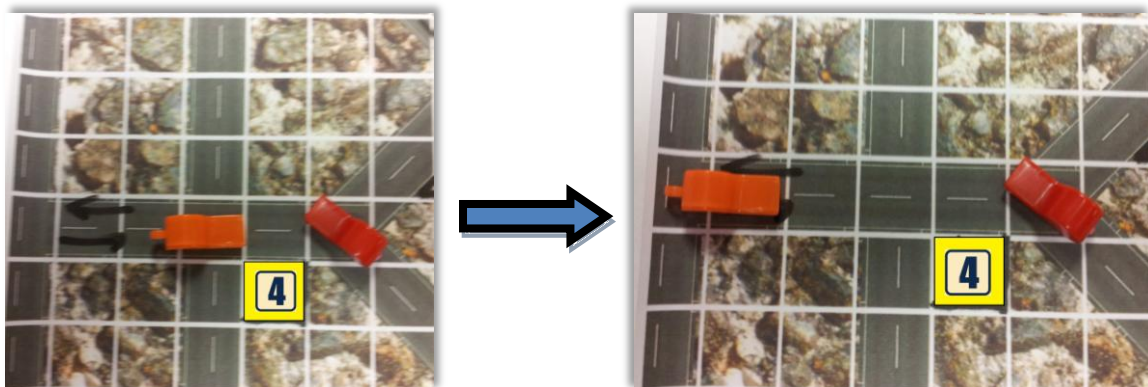
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PROTECTION: If the distance between Sheriff's car and Thief's car is equal or less than 3 spaces, Sheriff automatically activates this skill, and this Thief's car cannot activate his STEAL skill.

AIRCRAFT TOWING: If the distance between Sheriff's car and Thief's car is equal or less than 3 spaces, Sheriff can specify the Thief's car to a location 4 spaces away from himself.

E.g. The orange one is the Thief, and the red one is the Sheriff. In this situation, the red car is 2 spaces away from the orange one within skill radius, the Sheriff can activate AIRCRAFT TOWING skill, towing the Thief's car 4 spaces away from his car.



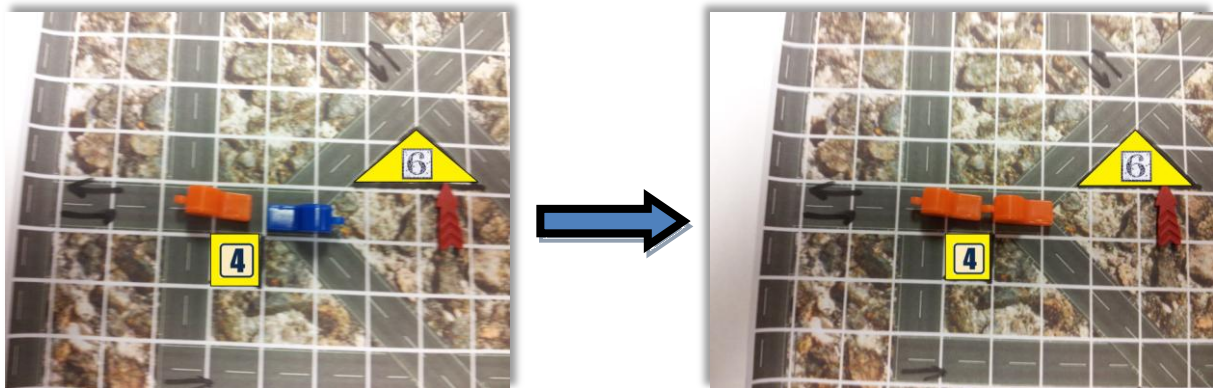
☞ Thief:

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STEAL: If the distance between Thief's car and Businessman's car is equal or less than 1 space, Thief can active this skill, and this Businessman's car is changed to be Thief's immediately.

E.g. The orange one is the Thief, and the blue one is the Businessman. In this situation, the blue car is stolen by the Thief, and it changed to orange.



- Tool Card Skill:

- ☞ Frozen Gun: If distance is equal or less than 5 spaces, you can play this card to freeze one car for one turn, the frozen car cannot move or gain points during that turn, and it will be flipped on the map.

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- ☞ Nuclear Shield: If one car is driving into a nuclear explosion area, you can play this card to avoid explosion for only one turn.



- ☞ Movement Control: You can play this card for a plus/minus 2 spaces movement control without one way restriction.



- ☞ Purchase: You can play this card to purchase one new car, but cannot purchase more cars than the maximum non-parking car number of your role.

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- ☞ Ignore: If distance is equal or less than 5 spaces, you can play this card to ignore all the tool card effect except the purchase card.



- ☞ Remove One Way Restriction: You can play this card to remove one way restriction, and drive backward on one way road for one turn.

