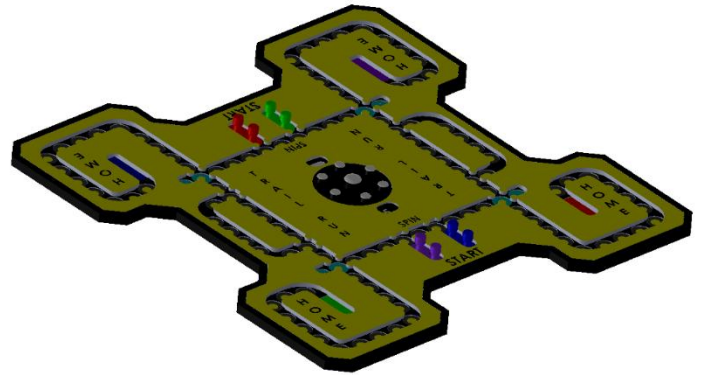




TRAIL RUN – Official Rules

Players

- 2 to 4 players
- Each player controls 2 racers
- Player colors:
 - Green
 - Red
 - Blue
 - Purple



Objective

Be the **first player to get both racers:**

1. Out of danger zones
2. Into the **Safe Zone**
3. Across the **Finish Line**

Setup

1. Each player places **both racers** at their **START** area.
2. Decide turn order.
3. Play proceeds clockwise.

Turn Sequence

1 Spin the Wheel

- Spin the wheel once per turn.

Interpreting the Window

- If the number **leans or lands to the RIGHT** of the window → **play that number**
- If the number **leans or lands to the LEFT** of the window → **spin again**
- This continues until a valid number is played.

✓ This keeps movement fair and avoids unclear spins.

Choose a Racer

- If only one racer is active, you must move that racer.
 - If one racer is in the **Safe Zone**, you may activate your **second racer**.
-

Move the Racer

- Advance your racer **exactly** the number shown.
 - Follow the track direction.
-

Special Board Features

Sink Holes (Stuck Zones)

- If a racer lands in a sink hole, it becomes **stuck**.

While Stuck:

- The racer cannot move normally.
- Once per round, the player may attempt to escape by spinning the wheel.

Escaping a Sink Hole:

- If the wheel lands on an **oval dot**, the racer escapes immediately.
 - If the racer fails to escape after **two attempts**:
 - It automatically escapes on the **following round**.
-

Avoid Collision Arc

When a racer reaches a collision point, the player has **two movement options**:

Option A: Go Straight

- Continue forward along the main path.
- Standard movement applies.

Option B: Use the Avoid Collision Arc

- Divert onto the **avoid collision arc**.
- This path allows the player to:
 - Avoid collisions
 - OR choose to collide strategically.

If the Player Chooses to Collide:

- The opposing racer is **pushed back to the nearest sink hole**
- The attacking racer advances forward (as defined by the board)

⚠ Collisions are optional — players must choose whether to avoid or engage.

Safe Zone

- Once a racer reaches the **Safe Zone**:
 - It is protected from collisions and sink holes
 - The player may now activate their **second racer**
-

Winning the Game

- A player wins when **both racers**:
 - Reach the Safe Zone
 - AND cross the Finish Line
-

Designer Notes

- Strategy revolves around **risk vs control**
- Players must decide when to:
 - Push opponents
 - Play it safe
 - Delay movement to escape sink holes