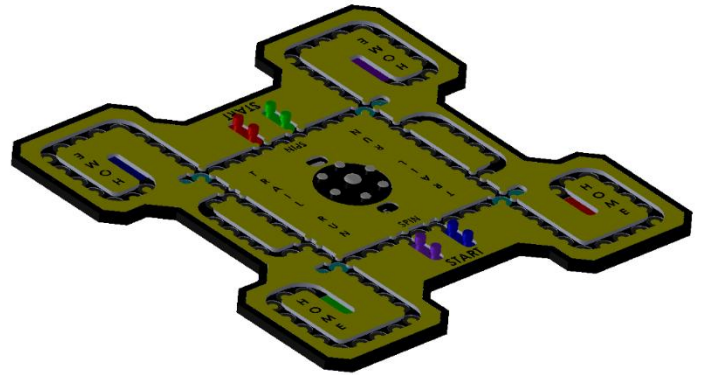




# TRAIL RUN – Official Rules

## Players

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



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## Objective

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

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

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## Setup

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

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## Turn Sequence

### 1 Spin the Wheel

- Spin the wheel once per turn.

### Interpreting the Window

- Spin the wheel on your turn.
- Open the window.
- Move a player 1 to 5 spots, the circle dot to get a player out.
- Choose a racer and move it forward the number shown on the opened window.

## 2 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**.
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## 3 Move the Racer

- Advance your racer **exactly** the number shown.
  - Follow the track direction.
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# 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 the **circle dot**, the racer escapes immediately.
  - If the racer fails to escape after **two attempts**:
    - It automatically escapes on the **following round**.
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## 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.

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## 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**
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## Winning the Game

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

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