

CRAZY *Commute*

Rules of Play



Players: 3 - 5 Ages: 7+ Time: 15 - 30 min

Objective

Be the first to defeat 7 opponents in duels.

Components

5 driver cards

50 item cards

10 event cards

Card Types

Driver



Item



Event



DRIVER: Represents the player.

ITEM: Used to duel or pass other players.

The card written under the shield is the card that can block it.

EVENT: Changes game flow and introduces new rules while in play.

Setup

Define a direction as “**forward**” and establish a space for a discard pile and another space for an event pile.

1 Choose driver cards to represent each player on the play surface. Each player should each have 1.

2 Line the driver cards up so that they make a horizontal line facing forward. No driver card should be in front of any other driver card.

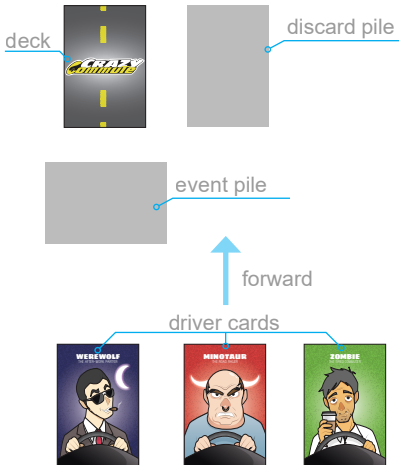
3 Remove the 10 event cards from the deck and shuffle. Deal 5 cards to each player face down and shuffle all of the event cards back into the deck.

No one at this point should have an event card in their hand.

The player that received their driving license first starts the game!

Example of Setup

This is an example of the setup for 3 players
(your placement may vary)



Playing The Game

FIRST PLAYER, FIRST TURN: Draw one card from the deck and discard one of your choice face down into the discard pile. Move your driver card forward 1 spot so that it is in front of all other driver cards.

Continue play clockwise, all players taking their turns as follows:

1 DRAW 1 CARD FROM THE DECK.

When you draw an event, stop drawing immediately, place the card on the table face up and follow its instructions. If there is an event already in effect, put this card on top of it: only the top event is active. Draw again.

2 DO ONE OF THE FOLLOWING:

- You may discard 1 card from your hand to draw 2 cards from the deck
- Try to **pass 1 or more drivers ahead of you.** If there is no one ahead of you, **deal the discard pile.**

3 DRAW UP: If you have less than 5 cards in your hand, draw up to 5.

NOTE: If you have drawn an event card while drawing up at the end of your turn, follow the procedure detailed in step 1 and continue drawing cards until you have 5 cards in your hand. If you draw an additional event, follow the same procedure.

PASS A DRIVER: Specify your target (the driver card you are trying to pass) by moving your driver card beside your target.

NOTE: Your target is always the driver 1 spot in front of your driver unless otherwise specified by an event in play.

Your target may choose either to **let you pass** or **initiate a duel** to try and block you.

THERE IS NO ONE AHEAD OF YOU: Draw a card from the top of the discard pile and turn it face up. Defend against the card drawn with the card written on the bottom of the card (under the shield).

- If you **CAN** block the card, take the card you defeated from the discard pile and place it into your victory pile. Discard

the card you played against it.

- If you **CANNOT** block the card, move your driver card behind all other drivers.

YOUR TARGET LETS YOU PASS:

If your target lets you pass, they will take a random card from your hand and place it into their hand. Move your driver card directly in front of their driver card and behind the driver that was originally in front of them.

If you have any remaining cards in your hand, you may continue to attempt to pass drivers until a target **initiates a duel or until you get in front of all other drivers** - in which case, you may choose to duel the discard pile or wait until your next turn to do so.

YOUR TARGET STARTS A DUEL:

Your target begins the duel by playing a card from their hand. If you have the appropriate card to block it (the card written on the bottom of your opponenet's card), you may block it; and if so, they may block that card if they possess the appropriate card. Duels end

when one side cannot block or chooses not to play a blocking card.

NOTE: You may use all of the cards in your hand as long as the cards you have can block the cards played by your opponent.

If the active player wins the duel, the two drivers switch positions: the victor moves in front of the loser. If the active player loses the duel, they will move directly behind the victor.

The winner places the last card played by their opponent in front of them, adding it to their victory pile. All other cards used in the duel should go to the discard pile face down.

Regardless of outcome, the end of a duel ends the active player's turn.

Winning

Be the first to defeat 7 opponents in duels (have 7 cards in your victory pile) to win!

NOTE: The fastest way to win is to duel the discard pile, but getting to the front and keeping your spot is easier said than done!

Example of Dueling



Zombie specifies **Minotaur** as his target by moving beside him.

Minotaur may initiate a duel or let **Zombie** pass.



Minotaur plays a card (*Rocket Fuel*) to initiate a duel. **Zombie** needs the card written on the bottom of **Minotaur's** card (*Canned Cop*) to block.



Zombie plays *Canned Cop* to block **Minotaur's** *Rocket Fuel*. **Minotaur** is unable to block **Zombie's** *Canned Cop*.

Zombie wins the duel.



Zombie adds the last card that was played (*Canned Cop*) to his victory pile and moves ahead of **Minotaur**.

Credits

GAME CONCEPT:

Rena Lawhead, Daniel Lawhead

GRAPHIC DESIGN & ARTWORK:

Rena Lawhead

SPECIAL THANKS: Nathalie, Tanja, Larry, and Milena Lawhead, C.M. Perry, Sabrina & Alana Perry, Matt Quock (Mountaintop Games), Gerrod Garcia, David Moskowitz, Jake McCabe (Nonstop Tabletop), Gia Rucco (Two Meeples), David Jensen & Dane Trimble (Everthing Board Games), Michael J Wright (Unfiltered Gamer), Joshua Burall (Logan Chops Reviews), Blake Leafy (Gamer Leaf), And all of our backers!

For more information on this game or our other works, visit www.sheeptree.com

Crazy Commute is ©2018 Sheep Tree Studios. All rights reserved.



SHEEP TREE
STUDIOS