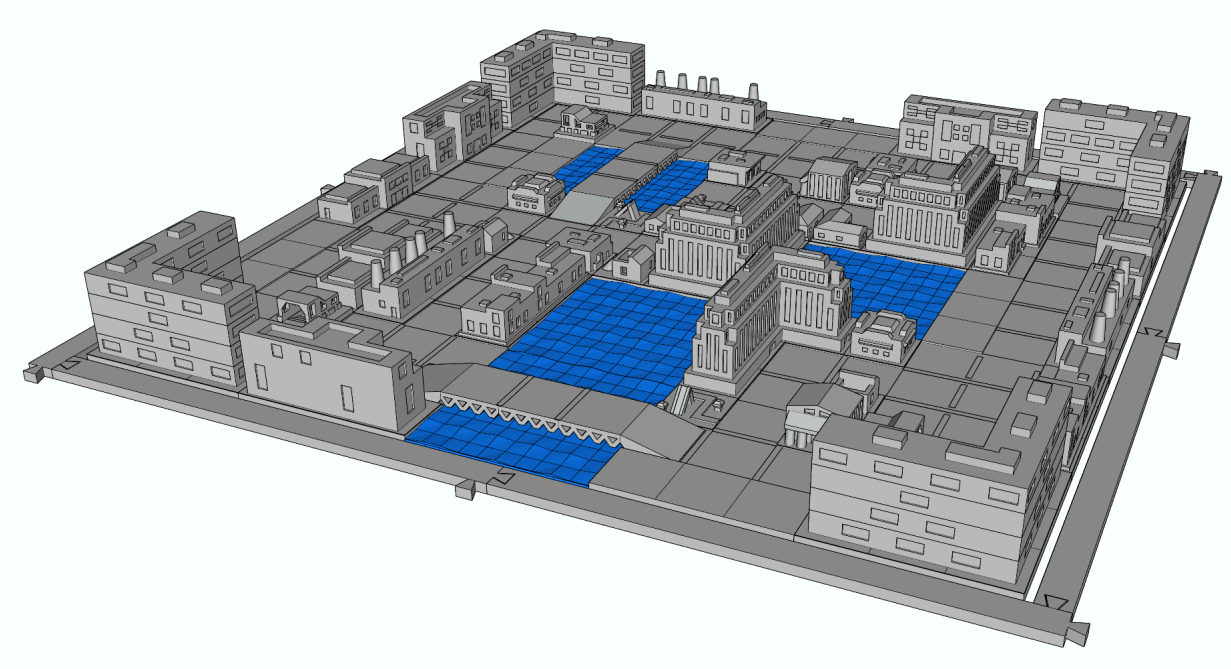




TRI-DRIVE

A 3D Printed Board Game Like No Other



2-8 Players / Ages 10+

Table of Contents:

- **Introduction..... 3**
- **What's In the Box..... 3**
- **General Rules:**
 - **Setup..... 4-5**
 - **Missions..... 6-7**
 - **Specifications..... 8-10**
 - **Game Turn..... 11**
- **Game Variations:**
 - **Money Missions..... 12**
 - **Detective Chase..... 13-14**
 - **Capture The Transport 15**

Introduction:

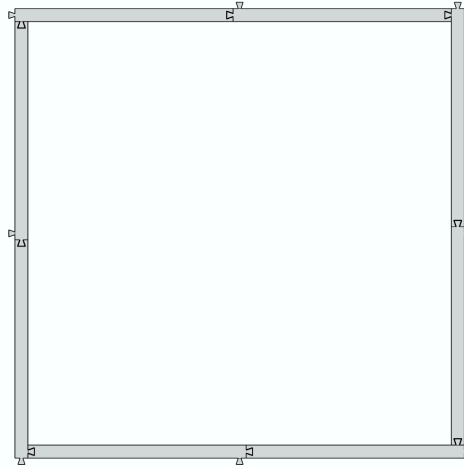
Rev up your engines and hit the streets of Cartopia as you navigate the city streets, completing missions and capturing criminals to restore peace and order. Customize your vehicle and outwit your opponents through a maze of alleys and highways.

What's In the Box:

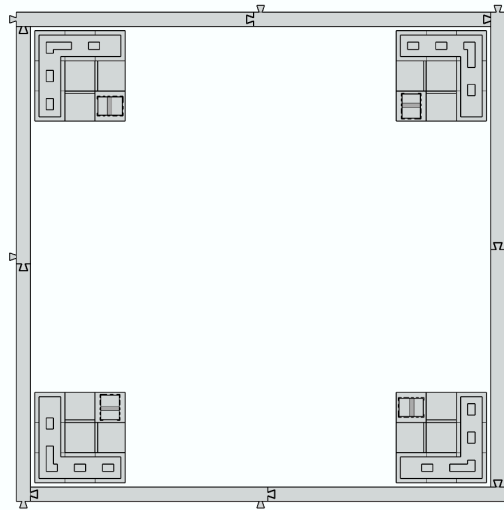
- 25 City Tiles
- 13 Vehicles
- 35 Coins
- 10 Role Cards
- 1 Transport Item (Diamond)
- 10 Road Blockers, 10 Gears, 10 Bombs, and 2 Bridges
- 8 Board Connectors

Setup:

1. Attach the 8 Board pieces in such a way and reorient them such that the inside of the board is smooth.



2. Put the 4 bases with subways in the 4 corners of the board.



3. Fill the rest of the board with tiles and bridges however you want!

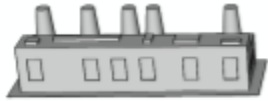
Missions:

Buildings:

Bank



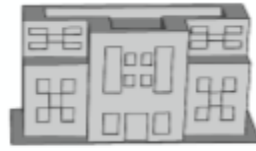
Factory



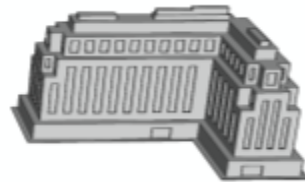
Park



Hospital



Hotel



Restaurant House



School



Worksite



Mechanic



Supermarket



- When you reach a building you may start a mission. If you complete a mission, you get 2 coins. You cannot do the same mission twice in a row. You may only complete one mission at a time.

1. **Standard Missions:** You must complete these missions in a normal vehicle.

- 1.1. **Bank:** Go to the Supermarket.
- 1.2. **Factory:** Go to the Mechanic.
- 1.3. **Park:** Reach your Base (your car must be fully on your base).

- 1.4. **Hospital:** Go to another player's Subway you have not visited before. The normal rules about subways still apply.
 - 1.5. **Hotel:** Move onto a Bridge.
2. **Special Vehicle Missions:** You must complete these missions in a special vehicle.
- 2.1. **Restaurant:** Bring a pickup truck here.
 - 2.2. **House:** Bring a Fire Truck here.
 - 2.3. **School:** Bring a School Bus here.
 - 2.4. **Worksite:** Bring a Dump Truck here.
 - 2.5. **Police Chase:** Get a Police Car and catch someone. You catch them when your car is touching theirs.

Specifications:

- **Special Vehicles:**

Pickup Truck Dump Truck Police Car Fire Truck School Bus

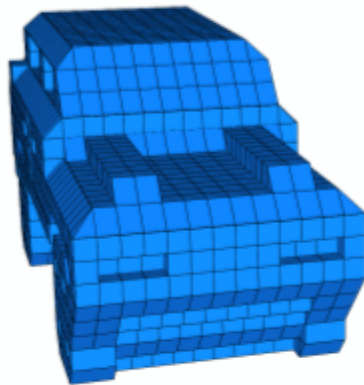
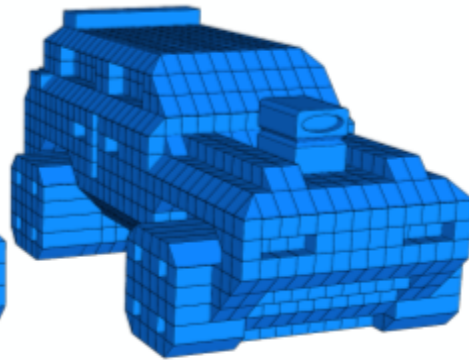


- You can choose to swap cars at these locations. Simply swap the cars and their positions. The special vehicles are only 1 speed even if your normal vehicle is upgraded.
 - **Pickup Truck:** You can teleport between any fast food restaurant instead of moving.
 - **Dump truck:** Once per turn you can remove blockades or bombs from the board on one spot around you.
 - **Police Car:** You can fine other players 1 coin if they move more than 1 speed on a tile surrounding yours. If they do not have any money, then you can take 1 item from them. They can choose not to move more than 1 speed though and avoid the fine. In-game variations with teams, if someone speeds, someone from the team must pay. If they or their teammates do not have any money or items they skip the fine.
 - **Fire Truck:** If you touch a different player move their vehicle back to their home base.
 - **Bus:** You can jump over any number of cars.

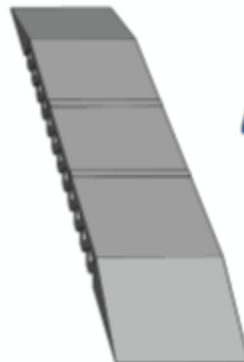
- **Store Locations:** You can purchase special abilities and objects at these locations.

Mechanic**Supermarket**

- **Mechanic:** Pay 2 coins to upgrade your car. You cannot be in any special vehicle to upgrade your car. Level 1 cars can move up to 1 length of the vehicle (a car length is 2 squares). Level 2, upgraded cars can move up to 2 lengths of the vehicle.

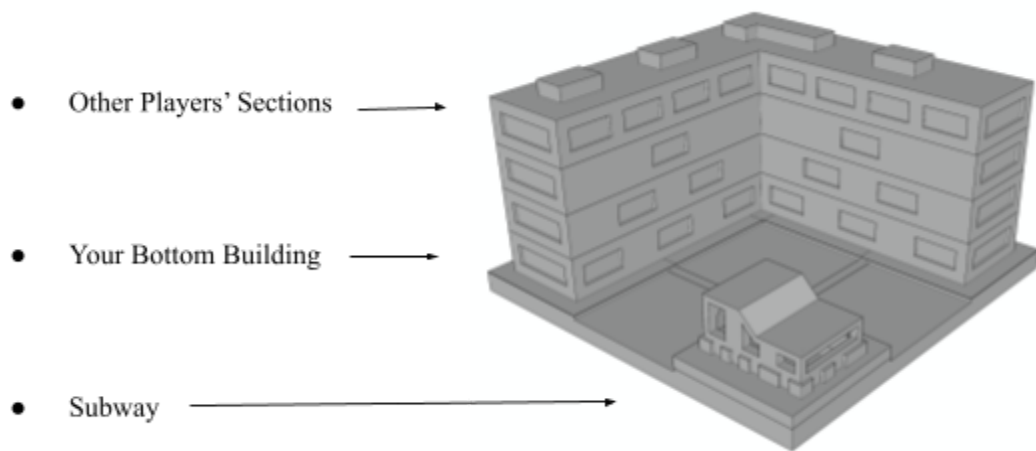
Level 1**Level 2 (Upgraded)**

- **Supermarket:** Pay 1 coin to gain one of the below.

1 Coin**3 Coin****Blockade****Bomb****Gear**

- **Blockade:** You can put a blockade on an empty square on the board to stop other players from passing through.
- **Bridge:** You can put a bridge over water to connect two roads.
- **Bomb:** You can put the bomb on a water tile with a bridge to blow it up the next turn. You can also put a bomb by a blockade and blow it up the next turn if you are by one.
- **Gear:** You can swap your vehicle (but not location) with any special vehicle, including another player.

- **Subways:**



- When you reach another player's subway you add a section that looks identical to their bottom building. You may teleport from your subway (anywhere touching the subway piece (not diagonal)) to their subway or vice versa after you have reached their subway once before.

Game Turn:

- You can make any deals or trades with other players in all versions that do not break any stated game rules.
- You may NEVER do anything diagonal unless stated otherwise.
- Your turn may be played with any or all of the below played in any order.

a. Move Your Car

- Move your car up to 1 or 2 lengths of your car, depending on the level of your vehicle. You can choose not to move more than 1 though. Also, you can choose not to move. You may change the orientation of your vehicle as needed. If you have a level 2, upgraded vehicle, you may do one move, perform some other turn action, and then do your other move if you please.

b. Swap cars

- Swap your vehicle with another vehicle on an empty spot by a road (where the special vehicles normally start on the board).

c. Place ONE Obstacle, Bridge, or Bomb anywhere touching your Vehicle (Not Diagonal)

d. Start a Mission

- You must announce what mission you are doing aloud to the other players.
- You may quit the mission you were trying to complete and start a new one if you please.

e. Finish a Mission

- You complete the mission once you complete the mission objective. Gain 2 coins when you finish a mission.

Money Missions: 2-4 Players

- **Difficulty: Easy**
- **Setup:**
 - Deal each player their 2 levels of cars. Each player places their level 1 car in their corner of the board and the game starts. Complete missions to earn money.
- **Winning the Game:**
 - The game ends when all the money runs out. Whoever has the most money wins. If there is a tie, the player who traveled to the most subways wins.

Detective Chase: 3-8 Players

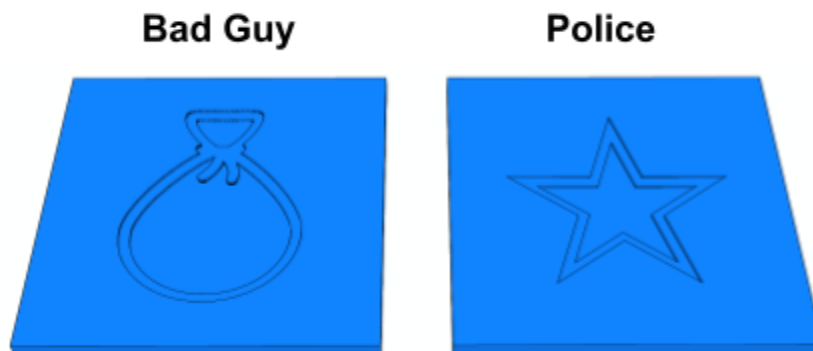
- **Difficulty: Medium**

- **Setup:**

- Give each player their 2 levels of cars. Each player places their level 1 car or special vehicle on a corner of the board touching their Subway. There can be up to 2 players on the same team starting at the same Subway. They both can use the same Subway. Randomly Deal everyone a Role Card. There will be 1 or 2 Bad Guy Cards and the rest will be police. The roles will be facedown so players do not know who other players are. If a police catches up to a bad guy, he can vote against the player. If that player is a bad guy, the player is removed from the game. If the player is a good guy, the police that caught him is removed from the game.
 - 3-5 Players: There will be 1 bad guy who is trying to get all the other players subway section levels on his base.
 - 6-8 Players: There will be 2 bad guys that are trying to get all the other players subway section levels on their base (The bad guys are not on a team)

- **Additional Rules:**

- Role Cards:



- **Winning the Game:**

- Detectives win when the bad guy is caught and guessed. The bad guy wins after he upgrades his car and reaches all other bases. Detectives win when the bad guy is guessed.

Capture the Transport: 3-8 Players

- **Difficulty: Hard**

- **Setup:**

- Give players their 2 levels of cars. Each player places their level 1 car or special vehicle on a corner of the board touching their Subway. There can be up to 2 players on the same team starting at the same Subway. They both can use the same Subway. Randomly Deal each player a Role Card. There will be 1 Transport Vehicle (which is the dump truck). The roles will be face up for all to see.
 - 3 Players: 1 bad guy, 1 police, and 1 transport vehicle
 - 4 Players: 2 bad guys, 1 police, and 1 transport vehicle
 - 5 Players: 3 bad guys, 2 police, and 1 transport vehicle moved by the police. (Give the police who moves the transport, the diamond)
 - 6 Players: 3 bad guys, 2 police, and 1 transport vehicle
 - 7 Players: 4 bad guys, 3 police, and 1 transport vehicle moved by the police. (Give the police who moves the transport, the diamond)
 - 8 Players: 4 bad guys, 3 police, and 1 transport vehicle

- **Additional Rules:**

- The police can capture bad guys by catching up to them (by touching them). Remove the bad guy from the board then.
- The transport vehicle cannot do missions and does not have a special ability but can still teleport between subways that the player has visited.
- If the dump truck reaches a worksite, it may swap vehicles with a player who is a police. That police now is the transport vehicle and the transport is a police. For 5 and 7 players the player with the diamond simply gives the diamond to the other player, making that player control the police and the transport vehicle.

- **Winning the Game:**

- The bad guys win the game by capturing the valuable transport. The police win by capturing all the bad guys. The bad guys win the game by catching up to the transport vehicle (be touching it).