

Object of the game

Collect the points that make up your ultimate car and be the first player to land on or pass the Finish space to win the game.

Setting up the game

Separate and shuffle the cards. Place the Hazard cards and Question cards next to the board. Deal one Ultimate Car card to each player, and put the remainder face down in the middle of the board.

Each player grabs a score sheet and something to write with and places their mover on the Start space.



Playing the game

Roll the die to see who plays first. Players take turns and move clockwise around the board following the instructions for the space they land on:



Question space

The player to your left draws a card from the Question card deck and asks you a question. There are different types of question cards and each card is marked with a point value (ie Handling +15 points). If you answer correctly add

the points to the appropriate column on your score sheet, but if you answer incorrectly you score nothing. Play then moves to the next player.

When the reader draws a Question card pick a number from 1 to 3 to determine which question you'll be asked.

For 'The Cool Wall' the reader shows you the picture and covers the answer while you guess if the car is Seriously Uncool, Uncool, Cool or Sub-zero.



Hazard space

Pick up a Hazard card and read the instructions aloud... and yes, you have to follow them.

Power Lap space

To score the points marked on the space, roll the die three times and add up the total. This is your best lap time. If your time is less than what's marked on the space, you score the points.



Caravan Conkers space

Pick a player to challenge. You both roll the die and the player with the highest number wins. The winner steals 5 points of their choice from the other player. If you both roll the same number, just roll again!



Caravan Park space

If you are sent to the Caravan Park space you must roll a 4 or higher on your next turn to play on - moving the number of spaces you rolled. If another player is on the space when you arrive they move to the 'Overtaking' section and are free to move off on their next turn. If you land here during normal play - you're just overtaking and do nothing.



Start/Finish space

Roll again if you land on the Start/Finish space during play.



Scoring

Use your score sheet to keep track of your points as you play. You cannot have a negative score. The lowest score a player can have for a category is 0 points.

Winning the game

Simply land on or pass the Finish (after earning all the points that make up your ultimate car) to be declared the winner and truly earn your Top Gear stripes.