

OFFICIALLY LICENSED BY NASCAR®

GRIDDLY HEADZ™

TO PLAY IS NOT ENOUGH

RACING GAME



Advanced Rules



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CONGRATULATIONS!

You now have in your possession the official
GRIDDLY HEADZ™ Racing Game.

Take some time to read this booklet.

The more you know, the more exciting the game!

Go online to see a clip of the game.

EACH GAME CONTAINS:

- 2 Sets of 22 Play Cards
- 50 Score Card Tickets (Statz Pad)
- An Instruction Book
- 2 GRIDDLY HEADZ™ Membership Cards (remember to join!)
- 2 Tires (Tire Toss Player)
- 4 Slide-In Wrecking Yards with 12 Car Puzzle Pieces
- 4 Team Sets of:
 - 4 Regular Cars (Breakaway, Zero, Splat, Spacy)
 - 1 Emergency Vehicle (B.P. Bob)
 - 1 Monster Car (Hot Head Henry)
- 2 Dice

(Order replacement pieces at www.griddlyheadz.com)

HOW TO BEGIN

- Each participant chooses a Team Color.
- Each participant receives a Wrecking Yard with car puzzle pieces (See Page 12) closest to their Team Square.
- Place all play cards on the Play Card Squares.
- Set 3 of the Regular Cars (Breakaway, Zero, Splat, or Spacy) on the Pit (See Page 12).
- Set 1 of the Regular Cars (Breakaway, Zero, Splat, or Spacy) on the Team Square (See Page 9).
- Set the Emergency Vehicle (B.P. Bob) in the Pit.
- Set the Monster Car (Hot Head Henry) in the Pit.
- Keep the tires close, you will use them for the Tire Toss challenges.

WATCH OUT!

One Way To Win - Two Ways To Lose.

- First person to get 180 points is the winner.
- If you lose all 12 pieces of your car you are eliminated.
- If any 4 of your cars have been ejected, then you're out of the game.

THE SCORING

- To win, you have to get 180 points.
- Every time your Regular Player wins a Tire Toss, has the Fastest Crew or draws a card awarding points, you receive 15 points toward your total score.
- Every time your Emergency Vehicle (B.P. Bob) wins a Tire Toss, has the Fastest Crew or draws a card awarding points, you receive 30 points toward your total score.

DETERMINE WHO THE STARTER WILL BE

The starter is the person to roll both dice and start moving their players around the game board. All play moves are **counter-clockwise**, except Hot Head Henry (See Page 5). To determine who the starter will be:

- Each player takes a die and rolls.
- The highest number will be the starter.
- If a tie occurs between players, only those who tied will keep rolling until the winner is determined.

DICE RULES

- If one of your die is a 6 or the total of both dice equals 6 then you can move another car into your Team Square (maximum 3 players on the Active Playing Surface [APS], see Glossary on Page 12).
- If you have more than one car on the APS, you may "split" the dice count so

that one car moves the count of one die and the other car moves the count of the other die. For example: You roll a 4 and a 1. If you have two cars on the APS, one car could move 4 spaces and the other car could move 1 space. Or you could move just one of the cars 5 spaces.

- If a die does not land in the Infield you have to re-roll that die.
- If a die is leaning against the side of the Infield, then you must re-roll only that die.
- When you re-roll, do not roll both dice, only the one at fault.
- When competing in a challenge, each participant uses one die.
- If you and your opponent roll 3 identical numbers in a row, both of you will lose 2 pieces of your car from your Wrecking Yard and the challenge will end.
- During a challenge, if you hit the other participant's dice the opponent has 3 options to choose from. They have the option of re-rolling, they may keep the value of the dice now shown or they may keep the original value of their dice.
- You cannot purposefully hit your opponents dice. If you hit your opponents dice twice during a challenge you automatically lose that challenge.
- If you and your opponent roll your dice at the same time during a challenge and your dice hit, neither you nor your opponent re-roll.
- All dice play happens in the Infield.

MERCY PLAYS

- In order for you to always have a car on the APS, some plays have been introduced to help you make the most of your game; these are called Mercy Plays.
 1. When you have only 1 car on the APS and that car is sent to the Pit, either by a drawn card or losing a challenge, another regular car from your Pit is allowed to come out on to the Team Square immediately.
 2. If the only car on the APS is in the Garage and you have unsuccessfully tried to bring another car onto the APS by rolling a six, then you are permitted to bring a Regular car on to the Team Square on your next turn.

CHALLENGES

- **All “challenges” must be honored first, before any cards are picked up and before the instructions on the square are followed.**
- When two cars land on the same square they must “challenge” one another to determine who will lose 1 piece of their car.
- If there are more than 2 cars on that square they must challenge each car separately.

- Challenge contest consists of:
 - “BEST 3 OF 5”.
 - Challenge other person on the square.
 - Each person uses only 1 die.
 - The first participant to roll the highest number three times will win the challenge.
 - One of the other players should keep score with their fingers in the air so everyone knows who is winning the challenge.
- If you and your opponent roll 3 identical numbers in a row, both of you will lose 2 pieces of your car from your Wrecking Yard and the challenge will end.

THE KEEPER CARDS



- If you want to use a “Keeper Card” they must be played immediately before you start a challenge or at the time you are challenged. You can only use a keeper card against an opponent’s challenge.
- The maximum number of “Keeper Cards” you may have in total is 3. If you draw a 4th “Keeper Card” and you would prefer to have it, you may exchange it with a current card. Place the card you no longer want at the bottom of the respective pile.

1. Track Official Card

- These are rulings by the Track Official. All decisions are final and without question. Some are in your favor and some may cause you some discomfort.

2. Impact Card

- Fast moving and involving sudden changes for you or your opponents. The Impact Cards may make you jump for joy or move around to places you don’t want to go.

INSTRUCTIONS FOR TIRE TOSS

- When someone lands on a Tire Toss Square they can challenge any other player.
- Place the tire on the corner depicting the color of your team. The edge of the tire should hang over the corner. Flip the tire from underneath with your finger and try to “Toss” the tire into the center of the pile of tires. Closest to the middle wins 15 points.
- If the player that challenges the other person has landed on the Tire Toss Square with their B.P. Bob Car game piece, then that player receives 30 points if he wins.

THE PLAYERS

- Only 3 cars from one team may be on the Active Playing Surface (APS) at any one time.
- If a person puts more than three cars on the APS at one time, the last car to go on the APS will be ejected from the game.

There are 3 types of players:

1. **Emergency Vehicle (B.P. Bob) [1 Player]**

- Must follow instructions on each square.
- May only move clockwise.
- Starts with a 1 roll advantage in all challenges. In the case of a B.P. Bob landing on a square containing another B.P. Bob, neither starts with a 1 roll advantage.
- If B.P. Bob wins a Tire Toss or a Fastest Pit Crew challenge, B.P. Bob wins 30 points.
- Cannot be ejected from the game unless they are the only car remaining on the APS at the time of the challenge or if they receive an ejection card or lose an ejection challenge to Hot Head Henry.
- If B.P. Bob lands on an opponent's Team Square, B.P. Bob is sent back to his own Pit.




2. **Monster Car (Hot Head Henry) [1 Player]**

- **Does not** follow the instructions on any squares.
- May move clockwise or counter-clockwise.
- Removes 2 car pieces from any Regular Cars, except his own, when he lands on an occupied square.
- Cannot be ejected from the game unless they are the only car remaining on the APS at the time of the challenge or if they receive an ejection card or lose an ejection challenge to B.P. Bob.
- Can split a dice roll by going forward or backward with the count of one die and the other direction with the count of the other die.
- If Hot Head Henry lands on an opponent's Team Square, Hot Head Henry is sent back to his own Pit.

3. **Regular Cars (Breakaway, Zero, Splat, Spacy) [4 Players]**

- Must follow instructions on each square.
- May only move counter-clockwise.
- When a Regular Car wins a Tire Toss or Fastest Pit Crew Challenge, they win 15 points.
- If a Regular Car lands on opponent's Team Square, that car is sent back to their own Pit.
- Will be ejected from the game if:
 - Too many cars on the APS.
 - Receives ejection card.
 - Loses Black Flag challenge.

Players

<p>Breakaway Zero, Splat Spacy</p>	<p>Regular Racing Car</p>	<p>Must take action listed on square.</p> <p>May only move counter-clockwise around the APS.</p>
<p>B.P. Bob</p> <div style="text-align: center; margin-top: 20px;">  </div>	<p>Emergency Vehicle</p>	<p>B.P. Bob can do all activities of a regular car.</p> <p>B.P. Bob may only move counterclockwise around the APS.</p> <p>B.P. Bob has 1 roll advantage when in a challenge.</p> <p>If B.P. Bob wins a Tire Toss or Fastest Pit Crew Challenge, that team wins 30 points.</p> <p>B.P. Bob can not be ejected by a regular car in a challenge unless he is the only car remaining on the APS.</p>
<p>Hot Head Henry</p> <div style="text-align: center; margin-top: 20px;">  </div>	<p>Monster Car</p>	<p>Hot Head Henry does not follow the actions listed on any of the APS squares except if he lands on an opponent's Team Square (See Page 5).</p> <p>Hot Head Henry can move clockwise or counter-clockwise.</p> <p>Hot Head Henry takes 2 car pieces from an opponents Wrecking Yard when he lands on the occupied square.</p> <p>Hot Head Henry can not be ejected by a regular player in a challenge unless he is the only car remaining on the APS.</p>
<p>Tire</p> <div style="text-align: center; margin-top: 20px;">  </div>	<p>Single Purpose Player (Instructions for Tire Toss on Pg. 4)</p>	<p>Tire does not move around the APS.</p> <p>Tire does not sit in the Pit.</p> <p>Tire is only used for Tire Toss situations.</p>

Challenges

(When 2 cars land on the same square.)

Regular Car vs. Hot Head Henry	Land on same square	Each Regular Car on that square automatically loses 2 pieces of their car (except their own).
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Regular Car vs. B.P. Bob	Land on same square	Best 3 of 5 rolls.
		One die each is rolled.
		B.P. Bob starts with a 1 roll advantage.
		Loser removes 1 piece of their car.






Regular Car vs. Regular Car	Land on same square	Best 3 of 5 rolls.
		One die each is rolled.
		Loser removes 1 piece of their car.

B.P. Bob vs. Hot Head Henry	Land on same square	Best 4 of 7 rolls.
		One die each is rolled.
		B.P. Bob starts with a 1 roll advantage.
		Losing player is ejected from the game.




B.P. Bob vs. B.P. Bob	Land on same square	Best 4 of 7 rolls.
		One die each is rolled.
		Neither start with a 1 roll advantage.
		Losing player is ejected from the game.

Hot Head Henry vs. Hot Head Henry	Land on same square	Best 4 of 7 rolls.
		One die each is rolled.
		Loser removes 4 pieces of their car and is sent to the Garage.



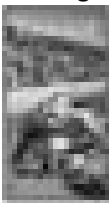

The Cards

Impact Cards	Action	Pick-up a Impact Card.
	Results	If your card has a  , you may keep it for future use. It is a “Keeper Card”.
		Maximum of 3 cards at anytime may be kept (Impact or Track Official).
		You may exchange a held card for a new card when you land on the Impact Card square.
Track Official Cards	Action	Pick-up a Track Official Card.
	Results	If your card has a  , you may keep it for future use. It is a “Keeper Card”.
		Maximum of 3 cards at anytime may be kept (Impact or Track Official).
		You may exchange a held card for a new card when you land on the Track Official square.
Fastest Pit Crew	Action	Roll one die as fast as you can against any opponent.
	Results	First person to roll a 1: win 15 points.
		If both players roll a 1 at the same time: both win 15 points.
		If B.P. Bob was the challenger: win 30 points.

Squares

<p style="text-align: center;">Garage</p> 	<p style="text-align: center;">Action</p>	<p>Only one car of each team is allowed be in the Garage.</p>
	<p style="text-align: center;">Results</p>	<p>If you land on this square your car will have to remain in the Garage until you either:</p> <ol style="list-style-type: none"> 1. Pass by the square with another car. 2. Play a get out of Garage card. 3. A Mercy Play. (See Page 3) <p>When you have a car in the Garage then another car is sent there, either by a drawn card or you land there, an exchange occurs. The car currently in the Garage returns to their Team Square and the other car takes their place in the Garage.</p>
<p style="text-align: center;">Take the Pace Car to Other End of the Track</p> 	<p style="text-align: center;">Action</p>	<p>When you land on this square, you must move your car to the same square on the opposite end of the APS.</p>
	<p style="text-align: center;">Results</p>	<p>This may be useful when trying to evade Hot Head Henry or get your car back to your Team Square.</p> <p>NOTE: You cannot move to the other end of the APS with your car and then move the same car again with the count of the other die.</p>
<p style="text-align: center;">Team Square</p> 	<p style="text-align: center;">Action</p>	<p>Where your cars will come onto the APS.</p>
	<p style="text-align: center;">Action</p>	<p>When only 2 or 3 participants are playing, the unoccupied Team Square becomes a "safe zone" for everyone.</p>
	<p style="text-align: center;">Action</p>	<p>When you land on an opponent's Team Square you will immediately be sent back to your Pit.</p>
<p style="text-align: center;">Results</p>	<p>When you land on your own Team Square, you may swap your current car with any other car.</p>	

Squares

Black Flag Challenge 	Action	Best 4 of 7. Challenge any car who is on the APS. Only challenge Hot Head Henry or B.P. Bob if they are the only cars remaining on the APS.
	Results	Car ejected from game.
		If Challenger loses : eject car on Black Flag Challenge square. If Opponent loses : car who was challenged is ejected from the game.
Engine Failure 	Action	Best 3 of 5. Challenge any car who is on the APS, including Hot Head Henry and B.P. Bob.
	Results	Car sent back to Pit.
		If Challenger loses : loser returns to Pit. If Opponent loses : car who was challenged returns to Pit.
Damage 	Action	Best 3 of 5. Challenge any car that is on the APS, including Hot Head Henry and B.P. Bob.
	Results	Loser of challenge removes 1 piece of their car.
Tire Toss 	Action	Challenger goes last. Both opponents toss tires toward the tire pile in the Infield.
		Challenge any opponent who is on the APS.
		Avoid hitting opponent's Tire.
	Results	Tire closest to the center wins 15 points.
		If no clear winner, break tie with one roll of the die - highest number wins.
		If opponent's tire is hit, you lose the Tire Toss attempt.

CURVEZ & STRAIGHT AWAYZ (Another Dice Game)

For the purpose of Curvez & Straight Awayz the instructions on the squares of the APS mean nothing and are to be treated as if they are blank squares.

Hey Hosers here's how you play:

Players

- Two to Four.

Objective

- First car to go counter-clockwise around the board and land exactly on the blue checkered square again is the winner.
- Each person takes a car and starts on the blue checkered square.
- Each person rolls one die - the highest number will go first.

To Move

- Roll both dice and move the car counter-clockwise the combined total of both dice unless it is a double or a 7.
- If you roll a double (two of the same number) then move the car clockwise the total of the 2 dice.
- If you roll a 7 (any combination that adds up to seven) then move the car clockwise 7. You can end up past the starting point.
- If you land on a square with another car, you must move backward to the next GRIDDLY HEADZ™ Racing checkered square. If that square is also occupied, then move back to the next GRIDDLY HEADZ™ Racing checkered square.

To Win

- You must go completely around the board once and land exactly on the blue checkered square.
- You must roll the exact number to land on the blue checkered square.
- If your roll is too high to land exactly on the blue checkered square, then move forward to the blue checkered square and then backward the remaining amount of your roll.

GLOSSARY

“Die”

- One of a pair of dice.

“Griddly Headz™”

- The team name for all the car drivers and pit crew on the game board. For example: Spacy, Hot Head Henry, Breakaway, Zero, Splat and B.P. Bob.

“Garage”

- The space where your car must wait to be released or win the release with a card. Otherwise they cannot move around the APS and must watch all the action from the sidelines.

“Active Playing Surface (APS)”

- The top level of the game board where the squares are located and the players move about challenging other participants.

“Keeper Cards”

- Cards with a tire in the lower section indicating that you should play it only when necessary. **Don't read this card out loud.**

“Ticket Score Card (Statz Pad)”

- Place where you can keep APS of how well you are doing, along with obtaining statistics for your records.

“Infield”

- The place in the center of the board where you roll your dice. All dice must land in this area.

“Pit”

- The rectangular space beside your Team Square that is color coordinated with your team. You keep your players here before they enter play on the APS.

“Wrecking Yard”

- There are 4 Wrecking Yards in the game; one for each player (4 pull out drawers). In each Wrecking Yard there is an image of a car, with removable puzzle pieces. During game play you will lose and gain pieces of your car.