

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.

Players

- Two to Four.

Objective

- First person 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.

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 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.

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GRIDDLY HEADZ™

TO PLAY IS NOT ENOUGH

RACING GAME



Play Book 



HOW TO BEGIN

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

ONE WAY TO WIN - TWO WAYS TO LOSE

- First person to 180 Points is the winner.
- Every time one of your cars wins a Tire Toss, the Fastest Crew challenge, or draws a card awarding Points, you will receive 15 Points toward your total score (Unless the car used was the Emergency Vehicle. See Page 4).
- If you lose all 12 pieces of your car puzzle you are eliminated.
- If all of your cars have been ejected from the game, then you're out of the game.



DICE RULES

- Each person takes a die and rolls. The highest number rolled will be the starter.
- 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.
- 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 car last added will be ejected from the game.
- 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.
- When competing in a challenge, each participant uses one die.
- All dice play happens in the Infield (Special and Deluxe Edition Only).



GLOSSARY

"Griddly Headz™"

- The team name for all the cars 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 game board and must watch all the action from the sidelines.

"Active Playing Surface (APS)"

- Where the squares are located and the cars move about challenging other participants.

"Infield"

- The place in the center of the board where you roll your dice. All dice must land in this area (Special and Deluxe Edition only). Also where the Tire Toss challenge occurs.

"Team Square"

- The rectangular checked square that is color coordinated with your team. This is where your cars enter into play on the APS. When you land on an opponent's Team Square you will immediately be sent back to your own Pit.

"Pit"

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

"Wrecking Yard"

- There are 4 Wrecking Yards included in the game; one for each player (4 puzzles). 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.

**FOR MORE ADVANCED RULES AND REPLACEMENT
PIECES PLEASE VISIT OUR WEBSITE AT
www.griddlyheadz.com**

ZERO & SPLAT - REGULAR RACING CARS

- Must follow instructions on each square.
- May only move counter-clockwise.
- He wins 15 Point in a challenge.
- Will be ejected from the game if there are more then 3 cars on the APS, if he receives an ejection card or if he loses the Black Flag challenge.
- If he lands on opponent's Team Square, he is sent back to his own Pit.



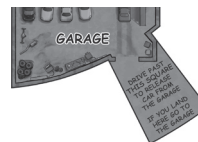
B.P. BOB - EMERGENCY VEHICLE

- Must follow instructions on each square.
- May only move counter-clockwise.
- Has a 1 roll advantage when in a challenge.
- He wins 30 Points in a challenge.
- Can not be ejected by a regular car in a challenge unless he is the only car remaining on the APS.
- If he lands on opponent's Team Square, he is sent back to his own Pit.



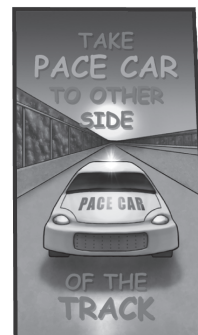
HOT HEAD HENRY - MONSTER CAR

- He does not follow the instructions on each square.
- May move clockwise and counter-clockwise.
- Takes 2 pieces of an opponent's Wrecking Yard when he lands on the occupied square.
- 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.
- Can not be ejected by a regular car in a challenge unless he is the only car remaining on the APS.
- If he lands on opponent's Team Square, he is sent back to his own Pit.



GARAGE

- Only one car of each team is allowed to be in the Garage.
- If you land on this square your car will have to remain in the Garage until you either pass by the square with another car or play a get out of the Garage card.



TAKE THE PACE CAR TO OTHER END OF THE TRACK

- When you land on this square, you must move your car to the same square on the opposite end of the APS.
- This may be useful when trying to avoid Hot Head Henry or get your car out of the Garage.

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.



FASTEST PIT CREW

- Roll one die as fast as you can against any opponent.
- First person to roll a 1 wins 15 Points.
- If both cars roll a 1 at the same time both win 15 Points.
- If B.P. Bob was the challenger the winner wins 30 Points.



BLACK FLAG CHALLENGE

- 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.
- If Challenger loses: eject car on Black Flag challenge square.
- If Opponent loses: car who was challenged is ejected from the game.



ENGINE FAILURE

- Best 3 of 5.
- Challenge any car who is on the APS, including Hot Head Henry or B.P. Bob.
- If Challenger loses: loser returns to Pit.
- If Opponent loses: car who was challenged returns to Pit.



DAMAGE

- Best 3 of 5.
- Challenge any car who is on the APS, including Hot Head Henry or B.P. Bob.
- Loser of challenge removes 1 piece of their car.




TIRE TOSS

- Challenger goes last. Both toss tires from the space indicated toward the tire pile in the Infield.
- Challenge any opponent who is on the APS.
- Avoid hitting opponent's Tire.
- Tire closest to the center of the Infield 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.




TRACK OFFICIAL CARDS

- These are rulings by the Track Official. Some are in your favor and some may cause you some discomfort.
- If your card has a , you may keep it for future use. It is a "Keeper Card". It must be played before you start a challenge.
- Maximum of 3 cards at anytime may be kept.
- You may exchange a held card for a new card when you land on the Track Official Card square.



IMPACT CARDS

- Fast moving and involving sudden changes for you or your opponents. They may make you jump for joy or move around to places you don't want to go.
- If your card has a , you may keep it for future use. It is a "Keeper Card". It must be played before you start a challenge.
- Maximum of 3 Keeper Cards at anytime may be kept.
- You may exchange a held card for a new card when you land on the Impact Card square.