

# Running Round RIVERDALE



## COMPONENTS

- 12 Special Cards (3 each of four colors)
- 53 Movement Cards
- 18 Pawn Characters
- 12 Pawn Stands (3 each of four colors)
- Game Board

## OBJECTIVE

Be the first to get all three of your pawns to Pop's Chocklit Shoppe.

## SET UP

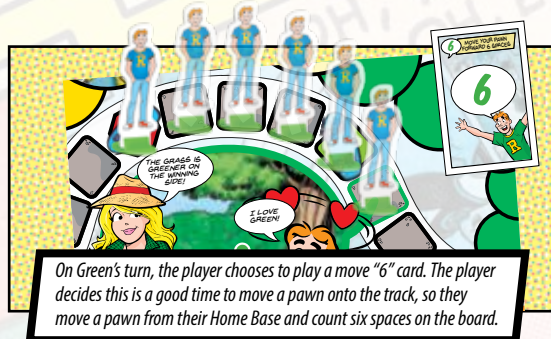
- Place the game board in the middle of the table.
- Each player takes the 3 pawn stands that match the color of the Home Base facing them.
- Each player chooses 3 characters to be their team and places them in their pawn stands.
- Each player places their pawns on their Home Base.
- Each player takes the set of 3 special cards that match their color.
- Shuffle the deck of 53 movement cards and deal 4 cards to each player. Place the remaining cards in the center of the game board.
- Whoever has the reddest hair goes first. Failing that, whoever is youngest goes first.

## GAMEPLAY

On each turn, a player plays a card from their hand, moves their pawn the number of spaces indicated on the card, then draws a card from the deck. Play proceeds clockwise around the board. *NOTE: If you finish your movement on a square that is already occupied by a pawn (even your own) that pawn is sent back to its respective Home Base.*

## IMPORTANT SPACES ON THE BOARD

**Home Base:** Each player has a Home Base (beach, mall, school, park). This is where you put pawns that are NOT on the track. When you want to bring a pawn onto the track, simply play a card from your hand and then move a pawn from your Home Base the appropriate number of spaces (starting on the square with the colored border).

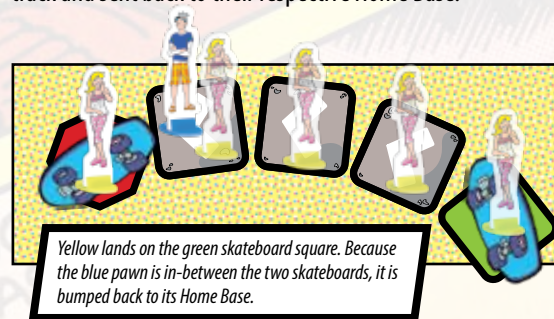


**Take Another Turn:** If you land on this square, you take another turn (don't forget to draw your card). You may use your second turn to move one of your other pawns if you choose.



**Move Ahead 3:** If you land on this square, immediately move your pawn forward three spaces. *NOTE: You may NOT use this square to enter your safety zone.*

**Skateboard Squares:** If you land on a skateboard with a green background, move your pawn to the next skateboard square with a red background. ANY pawns that are on the squares between the two skateboards are knocked off the track and sent back to their respective Home Base.



**Safety Zone:** Each color has a Safety Zone of five circles leading up to Pop's Chocklit Shoppe. Only pawns of the corresponding safety zone color can enter the safety zone. Once a pawn is in its safety zone, it cannot be moved by other players (ie. Switcharoo, Dirty Trick, Quick Pass, etc).

**Pop's Chocklit Shoppe:** The center of the board represents Pop's Chocklit Shoppe. In order to win, all three of your pawns must be in the Chocklit Shoppe. You get there by moving your pawns through your safety zone into the Chocklit Shoppe by an exact number (ie. if you are two spaces away, you must play a "2" to get in, you can't play an "11"). Once a pawn reaches the Chocklit Shoppe, it is finished and cannot be moved.

*NOTE: If all your pawns are in your safety zone or Pop's Chocklit Shoppe, and you cannot move any of your pawns forward using the cards in your hand (and you don't have a "-3" or "-13" card, which you would have to use if you did), discard a card from your hand and draw a new card (without moving a pawn).*

## CARDS IN THE DECK



If you play a "1" either move one of your pawns forward 1 space, or an opponent's back 1 space.



If you play either of these cards, move your pawn backwards the amount of spaces indicated.



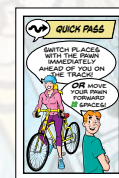
Move one of your pawns forward the corresponding number of spaces.



If you play a "5" either move one pawn forward 5 spaces, or divide the "5" between two (and only two) of your pawns (ie. one pawn moves forward 3 spaces and another pawn moves forward 2 spaces, or one pawn moves forward 1 space and another pawn moves forward 4 spaces, etc).



You can use a Switcharoo card one of two ways. First, you can use it to move one of your pawns forward 12 spaces. Or you can use it to switch spots with another pawn that is currently on the track. *NOTE: If you do this, and the pawn you switch with was on a "Take Another Turn" square, you do NOT get another turn.*



You can use a Quick Pass card in one of two ways. First, you can use it to move one of your pawns forward 12 spaces. Or you can use it to switch spots with the pawn immediately ahead of you. For example, if there is a yellow pawn 3 spaces ahead of you and a red pawn 10 spaces ahead of you, you can only switch with the yellow pawn (because it is the first pawn ahead of you). *NOTE: If you do this, and the pawn you switch with was on a "Take Another Turn" square, you do NOT get another turn.*

## SPECIAL CARDS

*NOTE: Special cards can only be played on your turn. You can only play one special card each turn, and can only use each of them once. Turn the card over once you have played it.*



When you use a Dirty Trick! card, move a pawn from your Home Base and replace any pawn on the track. The replaced pawn goes back to its Home Base. The player who used the Dirty Trick! card then takes a normal turn.



When you use a Swap! card, swap hands with an opponent of your choice, and then take a normal turn.



When you use a Crash! card, all players discard the cards in their hands, the entire deck is shuffled, and every player is dealt 4 new cards. The player who used the Crash! card then takes a normal turn.



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