

TRACK RULES

	Flat If the flat die is rolled on the Power Die, that die must be removed and can not be used again during the turn.
	Caution If a driver rolls the yellow flag and then the caution light, the caution light is ON! The driver's turn is over and the mileage is recorded. Then, the race leader's mileage total is reduced to match the second place driver's mileage total.
	The Big One If a driver rolls the red flag and then the crash symbol, everyone is involved in a big crash! Every driver rolls the Crash Die and subtracts miles from their mileage total. If a crash symbol is rolled during The Big One, you missed the crash - Subtract nothing! Optional Rule: Tradin' Paint Instead of the Big One, the driver chooses one other driver to crash into. Both drivers roll the Crash Die and subtract miles from their mileage total.
	Behind the Wall! Any driver that rolls the "BIG X" has crashed out of the race. Game Over!

TRACK RULES

	In the Groove If a driver rolls circles on all black and green dice, 175 miles are recorded and the driver continues with an extra turn.
	Lost Wheel If a die is rolled off the track surface, that die must be removed and can not be used again during the turn. If it happens with the Flag Die, the Power Die must be removed and the Flag Die is re-rolled.
	Rubbin' If a die is stacked on top of another die, that die must be removed and can not be used again during the turn. If it happens with the Flag Die, the Power Die must be removed and the Flag Die is re-rolled.
	Stall A driver's mileage total cannot go below 0. If it does, set the mileage total to 0.
	Debris If a die comes to rest unevenly, that die (and only that die) is re-rolled with no penalty.

WAYS TO PLAY

Oval Racing: 2-6 Drivers

First Driver to 500 Miles Wins! Oval racing is best played with a small group of 2-6 drivers. (For solo or large group racing, see Time Trials.)

Qualifying (How to Start)

To start a race, each driver rolls all five black Track Dice and totals the miles. The driver with the highest total earns the pole position and takes the first turn.

Racing (Playing the Game)

Drivers take turns in order around the track. (Any direction may be used, but oval racing usually goes counter-clockwise.)

Finish Line (How to Win)

The first driver that reaches 500 miles takes the checkered flag and wins the race! If a driver reaches 500 miles with the green flag flying, that driver wins the race. If a driver reaches 500 miles but has a yellow or red flag, the driver must complete the turn as usual. If the mileage total is 500 or more at the end of the turn, the driver wins the race. If a driver reaches 500 miles but has a black flag, that driver has not crossed the finish line and all miles for the turn are lost as usual. After a driver takes the checkered flag, the remaining drivers may take one additional turn to determine the order of finish. Drivers that reach 500 miles finish in turn. Drivers that don't reach 500 miles finish according to their final mileage totals.

WAYS TO PLAY

Time Trials: 1 or More Drivers

Most Miles Wins! Time Trials are great for playing solo, with a few other drivers, or with very large groups. Instead of racing to 500 miles, drivers race individually and compare final mileage totals to determine the results of the race. The goal of a time trial is to accumulate the most miles in a certain number of "hours", or turns. For example, a 6-hour time trial consists of six turns. The racing and track rules are the same. The winner of the race is the driver with the most miles at the end of the time trial.

Multi-Game Racing

Racing is even quicker when multiple games are used at the same time. In Time Trials, drivers can race at their own speed and compare totals when all drivers are done. In Oval Racing, players may roll in any order, but must stay on the same turn with each other. The driver that reaches 500 miles in the least number of turns takes the checkered flag. If more than one driver reaches 500 miles on the same turn, the driver with the most miles at the end of that turn is declared the winner.

Cup Series

To run a Cup Series, follow the year's racing schedule and run every race. Copy the real Cup races as the drivers race for 400, 500, or even 800 miles! Record the results for each race, then use the official point system (or make up one of your own) to determine the Cup Champion.

TO END THE TURN

	Green Flag When you are happy with your total miles, you may stop, add up the miles on all the black and green dice, and record the total.
	Pit Stop Roll the yellow Pit Die, add up all the miles on the black, green, and yellow dice, and record the total.
	Crash Roll the red Crash Die, add up all the miles on the black, green, and red dice, and record the total.
	Penalty All miles for the turn are lost! Record a big fat ZERO.

KEEPING SCORE

You can keep score using the Go500 scoresheets. Or, you can keep score with paper and a pencil by recording scores and adding the totals. Note that a bad pit stop or crash can produce a negative number for a driver's turn. That number must be subtracted from the driver's mileage total.



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THE DICE KEY



OBJECT OF THE GAME

The goal is to get as many miles as possible on each turn. The maximum number of miles you can get on one turn is 175 (25 on each Track Die, 50 on the Power Die). The first driver to reach 500 total miles takes the checkered flag and wins the race!

TO TAKE A TURN

- Step 1: Put the yellow Pit Die & the red Crash Die to the side.
- Step 2: Put the rest of the dice in the cup and roll the dice.
- Step 3: Check the Flag Die. If the green flag is out, you may keep racing or end your turn. If any other flag is out, you must end the turn. (To end the turn, see graphic on the next page.)
- Step 4: Save as many black and green dice as you want by moving them to the side. (Save the big numbers!) Note: You don't have to save any!
- Step 5: Return the remaining dice to the cup (including the Flag Die) and roll again. Go back to Step 3 and continue.