

## Safety Cards

There are 4 Safety Cards: 1 Extra Tank, 1 Puncture-Proof, 1 Driving Ace, and 1 Right of Way. For each Hazard Card there is a corresponding Safety Card.

Extra Tank

Puncture-Proof

Driving Ace

Right of Way

By playing one of these cards, you overcome a corresponding Hazard Card your opponent has already played against you, and you prevent your opponent from playing a corresponding Hazard Card for the rest of the hand. Also, you may immediately draw another card and take another complete turn.

In addition, the Right of Way Card cancels a Speed Limit on your Speed Pile, and prevents your opponent from playing a Speed Limit Card onto your Speed Pile. It also permits you to play Distance Cards without having to follow a Remedy Card with a Roll Card. But remember, even though they can't play a Stop or Speed Limit Card on you, your opponents may still stop you by playing Out of Gas, Flat Tire, or Accident Cards onto your Battle Pile.