

Hazard Cards

There are 18 Hazard Cards: 3 Out of Gas, 3 Flat Tire, 3 Accident, 4 Speed Limit, and 5 Stop. Play Hazard Cards against your opponent in order to impede his progress.

Out of Gas
Limit

Flat Tire

Accident

Stop

Speed

Play the Stop, Out of Gas, Flat Tire, and Accident Cards offensively onto your opponents' Battle Pile. By playing one, you temporarily prevent your opponents from gaining any further distance.

Play the Speed Limit Card onto your opponent's Speed Pile. While it is showing your opponent can play 25-mile and 50-mile Distance Cards only.