

## Remedy Cards

There are 38 Remedy Cards: 6 Gasoline, 6 Spare Tire, 6 Repair, 6 End of Limit, and 14 Roll. Each Remedy Card corresponds to a particular Hazard Card.

Gasoline Limit	Spare Tire	Repair	Roll	End of
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Play the Gasoline, Spare Tire, and Repair Cards defensively onto your own Battle Pile. Play one onto the corresponding hazard your opponent has played against you. By doing so, you overcome the hazard and may again be able to play a Distance Card.

Play the Roll Card onto a Stop Card an opponent has played against you. Also, after playing a Gasoline, Spare Tire or Repair Card, you must first play a Roll Card on a subsequent turn in order to play further Distance Cards. As you'll learn further on, the exception to this rule is when the Right or Way Card is in your Safety Area.

Play the End of Limit Card onto your own Speed Pile, on top of a Speed Limit Card. You then can resume normal speed and play any Distance Card.