



HOW TO PLAY RACE OF THE MILLENNIUM

The game is very simple, but promises plenty of thrills, fun and twists.

The winner of the game is the player whose race car is the first to arrive at the finish line. There are, however, loads of obstacles in the way: slippery oil stains, a very fast police officer and other players.

The game can be played by three race cars (three players) and one police officer at a time. The police officer cannot win; his job is to make it difficult for the race cars to get to the finish line and have a hearty laugh every time he succeeds in doing so.

Before the game starts, each player sets obstacles – the oil stain pieces – on the other players' paths. The obstacles can be placed on any space except the police officer's starting point – the black and white swirl. Read more about the difficulty levels below.

The race cars start the race at the top; the red race car starts on red, yellow on yellow and green on green. The police officer starts on the black and white swirl in the center. The player who throws the highest number on the die starts the game. The police officer's turn is always after the green race car.

Each player moves forward as many spaces as shown on the die.

1. If a player lands on a space with an oil stain, he must go 3 spaces back and the oil stain is taken out of the game.
2. If a player lands on a space with any other player, that player goes back to the start.
3. If a player lands on a space with the police officer, the police officer goes back to his starting point – the black and white swirl.

The player whose race car arrives at the finish line first is **the winner**.



The Police Officer



The police officer cannot win Race of the Millennium. His task is to make the game difficult for the race cars. Like the players, the police officer throws the die and travels around. But unlike the race cars, the police officer can change direction in the intersections of individual roads.

1. If the police officer lands on a space with one of the race cars, the race car goes back to the start.
2. If the police officer lands on a space with an oil stain, he goes back to the swirl and the oil stain is taken out of the game.

The police officer must not land on any of the last five meeting points, a meeting point being the space where all three roads come together. He can, however, land on the first meeting point.

Difficulty Levels

Race of the Millennium has three difficulty levels which differ in the number of obstacles on the road and the police officer's role.

1. Esy

No oil stains are placed on the board and there is no police officer in the game. Other rules stay the same.



2. Advanced

Each player places one oil stain before the race starts. The role of the police officer is as described above.



3. Hard

Each player places three oil stains before the race starts. The role of the police officer is as described above.



You will find the game pieces and a die for Race of the Millennium enclosed.

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Now let's play!

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