THE OPEN ROAD

INSTRUCTION MANUAL

BASIC GAMEPLAY

1. Choose your RIDER PIECE and PANNIER color. Each player begins with (3) ENERGY cubes and (10) MONEY cubes in their PANNIER.

2. Choose your route. Each player will select (1) EAST COAST, (1) WEST COAST, (1) HEARTLAND, and (1) SIDE TRIP CARD. Players decide if they will ride EAST-TO-WEST or WEST-TO-EAST.

3. Advance, accumulate resources, or hinder other riders in order to be the first rider to reach your destination city by performing (2) of the (7) ACTIONS below each turn.

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1. **RIDE** - players can advance their RIDER PIECES up to the amount of ENERGY cubes in their PANNIER.

2. **PICK UP A PLAYING CARD** - the PLAYING CARDS consist of a variety of ways to increase your ENERGY, MONEY, or hinder another player.

3. **PLAY A PLAYING CARD** - redeem for MONEY, ENERGY, or use against another player.

4. **TRADE 5 PLAYING CARDS FOR A MOTHER LODE CARD** - MOTHER LODE CARDS are a resource that give you an advantage over the other players.

5. **PLAY A MOTHER LODE CARD** - redeem for MONEY, ENERGY, or use against another player.

6. **TRADE 3 MONEY CARDS FOR (7) MONEY CUBES** - each EXTRA MONEY card is worth (2) MONEY cubes, this gives you (1) extra MONEY cube for being disciplined enough to save your MONEY.

7. **CASH IN (5) MONEY CUBES FOR (2) ENERGY CUBES.**

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4. The distance between each dot represents (1) ENERGY cube. For example, a player can move their RIDER PIECE (3) dots by playing (3) ENERGY cubes, returning them to the reserve pile after use.

5. Upon arriving in a BIG CITY (red dot) you have may stay in a hotel by exchanging (2) MONEY cubes in for (2) ENERGY cubes. This may only be done upon arrival in a BIG CITY.

HOW - TO - PLAY

CONTENTS

(1) Gameboard	(60) Playing Cards
(6) Rider Pieces	(12) Mother Lode Cards
(6) Rider Panniers	(7) Side Trip Cards
(60) Energy Cubes (plain)	(16) East Coast Cards
(60) Money Cubes (green)	(12) West Coast Cards
(1) Road Closure Cube (red)	(21) Heartland Cards

OBJECTIVE: Be the first player to ride coast-to-coast across America.

BASIC OVERVIEW: Players start in their respective cities on either coast, with (3) ENERGY cubes and (10) MONEY cubes in their PANNIER. The number of ENERGY cubes a player has in their PANNIER determines how far they can ride in (1) turn. Once an ENERGY or MONEY cube has been used it is returned to the reserve pile. During their turn, a player performs (2) of (7) actions in order to advance, accumulate resources, or hinder another rider. The player to reach their destination city first, *WINS!*

THE GAME BOARD: The game board is marked with riding routes broken up by (3) different dots:

BIG CITIES ●   **SMALL CITIES** ●   **CAMP SITES** ●

The distance between each dot represents (1) ENERGY cube.

Upon arriving in a BIG CITY you may stay in a hotel by exchanging (2) MONEY cubes in for (2) ENERGY cubes from the reserve pile. This may only be done upon arrival in a BIG CITY.

DETERMINING YOUR ROUTE: Each player picks up (2) cards from the EAST COAST, WEST COAST, and HEARTLAND decks and selects (1) of the (2) to determine their route. The unselected cards go back to the bottom of their respective deck. After determining their main route, each player then selects (1) SIDE TRIP CARD at random. When selecting ROUTE CARDS the oldest player in the room goes first followed by the other players in a clockwise direction.

EAST COAST AND WEST COAST CARDS are your origin and destination cities. Each player decides if they want to ride EAST-TO-WEST, or WEST-TO-EAST.

HEARTLAND CARDS are not a required stop but can greatly increase your ENERGY and MONEY supply when you need it most. If you land on your HEARTLAND CITY at any time during the game you get (5) ENERGY cubes, (5) MONEY cubes, and you randomly select another **HEARTLAND CARD**.

SIDE TRIP CARDS are bonus stops you can make along the way to give you extra MONEY and ENERGY. If you land on any city listed on your **SIDE TRIP CARD** you get (3) ENERGY and (3) MONEY cubes to add to your PANNIER.

CHOOSING A RIDER AND PANNIER: After setting up the board, players pick their rider color and matching PANNIER. The PANNIER stores your ENERGY and MONEY cubes, PLAYING CARDS, ROUTE CARDS, and MOTHER LODE CARDS throughout the entire game. All CARDS are kept face up at all times. for all players to see. PANNIERS can store a maximum of (10) ENERGY cubes (plain) and (10) MONEY cubes (green), and cannot hold more cards than slots available.

RIDING ACROSS THE COUNTRY: Turns consist of players performing (2) of (7) possible ACTIONS. ACTIONS can be performed in any order and players are allowed to repeat ACTIONS.

1. **RIDE** - players can advance their pieces up to the amount of ENERGY cubes in their PANNIER.
2. **PICK UP A PLAYING CARD** - the PLAYING CARDS consist of a variety of ways to increase your ENERGY, MONEY, or hinder another player.
3. **PLAY A PLAYING CARD** - redeem for MONEY, ENERGY, or use against another player.
4. **TRADE 5 PLAYING CARDS FOR A MOTHER LODE CARD** - MOTHER LODE CARDS are a resource that give you a unique advantage over the other players.
5. **PLAY A MOTHER LODE CARD** - redeem for MONEY, ENERGY, or use against another player.
6. **TRADE (3) EXTRA MONEY CARDS FOR (7) MONEY CUBES** - each EXTRA MONEY card is worth (2) MONEY cubes, this gives you (1) extra MONEY cube for being disciplined enough to save your MONEY.
7. **CASH IN (5) MONEY CUBES FOR (2) ENERGY CUBES.**

The only exception to these (7) possible ACTIONS is when you ride into a BIG CITY. Upon arriving in a BIG CITY you have the option to stay in a hotel by exchanging (2) MONEY cubes for (2) ENERGY cubes. This is separate from the (7) ACTIONS and is only available upon your initial arrival in a BIG CITY.

PLAYING CARDS

PLAYING CARDS determine a players strategy by increasing their ENERGY and MONEY supply, or by hindering another player from advancing. In the lower corner of each card is an indicator of the ENERGY or MONEY they get by playing it.
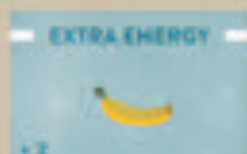
ENERGY is the lower left corner. MONEY is the lower right corner.

The **EXTRA MONEY** card *(20 total)* allows a player to pick up (2) MONEY cubes when played.

The **EXTRA ENERGY** cards *(20 total)* allow the player to pick up (2) ENERGY cubes when played.

The **HEADWIND** card *(4 total)* is played against an opposing player causing them to lose (2) ENERGY cubes. The ENERGY cubes lost are returned to the reserve pile.

The **FREE NIGHT STAY** card *(2 total)* allows the player to stay in a hotel for (1) night and recieve (2) ENERGY cubes. This card can be played in BIG or SMALL cities only.

The **COUCH SURF** card *(4 total)* allows a player to sleep on someone's couch. It is not as nice as a hotel but you still receive (1) ENERGY cube. This card can be played in BIG or SMALL cities only.

The **SADDLE SORES** card *(4 total)* is played against an opposing player causing them to lose (2) MONEY cubes to pay for chamois cream. The MONEY cubes lost are returned to the reserve pile. If a player loses their last MONEY cube(s) the result is BANKRUPTCY and they must return to the last BIG CITY on their route. *(see BANKRUPTCY)*

The **BROKEN SPOKE, CRACKED FORK, SNAPPED PEDAL,** and **BENT RIM** cards *(1 of each)* can be played against an opposing player, causing them to lose their next turn.

The **TUNE UP** card *(2 total)* gives a player a fresh new tune-up so the bike is working like new. Cruise out of a BIG or SMALL CITY (2) dots without using any ENERGY.

BANKRUPTCY: Some cards cause players to lose MONEY cubes. If a player forces their opponents to lose their last MONEY cubes, the result is BANKRUPTCY. In this case the player who is now bankrupt must return to the nearest BIG CITY on their route. If they are already in a BIG CITY they are safe from BANKRUPTCY and do not have to be sent back.

MOTHER LODE CARDS

Each unique **MOTHER LODE CARD** gives the player holding it a distinct advantage over the opposing players. Players can trade (5) PLAYING CARDS for (1) MOTHER LODE CARD as (1) of the (2) ACTIONS during their turn. Each player can have a maximum of (2) MOTHER LODE CARDS in their PANNIER.

The **LOST I.D.** card is played against an opposing rider and requires that rider to go back to the last BIG CITY on their route. Once the card is played, return to the MOTHER LODE DECK.

The **BETTER TENT** card gives the player (1) ENERGY cube from the reserve pile at the beginning of every turn if they are on a CAMP SITE. After getting their ENERGY cube, the player then begins their (2) ACTIONS for their turn. The player cannot use this card when they are in a BIG or SMALL CITY. The player holds on to this card for the remainder of the

BETTER TENT

THE BANDIT

The player who has the **BANDIT CARD** can steal as many **PLAYING CARDS** from another player as will fit in their **PANNIER**. Once the card is played, return to the **MOTHER LODE DECK**.

CREDIT CARD

The **CREDIT CARD** allows the player to collect (3) of any combination of MONEY and ENERGY cubes from the reserve pile for any (2) turns. Once the card is played twice, return to the **MOTHER LODE DECK**.

ROAD CLOSURE

The **ROAD CLOSURE CARD** can shut down any route for the remainder of the game. The ROAD CLOSURE cube (red) can be placed on any CAMP SITE indicating the route is closed to all players. The ROAD CLOSURE cube cannot be place on BIG or SMALL CITIES Once the card is played, and the cube is placed, return to the MOTHER LODE DECK.

PELOTON

The **PELOTON** card doubles the distance riders advance for (1) turn. Once the card is played, return to the **MOTHER LODE DECK**. *For example: (3) ENERGY cubes = (6) dots

SLOW LEAK

The **SLOW LEAK** card causes all opposing players to lose (3) ENERGY cubes to the reserve pile. Once the card is played, return to the **MOTHER LODE DECK**. The ENERGY cubes lost are returned to the reserve pile.

LOTTERY TICKET

The **LOTTERY TICKET** card has (2) benefits: First, the rider gets to immediately pick up (3) PLAYING CARDS. Second, if they reach their HEARTLAND CITY they get the LOTTERY BONUS of being able to max out their ENERGY and MONEY cubes in their PANNIER. Once the card is played, return to the **MOTHER LODE DECK**.
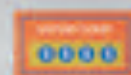
PANNIER RIP

The **PANNIER RIP** card allows the player to take (3) MONEY cubes and (3) PLAYING CARDS from their opponent of choice. Once the card is played, return to the **MOTHER LODE DECK**. If a player loses their last MONEY cube(s) the result is BANKRUPTCY and they must return to the last BIG CITY on their route. (see BANKRUPTCY)

ROAD RASH

The **ROAD RASH** card is played against every opposing player. All opponents must give up (1) ENERGY and (1) MONEY cube to the rider that played the card and they also lose their turn. Once the card is used, return to the **MOTHER LODE DECK**. If a player loses their last MONEY cube(s) the result is BANKRUPTCY and they must return to the last BIG CITY on their route. (see BANKRUPTCY)

TRUST FUND BABY

The **TRUST FUND BABY** card allows the rider (1) MONEY cube at the beginning of their turn for the remainder of the game. After getting their MONEY cube, the player then begins their (2) ACTIONS for their turn.

TAILWIND

The **TAILWIND** card allows the rider to advance automatically to the nearest BIG CITY within (9) dots. Once the card is played, return to the MOTHER LODE DECK.

THANK YOU FOR PLAYING
THE OPEN ROAD

Open Road Games is proud to present their flagship tabletop game:
THE OPEN ROAD.

The first bicycle touring board game, it simulates all aspects of cross-country travel with two tires on the ground. Precious ENERGY and MONEY determine your strategy as you make your way across America. With so many coast-to-coast ROUTE combinations, and a myriad of variables to help or hinder your success, each game is a new journey.

The options you have are endless: stay in a hotel for a guaranteed night of solid sleep, or crash for free in your tent; try your luck riding in a peloton of weekend warriors for a few miles, or find a quiet spot to rest your weary body. The choice is yours.

Sit back, relax, and enjoy the adventure of riding on THE OPEN ROAD.