














Getaway Driver

Objective: One player takes the role of the getaway Driver, and the other, the Police; the Driver wants to evade the Police long enough to escape town, the Police wants to catch the Driver before they escape.


Setup


1. Select one player to be the Driver, and the other to be the Police.
2. The Driver places the *Pursuit Meter* card in front of them with the Pursuit Meter token () on leftmost, white space of the card.
3. The Driver selects 5 Driver cards to use during the game, and then returns the remaining Driver cards to the box.
 - For the Driver's first game it is recommended they choose these cards: *Decoy Car*, *Last Ditch Effort*, *Hit the Gas*, *Leave Wreckage*, and *Stomping Grounds*.
 - The Driver keeps their cards hidden until they are played during the game.
4. The Driver scatters 5 Stash tokens () on the table.
 - To increase the difficulty for the Driver, decrease the number of Stash tokens down to as few as 2; to decrease the difficulty for the Driver, increase the number of Stash tokens up to as many as 8.
5. The Police places the *Police Reference* card in front of them.
6. The Police takes the *Escape Town* tile, Police Vehicles ( ,  ,  , and ), Barricades (), Tire Spike (), Hazard () tokens, and places them near the *Police Reference* card.
7. The Police takes the Enforcement tokens () and places them aside.
8. The Police takes all of the Police Upgrade cards into their hand.
9. The Police adjusts the Stash tokens to ensure each of the tokens is 1 – 2 orthogonal tile lengths away from the nearest Stash token.
 - A space diagonally adjacent to another space counts as 2 tile lengths away, 1 vertical + 1 horizontal.
10. The Driver places the *Start the Chase* tile on the table; the tile may be placed anywhere on the tables except for on a Stash token.
11. The Driver places the Driver Car () on the *Start the Chase* tile, facing in the direction of their choosing.

12. The Police places all City tiles, except for the *Start the Chase* and *Escape Town*, tiles in the bag.
13. The Police places one Patrol Car () roughly 2 tile orthogonal (or 1 diagonal) tile lengths from the Driver Car (), facing in the direction of their choosing.

End of Game

The *Escape Town* Tile has Been Placed: The Driver wins, evading the Police long enough to escape town.

The Driver is Unable to Move: If the Driver is unable to move their Car () on their turn, the Driver is caught and the Police win.

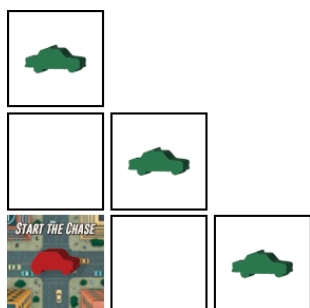
The Pursuit Meter Token () reaches the End of the *Pursuit Meter* Card: If the Pursuit token reaches the rightmost, red space of the *Pursuit Meter* card, the Driver is caught and the Police win.

General Rules

Face-down City Tiles: The Police may view any face-down City tiles on the table at any time during the game.

City Tiles in the Bag: The Driver may ask to feel the contents in the bag at any time to roughly gauge how many City tiles remain.

Counting Spaces: Spaces are counted vertically and horizontally; a diagonally adjacent tile is treated as 2 spaces away, 1 vertical and 1 horizontal.



Example: All Patrol Cars are 2 spaces from the Driver's Car.


Playing Space: *Getaway Driver* is a game that expands with respect to the boundaries of the area it is being played on, with the edges of the table and other physical obstructions acting as natural borders i.e. cliffs, trees etc.

- If a City tile does not fit on, or hangs off the edge of the playing surface, that tile cannot be placed.
- Players may want to make the game more challenging by introducing obstacles at the start of the game, or by playing on a smaller surface.
- The game includes 3 pieces of terrain to be used as obstacles, or players can use their own.

City Tiles



Green-Light Tiles: Rural areas of the city that have clear roads; these are typically ideal and safer for the Police when pursuing the Driver.

- Hazard tokens () are not placed on these tiles, except by special Driver abilities.

Midtown Tiles: Midtown tiles are a special type of Green Light tile that provide bonus abilities for the Driver if they move onto them.




Yellow-Light Tiles: Urban areas of the city that have a potential for mayhem; these are most flexible for the Driver and typically undesirable for the Police.


- The Driver may choose whether or not to drive recklessly to create a road hazard.



Red-Light Tiles: Congested areas of the city with pre-existing road hazards; these are useful for the Police to force the Driver to use up their Driver cards, but can create impassable obstacles for the Police in the future.


- In most cases, Hazard tokens () are placed on Red-Light tiles when the Driver moves onto them.









Police Badges: Each time the Driver reveals a Police Badge, whether or not they drive through it, the Police gain a number of Enforcement tokens () equal to the number shown on the tile.




Stash Tokens: City tiles with Stash tokens on top of them are areas of the city where the Driver has left equipment to aid in their escape.

- Regardless of the colour of the tile, Hazard tokens () may not be placed on a City tile that contains a Stash token.

Police Vehicles ( ,  ,  , and ), **Barricades** (), and **Tire Spikes**

(): Tiles with any of these tokens on them have already been cleared by the Police.



- Regardless of the colour of the tile, Hazard tokens () may not be placed on a City tile that contains any of the above.

Midtown Tiles

Each time the Driver moves onto a City tile with a bonus ability, the ability triggers as follows:



City Map: The Driver may view 1 face-down City tile anywhere on the table; once viewed the tile is returned face-down to its original location.

- The Police does not earn Enforcement tokens () if a Police Badge () is shown on the tile.




Thoroughfare: Once face-up, all vehicles (both the Driver and Police), entering this tile may take an extra movement action this round.

- If new City tiles are required for the additional movement, the Police draw and place the tiles as per usual.





Garage Hideout: If the Driver ends their turn on this tile and is being pursued, do not advance the


Pursuit Meter token () this round.




Vantage Point: All adjacent City tiles that are orthogonally adjacent to this tile are turned face-up.






- Tiles with a Police Badge () provide the Police with Enforcement tokens ().




Skid Row: The Police lose 2 Enforcement tokens ().

Hazards


Driver: If the Driver enters a City tile containing a Hazard token (), or causes a Hazard token to be placed, they must either perform a Stunt to avoid the Hazard, or return to the previous tile.

- The Driver may play a Stunt from a Driver card from their hand, or discard pile to avoid the hazard; the Stunt icon (, , , , or ) on the card must match one of the Hazard icons shown on the City tile.
- If the Driver does not have a Driver card with the required Stunt, or would prefer not to use one of their cards, their Car is returned to the City tile that began the turn on; the Car keeps the orientation it assumed when it turned to move onto the new tile, effectively reversing back on to the previous tile.
- If the Driver returns to a City tile with a Hazard token on it, the Hazard token is removed allowing Police Vehicles to enter the tile without crashing; a Hazard token may still be placed on the City tile the Driver is backing off of, depending on its colour.
- If the Driver backs their Car onto the previous City tile, all pursuing Police Vehicles follow, matching the orientation of the Driver.

Police Vehicles: All pursuing Police Vehicles that follow the Driver into a City tile with a Hazard token () crash; the crashed Police Vehicles are returned to the Police player, and can be repurchased later on.

- If the Police has an ability that allows a vehicle to avoid a crash, they may use the ability to prevent the crash.



Police Upgrades


- For Police Upgrades that require spending Enforcement tokens (), the Police may spend Enforcement tokens to use any number of their purchased Upgrade abilities during a round.
- Each Police upgrade ability may only be used once per round.

Cost



Armoured Car (): Place the Armoured Car 2 spaces away from the Driver ().



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- Once per round, you may spend 1 Enforcement token () to prevent the Armoured Car from crashing; this can prevent crashing due to hazards or Driver abilities.
- This ability may be used to move the Armoured Car through Hazard tokens (), in which case, the Hazard token is removed from the City tile.

Barricade (): Place the Barricade 1 space away from the Driver; in order to drive through the Barricade, the Driver must use any 1 Driver card.

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- The Barricade cannot be placed on a space containing a Stash () or Hazard () token.
- The Police may move through the Barricade safely.

Dispatch: Once per round, you may spend 1 Enforcement token () to move any 1 Police Vehicle, that is already in play, 2 spaces away from the Driver ().

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- The affected vehicle may not be moved during the round Dispatch is used on it.


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Patrol Car (): Place the Patrol Car 2 spaces away from the Driver ().

Police Helicopter (): Place the Helicopter 2 spaces away from the Driver ().


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

- The Helicopter cannot crash, is immune to Hazard tokens (), and Driver abilities.
- Once per round, before moving, you may spend 1 Enforcement token () to turn the Helicopter 180°.
- The Helicopter can enter City tiles that contain Hazard tokens without crashing.



- The Helicopter may not enter face-up 'Tunnel' City tiles (); if pursuing the Driver onto a Tunnel, you must either spend 1 Enforcement token to turn a different direction, or crash.

Police Motorcycle (): Place the Motorcycle 2 spaces away from the Driver ().

4 

- Once per round you may spend 1 Enforcement token () to either give the Motorcycle 1 additional movement action or, if the Motorcycle is pursuing, the ability to turn a different direction from the Driver before moving (this can be used to avoid crashing).


Tire Spikes (): Place the Tire Spike token 1 space away from the Driver ().

- The Tire Spikes cannot be placed on a space containing a Stash (), or Hazard token ().

2 

- If the Driver ends their turn on a City tile with a Tire Spike token, it counts as the Driver being pursued when checking for pursuing vehicles.

- The Police may move through the Tire Spikes safely.

- Once per round, you may spend 1 Enforcement token () to move the Tire Spike token to a space that is 1 space away from the Driver.

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Traffic Camera: Once per round, before placing City tiles, you may return your hand of City tiles to the bag, and then draw a new hand of tiles.

Driver Cards


Driver cards are dual-purpose cards, each with a Stunt on top of the card and an Ability on the bottom of the card.

- Abilities allow the Driver to bend the rules in some way, and Stunts allow the Driver to move onto a City tile with a Hazard.
- The Driver abilities, *Partners in Crime* and *Bait and Switch* are only used in the 4-player variant.

Playing Driver Cards: When the Driver plays a Driver card, the Driver must declare whether they are using it for its Ability or Stunt before placing it in a face-up discard pile in front of them.

- Once a Driver card has been played it becomes public information; either player may look through the discarded cards at any point.
- Once in the Driver's discard pile, the Driver may play the card a second time by spending a collected Stash token (); once a Driver card has been played a second time, both it and the Stash token are removed from the game.

Driver Stunts


The Driver may use a Driver card to perform a Stunt to move onto a City tile that contains a Hazard token (), to do so the Stunt icon on the Driver card must match 1 of the icons shown on the City tile.



Driver Abilities

Decoy Car: Play after the Police move, but before checking for pursuing Police Vehicles – Return your Car back to the City tile you were previously on, reverting back to the orientation you were before moving.

Handbrake Turn: Play any time during your turn – Your Car makes a 180° U-turn and then moves forward 1 space.


- The Ability may act as a Stunt to avoid any Hazard token () regardless of the Hazard icon on the City tile by turning around and moving away before crashing.
- When used as a Stunt, all pursuing Police Vehicles that are not protected by a special ability crash and are returned to the Police.
- When played as an Ability, pursuing Police Vehicles do not follow.


Hit the Gas: Play any time during your turn – Take an extra movement action this round; any pursuing Police Vehicles do not follow your Car.

- If new City tiles are required for the additional movement, the Police draw and place the tiles as per usual.


Jam the Police Radar: Play at the beginning of your turn – You may turn and move all diagonally adjacent Police Vehicles 1 space in the direction of your choice.

- You may not move the Police Vehicles into a Hazard.

Last Ditch Effort: Play any time during your turn – Move the Pursuit Meter token () 1 space to the left on the *Pursuit Meter* card.


Leave Wreckage: Play at any time during your turn – Play a Hazard token () on your Car's current City tile, regardless of the tile's colour.

- All Police Vehicles currently on the City tile that are not protected by a special ability crash and are returned to the Police.
- You do not need to use another card to address this Hazard.


Ramming Speed: Play at the beginning of your turn – If you drive onto the same City tile as 1 or more Police Vehicles, or Barricades () during this turn, those vehicles and Barricades are returned to the Police player.

- If a Police is protected by a special ability that prevents crashing, it may avoid this effect, if used.

Slam on the Brakes: Play at the beginning of your turn – Do not move this turn. On their turn the Police must move all of their vehicles 1 space in the direction they are facing, without turning.

- If any Police Vehicles move into a Hazard token (), or the Driver's tile, and those vehicles are not protected by a special ability, those vehicles crash and are returned to the Police player.

Stomping Grounds: Play at the start of a round – During the next 2 rounds, you draw and place the appropriate number of City tiles during the Police Expand the Search Area phase, instead of the Police.







Switch Cars: Play at the beginning of your turn, only if your current City tile does not contain a Hazard token () – Swap your Car with any Police Vehicle that is currently on a City tile; your Car adopts the orientation of the Police Vehicle and vice-versa.


- Pursuing Police Vehicles do not follow you.

- If your new location is on a face-down City tile, the tile is immediately flipped face-up.
- You must resolve the result of the City tile, regardless of whether it is face-up or face-down.
- If the City tile contains or results in a Hazard token, and you cannot spend a Driver card to handle the hazard, you must return your Car to the City tile from which it came, maintaining its current orientation; in this case, the Police Vehicle remains on the City tile with your Car.

Turn Order


The turn order below repeats until the Driver escapes town, or the Police have caught the Driver.

1. **The Police Expand the Search Area:** Any open spaces on the table that are to the immediate left, right, or front of the Driver's Car () are filled; the Police draws enough City tiles, at random, from the bag to fill those spaces.
 - The Police get to look at the City tiles they drew before choosing the empty spaces they will go on and placing them face-down; the orientation of the tiles does not matter.
 - If any of the spaces to the immediate left, right, or in front of the Driver's Car already have tiles on them, draw just enough tiles to fill in the empty spaces.
 - When a City tile is placed on a space where the majority of a Stash token () occupies, the token is placed on top of the tile; if it is unclear if the Stash token should be placed on that specific tile, the Police gets the final say.
 - If there are not enough City tiles left in the bag to fill the open spaces, the Police must place the *Escape Town* tile.
2. **The Driver Makes their Escape:** The Driver performs the following steps in order:
 - i) **Study the Road (optional):** The Driver may choose to permanently reveal 1 or more City tiles that are immediately in front of, or to the left or the right of their Car's () position by announcing they are studying the road.
 - Each time the Driver reveals a City tile in this manner, they must advance the Pursuit Meter token () 1 space to the right on the *Pursuit Meter* card.
 - If any Police Badges () are revealed, the Police gain the indicated number of Enforcement tokens (), even if the Driver does not move onto one of those City tiles.
 - Any additional events on a tile only occur if the Driver moves onto it in the next step.

ii) **The Driver Moves their Car ():** The Driver must move their Car onto the City tile immediately in front of it, or onto the tile to the left or right of its current facing.

- If moving left or right, the Driver orients their car in the direction that it is turning before moving; the Driver may not change the orientation of their Car until they move again.
- If the Driver moves their Car onto a face-down City tile, they flip the tile face-up and reveal the conditions they must deal with in the following step.



Pursuing: Any Police Vehicles occupying the same City tile as the Driver are now automatically engaged in pursuit of the Driver's Car.



- When the Driver's Car enters a tile with a Police Vehicle, that vehicle should turn 90° in an attempt to follow the Driver.
- When the Driver's Car leaves a tile, any pursuing vehicles automatically follow the Driver onto the new tile; these vehicles are turned to be the same direction as the Driver's Car.
- If the Driver moves their Car onto the tile directly behind a pursuing Police Vehicle, as the vehicle is unable to turn and follow it is no longer pursuing the Driver's Car, and stops following.
- Any time a Police Vehicle moves onto a City tile with a Hazard token () they crash; unless the Police Vehicle has an ability that prevents a crash.


iii) **Deal with the Road Conditions:** Depending on the City tile the Driver moves their Car onto, determines the outcome:



- The Driver entering a City tile always triggers the outcome of that tile, even if it has been triggered previously.

Red-Light () Tile without Hazards: The Police place a Hazard token () on the tile.


Yellow-Light () Tile without Hazards: The Driver may choose to place a Hazard token () on the tile.

Green-Light () Tile: No Hazard token () is placed on the tile.

Red-Light or Yellow-Light Tile with a Hazard: No additional Hazard token () is placed on the tile.

City Tile with a Stash Token (): The Driver takes the Stash token and places it near them for future use; no Hazard token () is placed, regardless of the colour of the tile.

City Tile with a Police Vehicle, Barricade (), **or Tire Spike** (): No Hazard token () is placed, regardless of the colour of the tile.




City Tile with a Police Badge (): Hazard tokens are placed according to the colour, as per above.


3. **The Police Close the Net:** The Police perform the following steps in order:


i) **Move Non-Pursuing Vehicles:** Any Police Vehicles that did not move during the Driver Makes Their Escape step may now move 1 space forward, to the left or to the right of their current facing.


- If moving left or right, the Police orient their vehicle in the direction that it is turning before moving; the Driver may not change the orientation of their Car until they move again.
- The Police have the option to turn a vehicle 90° left or right without moving, or not move a vehicle at all.



Police Vehicle Movement: Police Vehicles may travel on face-up City tiles, face-down City tiles, and by going 'off-road' by travelling through spaces on the table that do not yet have a City tile.

- If a Police Vehicle goes off-road, it must remain with 2 spaces of a previously-placed City tile on the table, and may only enter space on the table where a tile could legally be placed.
- Police Vehicles do not reveal face-down tiles that they move onto.
- Police Vehicles have no effect when moving onto City tiles with Stash tokens (), or Police Badges ().
- Police Vehicles never cause Hazard tokens () to be placed on City tiles, regardless of their colour.
- Any time a Police Vehicle moves onto a City tile with a Hazard token they crash; unless the Police Vehicle has an ability that prevents a crash, they must find another route that is free from Hazard tokens.

ii) **Check for Pursuing Vehicles:** Once the Police have moved, they should check to see if any Police Vehicles are pursuing the Driver's Car (); if one or more Police Vehicles occupy a City tile with the Driver, the Driver is being 'pursued'.

- If any Police Vehicles are pursuing, advance the Pursuit Meter token () 1 space to the right on the *Pursuit Meter* card, regardless of the number of pursuing vehicles.
- If there are no Police Vehicles on the same City tile as the Driver, move the Pursuit Meter token 1 space to the left on the *Pursuit Meter* card.

iii) **Purchase an Upgrade (optional):** If the Police have enough Enforcement tokens (), they may spend the required number of tokens to purchase a single Police Upgrade on their turn.

- If the Police Upgrade card is in the Police's hand, they place it in front of them face-up on the table, next to their Police Reference card.
- If the upgrade has an associated token, the Police place the token the indicated number of spaces from the Driver's Car ().
- The Police may purchase up to the number of components included with the game *i.e. up to 3 Patrol Cars* () *may be in play at any given time.*
- Tokens are not required to be placed on City tiles, and may instead be placed on spaces that do not yet contain a City tile on them, up to 2 spaces away from any previously-placed City tile.