

TARGET RUN



Target Run

*It's **Black Friday** and a heavy November rain has driven thousands of people standing outside of an indoor mall, all eager to snag the best deals. Among the crowd, five determined characters stand in line, each with their eyes on the ultimate prize: a flat-screen TV at half price in Target's aisle 40. In this high-stakes race, each player must overcome crowds, obstacles, and each other to be the first to grab the TV.*

How To Play!

When it is your turn, roll a d6 die and move towards the TV. When you land on a special tile, you will take the corresponding card and play it.



How To Win!

Work your way through the board strategically. Try to avoid security guards, ridiculously hot areas and bad carts. First to claim the Target's TV in Aisle 40 wins!

Gameboard Setup

Bad Carts: At the beginning of the game, please set up your bad carts on any black squares that have this symbol on it



Good Carts: At the beginning of the game, please set up your good carts on any black squares that have this symbol on it



Security Gaurds: At the beginning of the game, please set up your security gaurds (the ones with hats) on any squares that have this symbol on it



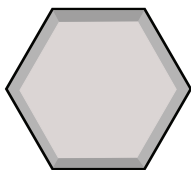
Target Worker: At the beginning of the game, please set up your Target worker (the one that heals you) on any squares that have this symbol on it



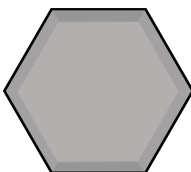
Today's Forecast



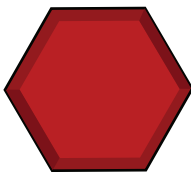
Sunny (White Squares): During a round with Sunny Weather all damaging attacks deal 1 extra Energy Point.



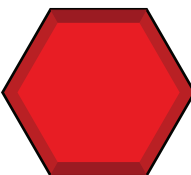
Windy (Light Grey Squares): During a round with Windy Weather players can move 1 extra hex on top of their rolled movement.



Rainy (Dark Grey Squares): During a round with Rainy Weather players will move 1 less hex than what was rolled.



Stuffy (Dark Red): During a round with Stuffy Weather, players who end their turn within two hexes of another player will lose 1 Energy Point.



Ridiculously Hot (Bright Red): During a round with Sunny Weather all damaging attacks deal 2 extra Energy Points.

DeckList

UH OH!
SHOPPING CART!



Oops! You've crashed into
someone else's cart, and it's a
complete mess!

Effect: Move backward 2 hexes

5 Uh Oh!
Shopping Cart

FINALLY!
SHOPPING CART!



Score! You found an empty
cart with a bottle of water and
a snack inside. Hydrated and
recharged, you feel
unstoppable!

Effect: Your character is healed by
3 Energy Points.

5 Finally!
Shopping Cart

OH NO!
IT'S SECURITY!



Uh-oh! A security guard steps in
front of you, slowing your
progress and making you wait.
Looks like they're watching you
closely!

Effect: Healer: Move your
character to a hex adjacent to
the Security Guard

1 Whew!
A Nice Target Worker!

WOW!
I CAN SEE THE T.V.!



"It's in sight! The TV is just a few
aisles down, and nothing will
stop you! Get ready to make that
sprint towards it!"

Effect: You can move your
character 1 extra hex in any
direction.

1 Wow!
I see the TV

WHEW!
A NICE TARGET WORKER!



A friendly store worker sees
you struggling and offers a
shortcut through the madness!
You dodge a few shoppers and
get closer to that TV!

Healer: Move your character
to a hex adjacent to the
Target Worker

10 Oh No!
Security

TARGET RUN

