



CRAZY PILOT

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Goal of the game

Corkcity is a peaceful town... Or so it seems. Just like any other day, you need to get to work. However, today you overslept.

In *Crazy Pilot*, you must react to various situations as fast as possible if you want to arrive on time. Be careful though; there's been an outbreak, and zombies are hiding among the citizens. Don't let them slow you down!

Setup

Shuffle the **94 situation cards**. Deal 20 cards to each player (18 in a 5-player game and 15 in a 6-player game). The rules for 2 players are explained at the end of the rulebook. Return any unused cards to the box.

Create a face up draw pile with your situation cards, and place a **starting card** on top. Pass this pile to the player on your left.

Take a **car card** and place it in front of you.

Place the **penalty cards** and **finish card** in the middle of the table.

Contents | 121 cards



How to play

One of the players gives the starting signal.

When that happens, place your starting card under your draw pile. You now have a face-up situation card. You must resolve it before proceeding to the next one, and continue like this until the end of the game.

Resolving a card

You can resolve a card by placing it around your car card, underneath your car card, or underneath your draw pile. Try to analyze the situation and figure out what you need to do. Respect the traffic rules and don't cause an accident! These are your options:



The situation allows you to **drive straight ahead**. Place the card above your car card.



The situation requires you to **move to the left lane**. Place the card to the left of your car card.





The situation requires you to **move to the right lane**. Place the card to the right of your car card.



The situation requires **you to make a U-turn**. This happens when you think stopping and starting won't solve the situation and the best thing to do is to find another route. Place the card below your car card.



The situation requires you to **stop and start again**. Place the card underneath your draw pile.

The difference between  and  is the solution of the situation. If the situation can be resolved by stopping and then continuing (e.g. respecting a red light), you stop. If the situation can't be resolved by stopping because it's dangerous or impossible to pass (e.g. a huge monster on the street), you must make a U-turn.

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Warning!

There's one other option. If you notice one or more **zombies** on your card, you must shout "Zombieeeeees!" and slap the pile of penalty cards.

The round is temporarily paused. The other players must stop playing and slap your hand as quickly as possible.

The player who interrupted the game must check whether or not there's really a zombie on their card.



If there is, they place this card **under** their car card. It will score 1 point at the end of the game.



If there isn't, they place this card face down to the side. It will score -1 point at the end of the game.

If there was a **zombie on the card**, also check who was the last player to slap the pile. That player takes a **penalty card**, which will score -1 point at the end of the game.

Once the situation is resolved, the player who interrupted the game gives the starting signal by shouting "Drillllive!" when they see fit.

Special case: when several players shout "Zombieeeeees!" at the same time, their cards are checked as normal, and the other rules apply as described above.

If there was a zombie on **at least 1 of these players' cards**, the last player to slap the pile takes a penalty card.



End of the game

The game ends when one of the players reveals their starting card. That player then shouts "Watch Out!" and takes the **finish card**.

Everyone stops playing, and the players proceed to final scoring. If you still have unsolved cards, discard them.

One by one, flip each stack of situation cards you placed around your car, underneath your car, and underneath your draw pile. Check the symbols on the back of each stack:

- Cards with should be in the stack above your car card
- Cards with should be in the stack to the left of your car card
- Cards with should be in the stack to the right of your car card
- Cards with should be in the stack below your car card
- Cards with should be in the stack underneath your draw pile
- Cards with should be in the stack underneath your car card

: you can place these cards on the stack or on either of the stacks

Calculate your points as follows:

Score 1 victory point for each **situation card** you **assessed correctly**.

Score 2 victory points if you have **the finish card**.

Lose 1 victory point for each **situation card** you **assessed incorrectly**.

Lose 1 victory point for each of your **penalty cards**.

Lose 1 victory point for each situation card you placed to the side because you mistook it for a **zombie card**.

The player with the most victory points is the winner.

If there's a tie and one of the tied players has the finish card, that player wins. Otherwise, the victory is shared.

2-Player variant

In a game with 2 players, the following rules apply:

Remove the zombie cards from play.

From the remaining cards, deal 20 to each player. Add 3 zombie cards back into each draw pile. Shuffle the cards.

The rules are identical to those of the regular game.

However, there's one exception: when you notice (or don't notice!) a zombie, shout "Zombieeeeees!". Then place this card in front of your opponent's play area. They may look at this card at any point during the game, to look for a zombie and possibly cover the card with a penalty card.

At the end of the game, there are several possibilities:

A card in front of your player area has a zombie, but you did NOT cover it: -1 victory point.

A card in front of your player area has a zombie, and you covered it: nothing happens.

A card in front of your player area does NOT have a zombie, but you covered it: -1 victory point.

A card in front of your player area does NOT have a zombie, and you did NOT cover it: -1 victory point to your opponent.

* you may place a card without a zombie in front of your opponent's play area to try and slow them down... but they might notice!

English translation: Jo Lefebure for The Geeky Pen

