

Getaway DRIVER



STOP!!!

Don't get stuck in the slow lane reading this rulebook. Watch our speedy walk-thru video instead: www.uproariousgames.com/getawaydriver

OVERVIEW

Getaway Driver is a fast-playing, 2-player game. One player takes the role of the Driver—a daredevil motorist with enough skill to pull off a variety of crazy stunts—hoping to get out of town. The other player takes the role of the Police—armed with an array of vehicles, equipment, and the city itself—hoping to corner the Driver before they escape.

COMPONENTS

- Drawstring Bag
- City tiles x 45:
 - Green-Light tiles x 10
 - Yellow-Light tiles x 21
 - Red-Light tiles x 12
 - Start tile
 - Escape tile
- Pursuit Meter / Driver Reference
- Police Reference card
- Dual-purpose Driver cards x 11
- Police Upgrade cards x 8
- Hazard tokens x 12
- Police Enforcement tokens x 10
- Pursuit token
- Stash tokens x 8
- Driver Car (+2 bonus cars)
- Patrol Cars x 3
- Motorcycle
- Armored Car
- Helicopter
- Barricade tokens x 3
- Tire Spike token
- Terrain Obstacles x 3
- Event cards x 6
- Sticker sheet
- Rulebook

HOW TO WIN

- The Driver wins if the Escape tile is placed—evading the Police long enough to make a clean getaway out of town!
- The Police win if the Pursuit Meter token advances to its rightmost red space. The Police also win if the Driver is unable to move on their turn. Either way, the Police have outsmarted and caught the Driver.

SETUP

Start by selecting 1 player to be the Driver and the other to be the Police.

DRIVER SETUP

1. Place the Pursuit Meter card **A** in front of you with the Pursuit Meter token **B** on the left (white) space of the card.
2. Select 5 Driver cards **C** to use this game, keeping them hidden until played. Return the remaining Driver cards to the box.
3. Scatter 5 Stash tokens **D** onto the table.
4. After the Police have adjusted the Stash tokens (#5 in Police setup), place the Start City tile **E** on the table. The Start City tile may be placed anywhere on the table except on a Stash token.
5. Place the Driver Car **F** on the Start City tile facing any direction.

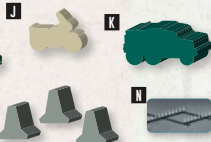
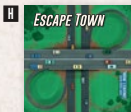
Not sure which cards to pick? For your first game, we recommend Decoy Car, Last Ditch Effort, Hit the Gas, Leave Wreckage, and Stomping Grounds.



To increase the difficulty for the Driver, decrease the number of Stash tokens to as few as 2. To decrease the difficulty for the Driver, increase the number of Stash tokens to as many as 8.

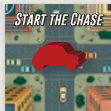
6 **ROUND REFERENCE**

1. THE POLICE EXPAND THE SEARCH AREA
2. THE DRIVER MARKS THEIR ESCAPE
 - A. STUDY THE ROAD (OPTIONAL)
 - B. MOVE THEIR CAR
 - C. DEAL WITH THE ROAD CONDITIONS
3. THE POLICE CLOSE THE NET
 - A. MOVE NON-PURSUING POLICE VEHICLES
 - B. CHECK FOR PURSUING VEHICLES
 - C. PURCHASE AN UPGRADE (OPTIONAL)



POLICE SETUP

1. Place the Police Reference card **6** in front of you.
2. Take the Escape City tile **H**, Police Vehicles (Patrol Cars **I**, Motorcycle **J**, Armored Car **K**, and Helicopter **L**), Barricades **M**, Tire Spike **N**, and Hazard tokens **O**, and place them near the Police Reference card.
3. Take the Enforcement tokens **P** and place them to the side.
4. Take all Police Upgrade cards **Q** into your hand.
5. After the Driver has scattered the Stash tokens (#3 in Driver setup), adjust them as necessary to ensure all Stash tokens are between 1-2 card lengths away from the nearest token. Exact measurements are not required.
6. Place all but the Start and Escape City tiles in the bag.
7. Place a single Patrol Car roughly 2 tile spaces away from the Driver Car, facing any direction. The Patrol Car will begin on the table, and not on a City tile.



2 spaces away can be 2 horizontal spaces, 2 vertical spaces, or 1 horizontal and 1 vertical space, resulting in the Patrol Car being diagonal from the Driver Car.

Getaway Driver is a “real-space” game. Sometimes you will place objects on the tiles. Other times, you will place objects on the table. The game builds over time, respecting the boundaries of the area you play on. As the city organically grows towards the edge of the table or other physical obstructions, don’t reposition the game to make room. Instead, these limitations represent natural borders of the city you are building (a mountain, a cliff, a city park, etc). If a City tile does not fit or hangs off the edge, that City tile cannot be placed. The Driver should actively avoid driving into natural dead ends such as these. For an even more exciting game, you might consider placing your own obstacles or playing on a smaller table. You can use the 3 terrain obstacles included with the game or use your own! Hint: a fishbowl makes a great lake.

GAMEPLAY

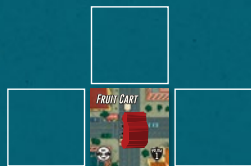
A round of Getaway Driver consists of the following phases:

1. The Police expand the search area
2. The Driver makes their escape
3. The Police close the net

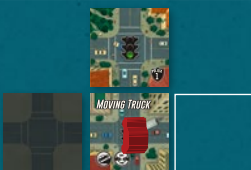
1. THE POLICE EXPAND THE SEARCH AREA

During this phase, any open spaces on the table immediately to the front, left, or right of the Driver’s current position are filled. The Police draw enough tiles from the bag to fill these spaces, and, after looking at them, place them face down in the open spaces. The orientation of the City tiles does not matter.

On the first round of the game, the Police draw and place 3 tiles. In subsequent rounds, the Police only draw the number of tiles necessary to fill any open spaces to the front, left, and right of the Driver. In the situation that all three spaces are occupied, the Police do not draw any tiles, and play proceeds to the next phase.



The front, left, and right spaces are open, so the Police draw 3 new City tiles.



The front and left spaces already have tiles, so the Police draw 1 new City tile.

When placing a City tile in the space on the table where all or the majority of a Stash token resides, the Stash token is placed on top of that City tile. In the situation where it is unclear which tile a Stash token should be placed on, the Police have final say.

Road conditions can vary depending on the City tile, Stash tokens, and Police Vehicles present. The Police must consider the benefits of each type of City tile:



- **Green-Light tiles** represent rural areas of the city that have clear roads. Hazard tokens are not placed on Green-Light tiles, except by special Driver Abilities. Green-Light tiles are ideal for the Police when Pursuing the Driver, as they are typically safe from crashing into hazards.
- **Midtown tiles**, a specific type of Green-Light tile, represent areas of the city that provide bonus abilities for the Driver if they move onto them. See *Midtown tiles* (page 16) for a full list of their effects.



- **Yellow-Light tiles** represent urban areas of the city that have a potential for mayhem. The Driver may choose whether or not to drive recklessly and create a road hazard. Yellow-Light tiles are the most flexible for the Driver, and therefore can be undesirable for the Police.



- **Red-Light tiles** are the most congested areas of the city with pre-existing road hazards. Under most situations, Hazard tokens are placed on Red-Light tiles when the Driver moves onto them. Red-Light tiles are a great way for the Police to force the Driver to use up their Driver cards, but Red-Light tiles can create impassable obstacles for the Police in the future.



- City tiles with a **Police Badge** represent areas of the city the Police have under surveillance. Each time the Driver reveals a Police Badge, whether or not they drive through it, the Police gain the number of Enforcement tokens indicated on the tile. The Police use Enforcement tokens to unlock new vehicles and abilities—see *Purchase an Upgrade* (page 11).

The police should place City tiles so the likelihood of the Driver uncovering Police Badges is high, but Midtown tiles is low. Red-Light and Green-Light tiles can benefit either the Police or the Driver, depending on the situation.

- City tiles with a **Stash token** placed on top of them represent areas of the city where the Driver has left equipment for their escape. Regardless of the color of the tile, Hazard tokens may not be placed on a City tile currently containing a Stash token.
- City tiles with Police Vehicles, Barricades, or Tire Spikes already on them have been cleared by the Police. Like tiles with a Stash token, Hazard tokens may not be placed on City tiles that are currently occupied by the Police, regardless of the tile color.

The Police may view any face-down City tiles at any time.

The Driver may ask to feel the contents of the bag at any time to get a rough idea of how many City tiles remain.

If there are not enough City tiles left in the bag to fill all open spaces, the Police must place the Escape City tile. The Driver immediately escapes through the Escape City tile and wins the game.

To help you learn the game, try playing a few games placing the tiles face up. When doing so, the Police only earn Enforcement tokens when the Driver moves onto a City tile with a Police Badge, rather than when the Police Badge is revealed.

2. THE DRIVER MAKES THEIR ESCAPE

After the City tiles have been placed, the Driver is ready to go. On their turn, the Driver:

- A. Studies the road (optional)
- B. Moves their car
- C. Deals with the road conditions



A. STUDY THE ROAD (OPTIONAL)

Before moving, the Driver may choose to permanently reveal 1 or more adjacent City tiles before deciding which tile to move onto. When doing so, the Driver must announce that they are studying the road. If a Police Badge is revealed, the Police gain the indicated number of Enforcement tokens, even if the Driver chooses not to move onto that City tile.

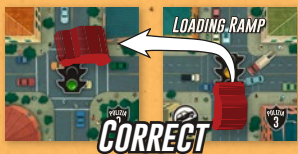
Driving cautiously does have its price. Each time the Driver reveals a City tile in this manner, the Driver must advance the Pursuit Meter token 1 space to the right. Remember: if the Pursuit Meter token advances to its final, red space, the Police have caught the Driver and win the game. See *Check for Pursuing Vehicles* (page 11) for more about the Pursuit Meter.

Any additional events on the tile only occur if the Driver chooses to move onto it during the next step.

B. MOVE THEIR CAR

The Driver must move their car each turn. They may move onto the City tile immediately in front, left, or right of them. If moving to the left or right, the Driver must orient their car in the direction they are turning before moving. Once moved, the Driver may not change the orientation of their vehicle until they move again.

For example, when moving to the City tile on their left, the Driver must turn their car so it is oriented facing left. The car cannot be oriented to another direction until the Driver moves again.



If the Driver moves their car onto a face-down City tile, they flip the tile over and reveal the road conditions they must deal with.

If the Driver is ever in a position where they are unable to move, the Police have caught the Driver and win the game.

Pursuing: Any Police Vehicle occupying the same City tile as the Driver is now Pursuing the Driver. The Pursuing Police Vehicle is bumper-to-bumper with the Driver, driving recklessly in order to keep up. When the Driver enters a tile with a Police Vehicle, that Vehicle should turn 90° in an attempt to follow the Driver. When the Driver leaves a tile, the Pursuing Police Vehicle automatically follows the Driver onto the new City tile. Turn the Police Vehicle in the same direction as the Driver. However, if the Driver moves onto the tile directly behind a pursuing Police Vehicle, that Police Vehicle cannot automatically turn, which means it is no longer Pursuing, and does not automatically follow.

For example, at the end of a round, the Driver is on the same City tile as a right-facing Patrol Car. The Patrol Car is now Pursuing the Driver. On the next turn, the Driver turns left. Since the Patrol Car cannot turn 180°, it cannot follow and the Driver is no longer being Pursued.



C. DEAL WITH THE ROAD CONDITIONS

Depending on which tile the Driver moves onto, a variety of outcomes may occur:

- If the Driver moves onto a Red-Light tile without any Hazards, the Police place a Hazard token on the tile.
- If the Driver moves onto a Yellow-Light tile without any Hazards, the Driver chooses whether or not a Hazard token is placed on the tile.
- If the Driver moves onto a Green-Light tile, no Hazard token is placed on the tile.
- If the Driver moves onto a Red-Light or Yellow-Light tile with a Hazard, no additional Hazard token is placed.
- If the Driver moves onto a City tile with a Stash token, the Driver takes the Stash token and places it in their play area for future use. No Hazard token is placed, regardless of the color of the City tile.

- If the Driver moves onto a City tile with a Police Vehicle, Barricade, or Tire Spike, no Hazard token is placed, regardless of the color of the City tile.
- If the Driver moves onto a City tile with a Police Badge, a Hazard token may still be placed, according to the color of the City tile as described in this section.

Entering a City tile will always trigger its outcome, even if it has been triggered previously.

GETTING AROUND HAZARDS

If the Driver enters a City tile containing a Hazard token, regardless of whether the Hazard token is newly-placed or already present, the Driver must either perform a Stunt or return to the previous tile.

- The Driver may perform a Stunt on a Driver card from their hand or discard pile to get around a Hazard token. The Stunt icon must match 1 of the Hazard icons on the City tile. See *Using Driver Cards* (page 12) for a description of how to use Driver cards.
- If the Driver does not have access to the required Stunt, or would rather not lose a Driver card, the Driver must return to the City tile where they began their turn. Leave the Driver Car in the orientation it was when it moved onto the City tile with the Hazard token. If you return to a City tile with a Hazard token, that Hazard token is removed, allowing the Police to enter the tile without crashing. However, a Hazard token is still placed on the City tile the Driver is backing out of.

For example, the Driver moved onto the “Car Accident” City tile. They must use either an “Improvised Ramp” or “Drive on Sidewalk” Stunt from their cards.



If the Driver uses a Stunt to end their turn on a City tile with a Hazard token, all Pursuing Police Vehicles crash. When a crash occurs, return the Police Vehicle(s) to the Police player. If the Police have an ability to allow them to avoid crashing, they can use it now.

If the Driver returned to the previous City tile, all Pursuing Police Vehicles follow, returning to the previous City tile and matching the orientation of the Driver.

3. THE POLICE CLOSE THE NET

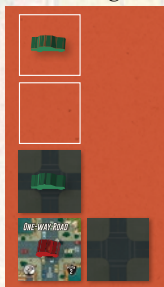
After the Driver has completed their turn, the Police are ready to go. On their turn, the Police:

- A. Move Non-Pursuing Police Vehicles
- B. Check for Pursuing vehicles
- C. Purchase an upgrade (optional)

A. MOVE NON-PURSUITING POLICE VEHICLES

Any Police Vehicle that has not already moved this round while Pursuing the Driver may now move. Like the Driver, Police Vehicles may move 1 space left, right, or forward, turning before they move and maintaining the same direction they were traveling upon entering the tile. However, unlike the Driver, Police Vehicles may also decide not to move, or turn 90 degrees in either direction without moving off the City tile.

Police Vehicles may travel on any face-up or face-down City tiles, as well as going off-road by traveling through spaces on the table that do not yet have a City tile. However, off-road Police Vehicles must remain within 2 spaces from previously-placed City tiles and may only enter a space on the table where a tile could be placed legally.



Police Vehicles do not reveal face-down City tiles. The Police always drive as safely as possible and never cause Hazard tokens to be placed on a City tile, regardless of the tile's color. However, any time a Police Vehicle moves onto a City tile with a Hazard token on it, they crash. Unless the Police Vehicle has an ability that prevents the crash, they must find an alternative route free from Hazard tokens.

There is no additional effect if a Police Vehicle moves onto a City tile with a Stash token or Police Badge.

B. CHECK FOR PURSUING VEHICLES

Once the Police have moved, they should check to see if a Police Vehicle is Pursuing the Driver. If 1 or more Police Vehicles occupy a City tile with the Driver, the Driver is being Pursued: advance the Pursuit Meter token 1 space to the right on the Pursuit Meter card, regardless of the number of vehicles Pursuing. If the Pursuit Meter token advances to its final, red space, the Driver is caught and the Police win the game.

If there are no Police Vehicles on the same City tile as the Driver, the Driver is in the clear. Move the Pursuit Meter token 1 space to the left on the Pursuit Meter card.

C. PURCHASE AN UPGRADE (OPTIONAL)

If the Police have collected enough Enforcement tokens, they may spend them to purchase 1 Police Upgrade on their turn.

When purchasing an Upgrade, pay the indicated amount of Enforcement tokens. If the Police Upgrade card is still in your hand, place it face up near the Police Reference card. If there is an associated token, place it on the table the indicated distance from the Driver. Tokens do not need to be placed on City tiles and may be placed on spaces that do not have them yet, up to 2 spaces away from any previously-placed City tile. When placing a token, follow the same placement rules as during setup.

The Police may purchase up to the number of components included with the game. For example, up to 3 Patrol Cars may be in play at any given time. The Police are unable to purchase a Patrol Car if all 3 are currently in play. Should a Patrol Car crash, the Police may then purchase another Patrol Car, bringing the number of in-play Patrol Cars back up to 3.

Some Upgrade cards have special abilities that require spending Enforcement tokens to use. The Police may spend Enforcement tokens to use any number of purchased Police Upgrade abilities. Each Police Upgrade ability may only be used once per round.

See *Police Upgrades* (page 15) for a description of the Upgrades the Police have available to them.

THE CHASE CONTINUES

After the Police have completed their turn, play proceeds to “The Police Expand The Search Area” phase (page 4). Repeat this cycle until either the Driver has escaped out of town (the Escape City tile has been placed) or the Police have caught the Driver (either the Pursuit Meter token has advanced to its rightmost space on the Pursuit Meter or the Driver is unable to move).

USING DRIVER CARDS

The Driver may choose to use any number of Driver cards during their turn. Driver cards are dual-purpose, with Stunts on the top of the card and Abilities on the bottom. Abilities allow the Driver to bend the rules in some way—see the list of Driver Abilities below. Stunts allow the Driver to move onto a City tile with a Hazard. When using a Driver card, the Driver must declare whether it is being used for the Ability or the Stunt.

When playing a Driver card from your hand, either as an Ability or a Stunt, place the card face up in the discard pile in front of the Driver. Once played, a Driver card becomes public information. Either player may look through the cards in the discard pile at any time.

The Driver may also play a card from their discard pile. To do so, the Driver must spend a collected Stash token. Once a card is played from the discard pile, both the card and Stash token are removed from the game.

The Driver will need to judiciously decide when to employ their Abilities to maximize their effects and make them last until the end of the game.

DRIVER ABILITIES

There are a variety of Abilities the Driver can use to gain an edge over the Police:

- **Decoy Car** - Play after the Police move, but before checking for Pursuing vehicles. Return back to the City tile you were previously on, reverting back to the orientation you were before moving.

- **Handbrake Turn** - Play any time on your turn. Make a 180° U-turn and move forward 1 space. This 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 not protected by a special ability crash and are returned to the Police player. When played as an Ability, Pursuing Police Vehicles do not follow.
- **Hit the Gas** - Play any time on your turn. Take an extra movement action this round. If new City tile options are required for the additional movement, the Police immediately place the tiles as usual. Any Pursuing Police Vehicles do not follow.
- **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 them into a Hazard.
- **Last Ditch Effort** - Play any time on your turn. Move the Pursuit Meter token 1 space to the left.
- **Leave Wreckage** - Play any time on your turn. Place a Hazard token on your current City tile, regardless of the tile's color. All Police Vehicles currently on the City tile that are not protected by a special ability crash and are returned to the Police player. The Driver does not need to use another card to handle this Hazard.
- **Ramming Speed** - Play at the beginning of your turn. During this turn, if you drive onto the same City tile as 1 or more Police Vehicles or Barricades, those Vehicles and Barricades crash and are returned to the Police player. If a Police Vehicle is protected by a special ability, it may avoid crashing.
- **Slam on the Brakes** - Play at the beginning of your turn. Do not move this round. On their turn, the Police must move all Police 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, they crash and are returned to the Police player.



- **Stomping Grounds** - Play at the start of a round. During the next 2 rounds, instead of the Police, the Driver draws and places the appropriate number of City tiles during the Police Expand the Search Area phase.
- **Switch Cars** - Play at the beginning of your turn, only if your current City tile does not have a Hazard token. Swap places with any Police Vehicle currently on a City tile. The Driver adopts the orientation of the Police Vehicle and vice versa. Pursuing Police Vehicles do not follow. If the Driver's new location is on a face-down City tile, the tile is immediately flipped face up. Regardless of whether the tile was face up or face down, the Driver must immediately resolve the results—see *Deal with the Road Conditions* (page 8). If the City tile has or results in a Hazard token, and the Driver cannot spend the Driver card to handle the Hazard, the Driver must return to the City tile they came from, maintaining their current orientation. In this case, the Police Vehicle remains on the City tile with the Driver.

The 2 other Driver Abilities, **Partners in Crime** and **Bait and Switch**, are only used in the 4-player variant—see *4-player Variant* (page 20).

DRIVER STUNTS

When playing a Driver Card, the Driver may perform a Stunt instead of using an Ability to move onto a City tile with a Hazard token. To do so, the Stunt Icon on your Driver card must match 1 of the icons on the City tile. The icons include:



Drive on 2 Wheels



Drive on Sidewalk



Into Oncoming Traffic




Narrow Alleyway




Improvised Ramp

POLICE UPGRADES


The Police have a variety of Upgrades they can purchase to gain the upper hand on the Driver. Remember, newly-purchased Upgrade tokens may be placed on City tiles or directly on the table. These Upgrades include:

Cost:  **4**


- **Armored Car** - Place 2 spaces away from the Driver. Once per round, you may spend 1 Enforcement token to prevent the Armored Car from crashing, either due to Hazards or Driver abilities. You may use this ability to move the Armored Car through Hazard tokens, in which case, the Hazard token is removed from that City tile.

 **2**


- **Barricade** - Place 1 space away from the Driver. Cannot be placed on a space with a Stash token or Hazard token. In order to drive through, the Driver must use any 1 Driver card. The Police may move through safely.

 **2**

- **Dispatch** - Once per round, you may spend 1 Enforcement token to move any 1 Police Vehicle already in play 2 spaces away from the Driver, either 2 horizontal spaces, 2 vertical spaces, or 1 diagonal space. That Vehicle may not move this round.


 **2**

- **Patrol Car** - Place 2 spaces away from the Driver.

 **8**

- **Police Helicopter** - Place 2 spaces away from the Driver. The Police Helicopter cannot crash and is immune to Hazard tokens and Driver abilities that crash Police Vehicles. The Police Helicopter can enter City tiles containing Hazard tokens without crashing. However, it may not enter face-up “Tunnel” City tiles. If Pursuing the Driver onto a Tunnel City tile, you must either spend 1 Enforcement token to turn a different direction, or crash. Once per round before moving, you may spend 1 Enforcement token to rotate the Helicopter 180 degrees.



 **4**

- **Police Motorcycle** - Place 2 spaces away from the Driver. Once per round, you may spend 1 Enforcement token to either give the Police Motorcycle 1 additional movement action or, if they are Pursuing, the ability to turn a different direction from the Driver before moving—in order to avoid crashing, for example.



- **Tire Spikes** - Place 1 space away from the Driver. Cannot be placed on a space with a Stash token or Hazard token. If the Driver ends their turn on a City tile with the Tire Spike token, it counts as if the Driver is being Pursued when checking for Pursuing vehicles—see *Check for Pursuing Vehicles* (page 11). Police may move through safely. Once per round, Police may spend 1 Enforcement token to move the Tire Spike token to 1 space away from the Driver.



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

MIDTOWN TILES

A few City tiles include bonus abilities for the Driver. 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. This action does not result in the Police earning Enforcement tokens, regardless of the presence of a Police Badge on the tile.



- **Garage Hideout** - If the Driver ends their turn on this tile and is being Pursued, do not advance the Pursuit Meter this round.



- **Skid Row** - The Police lose 2 Enforcement tokens.



- **Thoroughfare** - Once face up, all vehicles (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 place the tiles as usual.



- **Vantage Point** - All adjacent City tiles that share an edge with this tile are placed face up. All revealed Police Badges provide Enforcement tokens to the Police.

SINGLE-PLAYER VARIANT

Ready to get out of town all on your own? Follow these instructions to play Getaway Driver versus an automated Police force. There are 3 difficulty levels you can attempt: standard, imposing, and relentless. Depending on the difficulty level you choose, minor alterations will be made.

SETUP

To set up the single-player variant, divide the City tiles into 2 stacks:

- The “Perilous” stack should consist of 8 Red-Light tiles, 5 Yellow-Light tiles with 3-point Police Badges, and 2 Green-Light tiles with 2-point Police Badges.
- The “Serene” stack should consist of all other City tiles.

Shuffle each pile individually, creating 2 stacks of face-down City tiles.

Separate out the Patrol Car, Barricade, Police Motorcycle, and Police Helicopter Upgrade cards. If you are playing at the imposing or relentless difficulty, take the Armored Car card as well. Shuffle these cards together and place them face down near the City tiles. All other Police Upgrade cards are removed from the game.

Follow the game setup as usual. During step 3 of the Driver setup, if you are playing the imposing or relentless difficulty, scatter 6 Stash tokens onto the table instead of the regular 5.

Return the Enforcement tokens to the box - they are not used in the single-player variant.



GAMEPLAY

THE POLICE EXPAND THE SEARCH AREA

During this phase, draw City tiles face down from either the Perilous or Serene pile, according to the instructions below:

- If the City tile would be placed underneath a Stash token, Police Vehicle, or Barricade, draw from the Serene pile.
- If a Police Vehicle can move onto the City tile at the end of their turn, draw from the Serene pile.
- In all other cases, draw from the Perilous pile.

If either pile runs out, draw from the other pile as necessary.

THE DRIVER MAKES THEIR ESCAPE

Police do not collect Enforcement tokens. Instead, if a tile is revealed with a Police Badge, the Police will flip over and receive Police Upgrades during the Police Close the Net phase.

Unless you are playing the standard difficulty, reusing Driver ability cards is now more difficult. During a imposing-difficulty game, the Driver must exchange 2 Stash tokens in order to use a face-up ability card. During an relentless-difficulty game, the Driver must exchange 3 Stash tokens.

The Skid Row tile no longer has an effect.

THE POLICE CLOSE THE NET

During the Police turn, all Police Vehicles attempt to move toward the Driver. Police Vehicles will only crash if they are Pursuing the Driver. If moving a Police Vehicle toward the Driver would cause that vehicle to crash, and that vehicle is not Pursuing the Driver, the Police Vehicle will take the shortest alternative path towards the Driver. If there are 2 or more paths of equal distance toward the Driver, the Police Vehicle will prioritize moving straight over turning, and turning right over turning left.

If a Police Vehicle is already on the same tile as the Driver, it does not move forward, and instead attempts to turn to face in the same direction

as the Driver. If a Police Vehicle is facing the opposite direction as the Driver, it should turn to the right of the Driver.

For each 1- or 2-point Police Badge on a City tile revealed by the Driver this round, flip over 1 Police Upgrade card. The Police immediately receive the revealed Upgrade. For each 3-point Police Badge revealed by the Driver this round, the Police flip over and receive 2 Police Upgrades. If there are not enough Police Upgrade cards, reshuffle the cards and start a new deck. Place any new Police Vehicles or Barricades revealed. New vehicles should be placed in front of the Driver, diagonally to the left or right, prioritizing whichever side currently has fewer Police Vehicles. If both sides have an equal number of Police Vehicles, place the vehicle on the left. Police Vehicles should be oriented to face the City tile the Driver is facing. Police Vehicles cannot be placed on Hazard tokens. If both diagonal options have a Hazard token, place the Police Vehicle 2 vertical or horizontal spaces away from the Driver, attempting to be as close to the front of the Driver as possible.



If there are no Police Vehicles on the table and no Police Upgrade cards were drawn, the Police immediately draw 1 Police Upgrade card.

When placing a **Barricade**, place it 1 space away from the Driver. When selecting which tile to place the Barricade on, priority should be given to any space the Police cannot get to on their next turn, followed by the space immediately in front of the Driver. In all instances, a Barricade may not be placed on a space with a Stash token, a space with a Hazard token, or on a space that already has a Barricade. If none of the 3 spaces around the Driver are available, the Barricade should be placed on the closest possible space in front of the Driver. If all 3 Barricades have already been placed, reuse the Barricade that is farthest from the Driver.

If the **Police Motorcycle Upgrade** is drawn, and the Motorcycle is already on the table, the Motorcycle uses its ability and immediately gains 1 extra movement action. If the Motorcycle is already on the tile with the Driver, use the extra movement to turn, facing the same direction as the Driver.

If the **Armored Car** Upgrade is drawn, and the Armored Car is already on the table, the Armored Car may use its ability on the next round and crash through a hazard token. The hazard is then removed from the table, allowing other Police Vehicles to safely move through that tile. The Armored Car will only crash through a hazard token if it will move closer to or is Pursuing the Driver.

If the **Patrol Car** Upgrade is drawn, and all 3 Patrol Cars are already on the table, redeploy the Patrol Car that is furthest away from the Driver, using the rules as if you were placing a new Patrol Car.

The first time the **Helicopter** is drawn, remove the Police Helicopter Upgrade card from the game after placing the Helicopter token. If the Helicopter is Pursuing the Driver onto a Tunnel City tile, it will immediately turn in a different direction from the Driver to avoid crashing.

4-PLAYER VARIANT

If you have 2 copies of Getaway Driver, you can combine them together to play a 4-player game of mayhem and insanity. In the 4-player game, the Drivers win if they empty the bag of City tiles as usual. However, the Police win if either of the Drivers are caught. The Drivers must work together to avoid time behind bars.

SETUP

1. Select 1 player to be the Police, 1 to be the City, and 2 to be the Drivers. The Police and City players will work together to catch either of the 2 Drivers.
2. Each Driver places their Pursuit Meter card in front of them, with the Pursuit Meter token on the leftmost space of the card.
3. Each Driver selects 5 Driver cards to use this game. It is recommended, though not required, that both Drivers select the **Partners in Crime** card. The Drivers should collaborate to ensure their cards complement each other's hand. Return the remaining Driver cards to the box.
4. The City takes both Escape City tiles and keeps them near their area.
5. The Police take the Police Upgrade cards, Barricades, Tire Spike, Police Vehicles, and Hazard tokens, and place them near the Police Reference card. Enforcement tokens are placed to the side.

6. Each Driver places 5 Stash tokens into their hand and, after fist-bumping, scatters them onto the table. The difficulty of the game may be modified by increasing or decreasing the number of Stash tokens.
7. The Police then adjust the Stash tokens just like the regular setup.
8. Each Driver places their Start City tile face up on the table. Start City tiles may not be placed on a Stash token, but may be placed adjacent or anywhere else on the table. The 2 Start City tiles should be rotated parallel to each other to allow both segments of the city to eventually be connected.
9. The City places the rest of the City tiles from both games in the bag. If there is not enough room in the bag, 2 bags may be used.
10. Each Driver places their Driver Car on their Start City tile in the orientation of their choosing.
11. The Police place 1 Patrol Car 2 spaces away from each Driver (a total of 2 Patrol Cars), in the orientation of their choosing, on the table.

GAMEPLAY

Play proceeds as per a regular game, with the following modifications:

1. THE CITY EXPANDS THE SEARCH AREA

At the beginning of each round, the City should draw all necessary (up to 6) City tiles for both Drivers. From the complete set of City tiles drawn, the City should then place the tiles as necessary for the Drivers. The City cannot show or directly indicate to the Police what tiles were drawn or placed, nor can the Police later view face-down tiles. Instead, before drawing tiles, the Police and City should create a plan of what they hope to accomplish (preferably using Police jargon). It is then up to the City to execute that plan to the best of their ability.

2. THE DRIVERS MAKE THEIR ESCAPE

Both Drivers should make their move at the same time. If, at the beginning of their turn, the Drivers are on the same tile, the use of a single Stunt can propel both Drivers through the same Hazard token. If both Drivers are either on the same tile, or 1 tile away from each other, the use of a single Ability can provide benefits for both Drivers.

Police Badges from both Drivers provide Enforcement tokens to the Police.

3. THE POLICE CLOSE THE NET

If both Drivers are on the same City tile with the Police Pursuing, and the Drivers divert to different tiles, each Pursuing Police Vehicle may select which Driver they Pursue.

The Police are under no obligation to chase both Drivers. The Police win the game if either Driver is caught and may opt to focus their attention on a single Driver.

When purchasing Police Upgrades, components from both copies of Getaway Driver are available. For example, the Police may purchase 2 Police Helicopters, 6 Barricades, etc. If the Police purchase 2 Upgrades with the same special ability, they may use both on their turn. For example, if the Police purchase 2 Dispatch Upgrades, they may dispatch 2 Police Vehicles each turn.

The City may draw and start organizing City tiles while the Police are selecting and placing Upgrades. However, these 2 players must be careful not to share City tile information that might affect the decisions of the Police Upgrades.

DRIVER ABILITIES

When playing the 4-player variant, a special Driver card becomes available. Like other Driver cards, this card provides 2 options for use, though, in this instance, both options are Abilities:

- **Partners in Crime** - Use an Ability or Stunt on 1 of the other Driver's cards. The card may be in their hand or discard. If you use a card from your partner's hand, that card is not placed in the discard. If you use a card from your partner's discard, you do not need to spend a Stash token and that card is not removed from the game.
- **Bait and Switch** - You may either switch places with the other Driver, or pull the Driver to your location, keeping your original orientation.



EVENT CARDS

Ready to spice up your game? Mix in the event cards to dramatically alter Getaway Driver for both the Driver and the Police. Event cards should only be used in the standard 2-player game with the recommended number of Stash tokens.

To play a game with event cards, set up and play the game as usual. Keep an eye out for the City tile with the Event symbol. If that tile is revealed, an event triggers. Shuffle the event cards and draw 1 card. Follow the instructions on the card, replacing the standard rules as indicated. The events include:



- **The Hunter and the Prey** - Any time the Driver enters a City tile with 1 or more Police Vehicles, those Police Vehicles crash. Police Helicopters are not immune to crashing in this manner. As soon as a Police Vehicle reaches the Start City tile, that vehicle escapes and is removed from the game. The Driver wins if they crash half of the current Police force, rounded up, before the Police Vehicles escape. The Police win if half of their vehicles escape through the Start City tile.
- **High Stakes Courier Service** - The Driver wins if they collect all the Stash tokens before getting caught. If the bag of City tiles runs out, face-down tiles may be recycled to continue building the city. If there are no face-down City tiles remaining, the Police win.
- **Operativo Speciale** - The Police have called in the airborne division. All Police Vehicles can no longer crash. Driver cards are no longer removed from the game. Each time a City tile with a Police Badge worth 3 Enforcement tokens is revealed, the Driver gains a Stash token.
- **Fresh Out of Traffic Cones** - Police Vehicles reveal City tiles. If they reveal a Red-Light City tile, a Hazard is placed and that vehicle crashes. If a Police Vehicle is protected by a special ability, it may avoid crashing. The Police can no longer peek at previously-placed City tiles.



- **Vigilante Justice** - If the Driver ends their turn on a City tile that was face-up at the beginning of the round, the Driver is automatically being Pursued and must advance the Pursuit Meter token 1 space to the right. The Driver decides whether Red-Light City tiles result in a Hazard token being placed (similar to Yellow-Light City tiles).
- **Ticking Time Bomb** - Collect all Stash tokens from the table and Driver. Place 5 Stash tokens on this card, returning the rest to the box. Remove 1 Stash token from this card for each Stash token previously spent. At the end of each round, remove a Stash token. If the Police have not caught the Driver before all Stash tokens have been removed from this card, the Driver wins.

CREDITS

Getaway Driver was designed by Jeff Beck with development by Waitress Games. Illustrations by Ryan Goldsberry. Iconography by Andrew Colin Beck. Rulebook editing by Travis D. Hill and dozens of fantastic backers.

Special thanks to Edgar Wright for the inspiration, and an even bigger thanks to our amazing backers, playtesters, families, and wives for supporting us through this process. Please drive responsibly.

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