



GAME: RACE TO RELIEF

A bushfire has stranded people at location B. Players must travel from Point A to Point B to deliver emergency aid and safely escort a government dignitary. The exact path must remain a secret, and players will face weather, terrain, logistics and security challenges along the way.

Aim: Be the first team or player to reach Point B while overcoming obstacles and delivering aid supplies.



Materials Needed:

- Game board grid (printable- A3 recommended, provided above)
- Direction and Chance cards (printable, provided below)
- 1 six-sided dice (not provided)
- Player pieces (any small tokens)

Setup:

1. Place the board in the centre of the players.
2. Each player starts with their token at Point A.
3. Shuffle the Direction and Chance cards and place in one pile near the board.

Rules:

- Players take turns to pick up a chance card.
 - If it is a direction (north, south, east, west), roll the dice and move that number of squares in the card's direction. You can only move if the path is clear.
 - If the card is **not** a direction, follow the instructions on the card.
- If you reach the edge of the map, you cannot travel further in that direction.
- You cannot cross directly through the fire area.
- You cannot cross a body of water (unless you have an amphibious vehicle or helicopter card)
- Crossing a mountain range slows you down as the terrain is difficult, and aircraft need to increase altitude- you can only move one space per turn.
- If you run out of cards before a player makes it to point B, shuffle and restart the deck.

Chance Cards

South	South	East	East
South	South	East	East
South	South	East	East
North	South	East	West
North	South	East	West
North	South	East	West
North	South	East	West

North	South	East	West
Communication to base is lost. Do not move this turn.	Drone crashes. Move 4 spaces West	Helicopter crashes. Return to A.	Helicopter runs out of fuel. Do not move this turn.
Communication is intercepted. Move 3 spaces North	Road is flooded. Move 2 spaces North, then skip a turn.	Heavy fog grounds aircraft. Skip your next turn.	Truck gets a flat tyre. Lose a turn while fixing.
Engine trouble. Roll a 1, 2, or 3 to fix. If not, skip your next turn.	Supplies damaged by rain. Miss your next turn.	Local guide joins you. Move forward 3 extra spaces in the direction of your choice	Signal restored! Roll twice next turn and take the higher result.
Drone recovers lost supplies. Move forward 2 spaces.	Stranded family found. Help them and lose a turn.	Helicopter rerouted. Move 3 spaces North and 3 spaces East.	Aid delivered early. Take an extra turn now.
Lost a supply container. Return 2 spaces to recover it.	Weather satellite detects clearer path. Take a shortcut: move East 3 spaces.	Battery failure. Use next turn to recharge (skip a turn).	Injured person needs transport. Move 2 spaces less on your next turn.
Interference with GPS. Roll dice and player to your left chooses your direction this turn.	Route praised by HQ. Roll and move in the direction of your choice.	Your amphibious vehicle prototype is ready. Save this card to allow you to travel across water.	Helicopter support arrives. Save this card to allow you to travel across water.
Fallen trees block your path. Miss one turn while you clear the road			