



THUNDER ROAD VENDETTA™

PART 4

CHOPPE SHOPPE



RULEBOOK



TR.V ACTION-PACKED GAMEPLAY
FUN AND ENJOYMENT
THIS EXPANSION IS APPROVED FOR AGES 10+

PARTS LIST



10 Crew leader command boards



15 Command tokens



6 Upgrade hazard tokens
(3 of each of mine and oil slick,
for use with the Mine Dispenser
and Oil Dispenser upgrade cards)



27 Upgrade cards

THE DIFFERENCE BETWEEN
VICTORY
AND **DEATH**
IS RAZOR THIN.

The Choppe Shoppe expansion adds crew leaders and upgrade cards to racing crews of cars.

The crews from the **Big Rig** and the **Final Five** expansion **cannot** use crew leaders or upgrade cards. During setup, neither the Big Rig nor the Final Five motorcycle crews take part in choosing crew leaders or upgrade cards, but may be played in the same game as car crews using them.

SETUP

You can use crew leaders and upgrade cards separately or together in the same game.

USING CREW LEADERS:

- 1 Place the **command tokens** to the side to create a supply.
- 2 Shuffle the **crew leader command boards** and deal 2 randomly to each player.
- 3 Each player chooses ONE crew leader and discards the other.
- 4 Place your crew leader command board next to your row of dashboards **INSTEAD** of the regular command board.
- 5 Take a number of command tokens from the supply equal to the number of stars on the bottom of your crew leader command board and place them near you.

USING UPGRADE CARDS:

- 1 Shuffle the deck of upgrade cards.
- 2 Deal 4 upgrade cards to each player.
- 3 Simultaneously, each player chooses 1 upgrade from their hand and places it face down in front of them. After all players have chosen, they pass their hand of remaining upgrades to the player on their left.
- 4 Repeat step 3 until each player has 3 upgrades, returning the unchosen upgrades to the box.
- 5 Assign one of your upgrades to each of your cars face down.
- 6 Once all players have assigned their upgrades, turn them face up.

CREW LEADERS

Your crew leader command board goes to the side of your dashboards, replacing your cars' standard command board and offering a special power and new commands.

- ✖ **Special power:** Each crew leader has a special power indicated at the top of the command board. You do NOT need to assign a die to use this power.
- ✖ **New commands:** Some crew leaders have commands with a command token icon instead of a number. You can use these commands **only** by assigning one of your command tokens to it.

COMMAND TOKENS



Normally, you can only assign one die to one of the commands on your command board each round. Command tokens allow you to use additional commands during a round.

Each turn, you may assign one command token to one of your commands that does not already have a die or another command token assigned to it. You will activate that command during Step 2: Command as if you assigned a die to it. This can be in addition to a different command you assign a die to. As a result, you could use two commands during your turn. You can only use one command token per turn. You may NOT place a command token on the same turn you coast with a car.

When assigning a command token to a command that can accept a range of die values, the command token is treated as the **LOWEST** possible number. (For example, if you assign a command token to Nitro, which activates on a 1-4, treat it as a 1 and increase your movement die by 1.)

At the end of the round, discard all assigned command tokens from your command board to the supply.

CAR UPGRADES

Upgrades give a unique ability to the car they are assigned to. The ability only applies to that car and not other cars owned by that player. Once assigned, an upgrade cannot be moved.

While a car is inoperable, its upgrade is inactive; when the car is repaired, the upgrade is active again.



CREDITS

DESIGN

GAME DESIGN:

BRETT MYERS, DAVE CHALKER

ADDITIONAL DESIGN AND DEVELOPMENT:

JUSTIN D. JACOBSON, ROB DAVIAU,
BRIAN NEFF, NOAH COHEN

ORIGINAL DESIGN:

JIM KEIFER

ART

ILLUSTRATION:

MARIE BERGERON

ADDITIONAL ILLUSTRATION:

GARRETT W. KAIDA

3D MODELING:

HAKAN DINIZ, CHAD HOVERTER

ART DIRECTOR, GRAPHIC DESIGN:

JASON TAYLOR

GRAPHIC DESIGN, PRODUCTION LEAD:

LINDSAY DAVIAU

ADDITIONAL GRAPHIC DESIGN:

IAN REED, PETER GIFFORD, JASON D. KINGSLEY

CONCEPT ART:

BRIAN PATTERSON

EDITING

RULES EDITING:

J ELIZABETH MILLS

©2022 Restoration Games, LLC. The following are trademarks of Restoration Games, LLC: Restoration Games, the Restoration Games logo, the “Every Game Deserves Another Turn” tagline, Thunder Road: Vendetta, and all associated trade dress. Restoration Games, LLC is located at 12717 W SUNRISE BLVD, #244, SUNRISE, FL 33323. Actual components may vary from those shown. Made in China. THIS PRODUCT IS NOT A TOY. NOT INTENDED FOR USE BY PERSONS 9 YEARS OF AGE OR YOUNGER.



RESTORATION
GAMES™