



HITCHIKER™



OFFICIAL RULES, PROCEDURES & PLAYING INSTRUCTIONS

COMPONENT LIST

The Hitchiker Board Game, Silver Anniversary Edition comes in a sturdy tube with the following components:

- 1 - colour game board printed on durable vinyl *
- 1 - set of official rules (you're reading them)
- 1 - set of 12 Hometown cards
- 1 - set of 36 Bad Ride cards
- 1 - stack of game currency (8 denominations)
- 1 - deck of poker sized playing cards
- 6 - Hometown Bank Envelopes, plus ...
- 6 - pawns, 2 - dice, 1 - short pencil and a stack of Contraband slips (template online to print more)

TIP: DON'T FOLD the game board, just roll it back up!

GAME OVERVIEW

Players begin or restart (see death) with a Hometown, \$25,000 and a Bank Envelope. The object of the game is to be the first to save \$250,000 in your Bank envelope or accumulate \$50 million in Travelling Cash.

Hitchikers travel by rolling two dice and follow the highway clockwise around the board. Each city or location counts as one space. Upon arrival at your destination, there will be something going on, depending on the type of location it is. Many are self explanatory, all are explained later in more detail.

Because there are two ways to win the game, Hitchikers have lots of flexibility in how they want to implement their winning strategy.

For example, if you have a low tolerance to excessive risk you may choose a more cautious approach. Buying Hometowns and making regular deposits in your Bank envelope is an excellent choice.

On the other hand if you enjoy the thrill of high risk activities (buying/selling Contraband, heavy betting at the Casino), you're going to love chasing the monster payouts and stacking up your Travelling Cash.

The bottom line is you are looking for ways to increase your bankroll and trying to avoid trouble along the way. Some perils may cost money or Contraband, while others may lead to an untimely death.

New in this edition, is the option to buy temporary Life Insurance prior to your turn.

The good news is that death is not permanent. Hitchikers can be reincarnated as many times as necessary during the game. This also means anyone can join a game already in progress and still have a reasonable chance to win.

TWO WAYS TO WIN!

There are two ways to win a game of Hitchiker.

1. Be the first player to save a quarter million dollars (\$250,000) in their Bank Envelope or;
2. Be the first player to accumulate \$50 million dollars (\$50,000,000) in Travelling Cash - the money you use to play the game with.

CHOOSE A BANKER

The first thing to do is designate a player to act as the Banker during the game. The Banker will manage the game money, bank transactions, Hometown cards and Contraband slips.

TIP: Choose a player who is good with basic math involving large numbers in their head. Even so, keeping a calculator nearby may prove to be helpful at times.

STARTING CASH & BANK

The Banker's first task is to distribute \$25,000 Travelling Cash (initial starting cash) and a Hometown Bank Envelope to each player.

(do not put the money in your envelope yet)

PLAYERS GET SET UP

Each player takes a turn rolling both dice with the highest number going first.

The first player now does the following:

1. Choose your game pawn (coloured playing piece to represent yourself on the game board).

2. Place your pawn on any city (yellow dot) that is labeled as a HOMETOWN.
3. Receive the corresponding Hometown card from the Banker – so you can keep track of the Hometown(s) you own.

The next player to the left repeats the previous steps until all players have picked a Hometown.

THE FIRST MOVE

There are 42 fictional cities/locations on the board. The objective is to take advantage of the many opportunities to make profit and avoid the perils along the way.

First Player (determined previously) will now:

1. Roll both dice (to determine how far you travel)
2. Count each city or location as one space and move your pawn clockwise around the board.
3. Once you arrive at your destination, take whatever actions are allowed depending on the type of location you have landed on. (details ahead)

The next player to the left repeats the steps, etc.

SAVINGS OR TRAVELLING CASH?

As mentioned, one way to win the game is by saving \$250,000 in your Hometown Bank Envelope.

You can **ONLY PUT MONEY IN YOUR BANK** under the following conditions:

1. **PASS THROUGH** - any Hometown you own and deposit up to \$20,000 in your Bank
2. **LAND RIGHT ON** - any Hometown you own and deposit up to \$50,000 in your Bank

Therefore, this means ...

SAVINGS - is the money you have deposited in your Hometown Bank Envelope. If your savings total \$250,000 ... simply declare it and you win the game!

TRAVELLING CASH - is the money outside of your Bank and is used to conduct most game transactions. Once your stack of Travelling Cash hits \$50,000,000 ... declare it and you win the game.

You **CANNOT** take money back out of your Bank once it has been deposited to use in the game. That said, you may lose some or all of your savings when directed by a Bad Ride or location event, landing in Customs with Contraband or when you Die.

ABOUT YOUR HOMETOWN

There are 12 Hometown cities on the game board. The Hometowns serve two basic functions:

1. **Starting Point** - Each player receives a free Hometown to start the game.
2. **Multi Branch Banking** - Players may purchase unowned Hometowns from the Bank and take advantage of banking in each Hometown they own.

Each time you **LAND ON or PASS THROUGH** any of your own Hometown(s) you can collect \$10,000 from the "local welfare office," (you're unemployed with a local address so easily qualify), to be paid by the bank.

If you pass multiple Hometowns you own on a single roll you collect the \$10,000 from each Hometown. You must remember to ask for this money before the next player rolls the dice, or you burn (do not receive it).

You do not collect \$10,000 on a Hometown you have just purchased on the same move.

As mentioned, you may deposit up to \$20,000 when you pass through a Hometown you own and up to \$50,000 if you land right on your own Hometown. You can also deposit up to \$50,000 immediately upon purchasing a Hometown from the bank.

With extra Hometowns you can bank multiple times on the same move. i.e. pass through one Hometown you own and land on one you own (or un-owned and purchase it) and you may deposit \$20,000 + \$50,000 = \$70,000 total.

Landing On Someone Else's Hometown

When you land on a Hometown that is owned by another player, you must pay the owner for the privilege of being there. Pay \$5,000 x both dice.

BUYING EXTRA HOMETOWNS

When you land on a Hometown that is not yet owned by another player, you may purchase it from the Bank.

The cost of buying a Hometown is determined as follows:

- Roll one (1) die
- Multiply the roll by \$5,000 to determine the purchase price (i.e. roll a 5 x \$5,000 and the cost is \$25,000)

You are **NOT OBLIGATED** to purchase the Hometown after rolling to set a price. If you do decide to purchase, pay the money to the Bank and receive the corresponding Hometown card.

Again, upon purchasing an additional Hometown you can deposit up to \$50,000 immediately. You do not collect \$10,000 at this time.

ORDER OF OCCURRENCE

During a turn, you must complete all tasks in the same order as they occurred on the board.

If you pass two owned Hometowns and finished on a Bad Ride, you would do the following:

1. Collect \$10,000 for each owned Hometown you passed through;
2. Deposit up to \$20,000 in your Bank Envelope for each owned Hometown passed through;
3. Pick up the Bad Ride Card, read it aloud and follow the instructions as indicated.

MISCELLANEOUS LOCATIONS

Listed from the top right of the board going clockwise. Some are good, others ... not so much.

la capacité de production énorme - generation of cheap hydro electric power means you receive a big energy rebate. Win \$10,000 x the roll of both dice.

Twister City - All of your Contraband (if you have any) blows away to the player on your right.

Lie N' Sin D.C. – Unfortunately, the odds are terrible and you'll probably be stung by the Deception Corporation but there is always the slim hope of winning \$1,000,000 if you can roll doubles. Good Luck!

Smashville – You must sing a couple of lines out loud from any Elvis (Presley) or Country Music song to win \$50,000 in the Singing Contest. The other players will judge if you made a good enough effort to be paid.

Corpus Risky – Roll both dice. If you roll 7 or 11 you Die in a Shark Attack. (see Death and/or the option of buying Life Insurance before you roll).

Smell Gaso - While strolling along the highway, you've found a mystery package near the border. Collect one FREE UNIT of Contraband x the roll of both dice. e.g. roll 10 and receive 10 free Units from the banker.

Tortland - In 1971, an unidentified man who became known as D.B. Cooper hijacked a plane enroute from Tortland to Seabattle and parachuted to an uncertain fate. You have just found the missing ransom that was paid. Collect \$20,000 x the roll of both dice.

Fort McSlurry - You are forced to purchase Carbon Credits to offset the costs of climate change. Lose 50% of your Bank Savings to the player with the least amount of Travelling Cash.

Remindya - You're stuck in this god forsaken place until you roll any odd number to escape! Move the odd roll.

BLACK MARKET - BUY CONTRABAND

Land on a Black Market city and enter the risky yet often very profitable adventure of buying and selling Contraband. Buy low and carry it to a SELL city for a big payday. Contraband is a generic term for a banned commodity. e.g. raw milk, cannabis, Cuban cigars ... depending on the jurisdiction and local laws.

How To Purchase Contraband

1. Land on any city marked as "Black Market"
2. Announce that you would like to make a purchase and the amount of cash you'll risk.
3. Place that amount of Travelling Cash out on the board for everyone to see.

TIP: you can win a game very quickly when you have 1000 Units and sell them at \$50,000 each.

How to determine the cost of Contraband:

1. The player on your left rolls both dice for you.
2. Check the roll on the Contraband Deal Chart found at the bottom left of the board.
3. If the corresponding roll seems to be a good price or deal, you can take it or try again.

You **DO NOT** have to take the first roll or the deal it represents. If it is a lousy deal e.g. Ripped Off or Killed in Police Shootout, you may try again by having the next player to the left roll the dice.

You may do this **up to 3 TIMES** but you cannot go back to a previously declined roll. Therefore, if you decline the first 2 rolls you are stuck with the third roll regardless of the consequences.

When you decide to take a deal or are forced into one, you must purchase as many Units as possible using all of the money you have risked. Pay the Bank and the Banker will provide you with a Contraband slip with the amount indicated on the # of Units line. The other lines on the slip may come in handy when selling.

Additional notes about the Contraband Deal Chart:

Free Units - Keep the money you risked and collect your free Units.

Ripped Off - Lose all the money you have risked to make a deal. (*pay the player who rolled the dice*)

Killed In Police Shootout - If you are stuck with a 7, you are Dead. Smuggling is a nasty business. See Death. (*player who rolled the dice inherits your estate*)

SELLING CONTRABAND - SELL CITIES

Once you have purchased Units of Contraband just hang on to it and hope to land on a SELL city.

The SELL cities offer various rates per Unit to sell your Contraband. e.g. Empire City pays \$50,000 per Unit while Blunder Bay only pays \$20,000 per Unit.

You do not have to sell Contraband when you land on a SELL city and can hang on looking for a higher price.

Contraband can only be sold by the owner in a SELL city. It cannot be sold or traded to any other player.

CUSTOMS - ZERO TOLERANCE

If you land on a Customs city and are caught in possession of Contraband ... you are busted!

1. You lose all the Contraband (it is taken out of the game, give the sheet to the Bank)
2. Lose all of your Travelling Cash + 1/2 of your Bank Savings (it all goes to the player with the least amount of Travelling Cash)

DEATH SUCKS!

When you Die, you LOSE EVERYTHING!

When you Die, the player with the least amount of Travelling Cash is the beneficiary and inherits:

1. All of your Travelling Cash
2. All of the savings in your Bank envelope (they cannot put it in their Bank and is just added to their Travelling Cash)
3. All of your Units of Contraband

NOTE: When you die, all your Hometowns are returned to the Bank and available for purchase.

Important Exception: If another player is responsible for your Death (i.e. they rolled a 7 when you were trying to purchase Contraband) then it is that player who will inherit your entire estate but not your Hometowns.

DEATH IS NOT PERMANENT

When a Hitchiker dies, they are not out of the game. Hitchikers are subject to reincarnation.

When you die, you simply start over as you did at the beginning of the game. Choose a Hometown, receive \$25,000 from the Bank and try again.

There is no doubt in anyone's mind that death is likely a most unpleasant experience but you should always keep in mind that it can and probably will, happen to other players as well.

Sometimes being broke will turn into a blessing when another player meets the grim reaper and you are sitting with the least amount of travelling cash.

REMINDER ... Anyone can join a game of Hitchiker already in progress and still have a chance to win.

Lucky and/or crafty Hitchikers can easily go from rags to riches in the blink of an eye. There is always hope!

LIFE INSURANCE

NEW in Hitchiker – Life Insurance!!!

There may be times when players experience a succession of extreme bad luck when rolling the dice and die at the most inopportune times (not that there's a good time to die).

In order to offer remedy, you have the option of purchasing Life Insurance (often very expensive) prior to your roll to move, which as is sounds will protect you from death, but only for that one turn.

To buy Life Insurance, **prior to your roll to move:**

1. Announce your wish to buy Life Insurance
2. Roll both dice and multiply the roll by \$10,000 to determine the premium (cost)
3. Pay the Bank (if you can afford the insurance) and you will now have protection from death until the completion of your current turn.

TIP: *Life Insurance may be a very good investment when you have a wad of Travelling Cash or Contraband you are trying to protect or have a lot in your Bank. Unfortunately, it won't make much sense or difference to buy it if you're poor to begin with.*

GOING BROKE ISN'T SO BAD

Every once in a while you may find you go broke on the road and run out of Travelling Cash.

Sometimes this will work in your favour, when someone else has to pay the person with the least amount of Travelling Cash.

When you encounter an obligation and do not have enough Travelling Cash to pay the total, you simply pay what you have and that's all they (another player or the Bank) are going to get. There is no further debt.

If this occurs, you immediately skip town, move to your next Hometown and collect \$10,000 from the local "Welfare Office" (paid from the bank).

You **CANNOT** deposit the \$10,000 you just scammed into your Bank envelope at this time.

Just being out of cash does not qualify you to go to your Hometown. You must have an obligation you are unable to settle in full. There may be times when you are wandering aimlessly hoping for something good to happen to you (or bad for one of the other players).

NOTE: Hitchikers have no credit of any kind.

BAD RIDES

One of the perils of hitchhiking is the real danger associated with accepting rides from Strangers. When you land on a Bad Ride city, you must pick up a Bad Ride card from the top of the stack and read it aloud.

Follow the instructions of the Bad Ride and remember if there is ever any doubt about what is happening, common sense should prevail. The other players in the game will always be the jury when a judgment is required and decisions should be unanimous.

CASINOS

Last but certainly not least are the four Casino cities on the board.

When you land on the **GREAT WHITE NORTH CASINO** or any other **CASINO** city, you are able to choose ONE gambling game to play out of the three options available.

A reminder guide of the various game options can be found on the GREAT WHITE NORTH CASINO space.

Land on any CASINO city and you, as the Dealer, may **choose ONE** of the following games to play:

BLACKJACK (21)
TEXAS HOLD 'EM
HIGH ROLL CRAPS



*Choose One
Game Only*

A description of each game follows. The Hitchiker version differs from what you expect in a real Casino.

HIGH ROLL CRAPS - (roll the dice for big bucks)

Don't know how to shuffle a deck of cards? Want a faster game? No problem, High Roll Craps is for you.

The House (Bank) puts up a prize of \$250,000. All players roll both dice. High roll wins the pot. In the case of a tie, players split the pot equally. Fast & easy.

BLACKJACK (twenty one)



The object of casino style blackjack is to make a hand that totals 21 or less and is higher than the hand made by the "House".

Anytime your hand totals more than 21, you have "busted" and lose your wager immediately.

All transactions while playing Blackjack are between the player and the bank.

DEALING - Shuffle the deck of playing cards and take the top card regardless of value and place it upside down on the bottom of the deck.

Beginning with the player to your left, deal each player one card FACE UP.

Now deal yourself two cards face up, beside each other. (as dealer you can play two separate hands)

Finally deal another card face up and place it in the middle of the board. This is the House card.

All cards are dealt face up playing Blackjack.

All players are playing against the eventual hand made by the House, not each other.

VALUE OF CARDS - All cards are counted at face value. Face cards (Jacks, Queens, Kings) are counted as 10. Aces may be counted as 1 or 11.

PLACING YOUR BET - Now that you have seen your first card, it's time to place your bet. Each player places a wager beside their card. There is no limit to the amount wagered. The more you bet, the more you might win (or lose).

Worth mentioning is that real casinos do not let you see any cards first. The Hitchiker changes are designed to offer the player better odds and allow easier choices.

BETS ARE DOWN - Once everyone has placed their wager beside their card(s) including the Dealer with two wagers, one for each hand (do not have to be of equal value) it's time to complete the hands.

The dealer now gives each player (hand) a second card face up. **DO NOT GIVE THE HOUSE A SECOND CARD UNTIL THE END OF ALL PLAYER ACTIONS.**

Now with all hands (except the House) having two cards, the players will complete their hands.

Each player in order, will try to determine how their hand will do against the eventual hand the House will make. Players can either "Stand" (which means keeping the cards you have and stopping) or ask the dealer to "Hit" , whereby they are dealt another card to add to their total.

Remember the object is to get as close to 21 as possible without going over.

Once all players including the Dealer have completed their hands (either sticking or have busted out of the game) it's time to complete the House's hand.

HOUSE HAND - the House must take additional cards until it makes a total of at least 17 or better. e.g. The house must draw another card with a total of 16.

Once the House reaches a count of 17 to 21, the house must "Stick". If the house "Busts" by going over 21, all players still in the game win.

If the house makes a hand, all players compare their own hand to the house. If you have a total greater than the house you win. If you have a total equal to the house you "push" which means you break even and take back your initial wager.

BLACKJACK PAYOUTS - UPDATED!

WIN - If you beat the house you collect 5 times your wager from the bank. i.e. bet \$10,000 and you keep your initial wager plus receive an additional \$50,000 from the bank.

BLACKJACK - when your hand totals 21 with your first two cards (Ace + 10) you have a Blackjack. You win 10 times your wager and are paid immediately when it appears. i.e. bet \$10,000 and take back your initial wager plus receive \$100,000 from the bank.

BLACKJACK - SPECIAL HANDS

Depending on the first two cards you receive, you may also have an opportunity to adjust your hands or wager.

SPLITTING - If your first two cards are of equal value you may split them up and play them as two separate hands. On your turn, split the cards and place an additional equal wager beside the second hand. Now you receive a second card on each hand. If you match again, you may split again. Once you have two cards on each hand simply play them out as usual.

DOUBLE DOWN - If after seeing your first two cards, you feel you are only going to want one more card, you may double your initial wager. Now you will only be dealt one more card and are stuck with that resulting total, no matter what. i.e. your first two cards total 11 so a 10 or any high card would make a good hand, so you double up your bet to win more ... hopefully.

TEXAS HOLD 'EM



INTRODUCTION - If you enjoy playing poker, you may already be familiar with Texas Hold 'em as the game's popularity has surged in recent years due to exposure on television, the Internet and in popular culture.

Texas Hold 'em is more involved than Blackjack, but will appeal to poker enthusiasts who may enjoy a bit more action. Below, are basic instructions on how to play. If more detailed information is required, search for Texas Hold 'em rules online.

NOTE TO THE PURISTS - As with Blackjack, I have changed the real betting format of the Hitchiker version of Texas Hold'em, primarily to speed things up and assist the novice player in understanding what to do.

OVERVIEW - In Texas Hold 'em, as in other games of poker, players compete for money contributed by the players themselves (called the pot). As a bonus, in the Hitchiker version the bank also seeds the game with an additional \$100,000 to get started.

Players attempt to control the amount of money in the pot based either on their own hand, or on their prediction as to what their opponents may be holding.

The hand is divided into a series of stages; at the conclusion of which, the pot is typically awarded to one player (an exception discussed below).

A hand may end at the showdown, in which case the remaining players compare their hands and the highest hand is awarded the pot; that highest hand is usually held by only one player, but can be held by more in the case of a tie.

The other possibility for the conclusion of a hand occurs when all but one player has folded and have thereby abandoned any claim to the pot, in which case the pot is awarded to the player who has not folded.

The object of game is to make mathematically and psychologically correct decisions regarding when and how much to bet, raise, call or fold.

Reminder, Hitchiker rules vary from reality.

The game begins when a player has landed on any CASINO and indicates they want to play Texas Hold'em as their gambling game.

ANTE UP TO BEGIN - The pot is initially seeded with a \$100,000 contribution from the bank. Each player who wishes to play the game must then put in a forced contribution to the pot known as an "Ante" of \$10,000.

DEALING THE STARTING HANDS - Play begins with each player being dealt two cards, **FACE DOWN** with the player on the left of the Dealer receiving the first card. These cards are the "Hole" or "Pocket" cards.

NOTE: There is no pre-flop round of betting.

Next, the Dealer deals the "Flop" which are 3 cards **FACE UP** (community cards) which all players can use to eventually make a hand in combination with any or none of their hole cards.

The flop is followed by a round of betting. All betting rounds begin with the player to the dealer's left and continue clockwise.

BETTING - This is no limit Texas Hold'em. The minimum allowed bet is \$10,000 (equal to the ante) and there is no maximum, you can bet all of your travelling cash if you choose. Player's can call an all-in bet with all of their travelling cash even if it's less. This may create a side pot if more than two players are involved.

When it is a player's turn to act, the first verbal declaration or action he takes binds him to his choice of action; this rule prevents a player from changing his action after seeing how other players react to his initial, verbal action.

Until the first bet is made each player in turn may "check," which is to not place a bet, or "open," which is to make the first bet.

After the first bet each player may "fold," which is to drop out of the hand losing any bets they have already made; "call," which is to match the highest bet so far made; or "raise," which is to increase the previous high bet.

A player may fold by surrendering his cards. A player may check by tapping the table or making any similar motion, or verbally saying "Check". All other bets are made by placing chips in front of the player, but not directly into the pot ("splashing the pot" prevents other players from verifying the amount bet).

To raise is to increase the size of the bet required to stay in the pot, forcing all subsequent players to call the new amount if they wish to remain in.

Standard poker rules require that raises must be at least equal to the amount of the previous bet or raise. For example, if an opponent bets \$10,000, a player may raise by another \$10,000 (or more), but he may not raise by only \$5,000.

TIP: Players are expected to keep track of the betting action. Losing track of the amount needed to call, slows the game down and pay attention if you're in a hand.

All actions (calls, raises or folds) must be taken in turn. To do otherwise provides information that should not be available to the other players.

CONTINUING ON ...

After the post flop betting round ends, a single community card (called the turn or fourth street) is dealt, followed by a second round of betting.

A final single community card (called the river or fifth street) is then dealt, followed by the third and final round of betting and the showdown, if necessary.

THE SHOWDOWN

If a player bets and all other players fold, then the remaining player is awarded the pot and is not required to show his hole cards. If two or more players remain after the final betting round, a showdown occurs.

On the showdown, each player plays the best poker hand they can make from the seven cards comprising his two hole cards and the five community cards. A player may use both of his own two hole cards, only one, or none at all, to form his final five-card hand.

If the five community cards form the player's best hand, then the player is said to be playing the board and can only hope to split the pot, because each other player can also use the same five cards to construct the same hand.

If the best hand is shared by more than one player, then the pot is split equally among them, with any extra chips going to the first players after the button in clockwise order.

It is common for players to have closely valued, but not identically ranked hands. Nevertheless, one must be careful in determining the best hand; if the hand involves fewer than five cards, (such as two pair or three of a kind), then kickers are used to settle ties (next best cards in the player's hand).

Note that only the card's numerical rank is important, suit values are irrelevant in Hold'em. The last player to bet is the first player to show his hand.

SIDE POTS - A side pot occurs when one player is "all-in", and at least two players with money are still in the hand, and continue the betting. For example::

Player A has \$50,000
 Players B and C both have \$100,000

Player A goes all-in after the flop. Both players B and C call. There are now \$150,000 in the main pot (plus the seed money and antes).

After the turn comes out, Player A can do nothing because he is all-in. It is possible for both players B and C to check the turn, and river, and then all 3 players would turn their hands over, and the best hand would take the main pot.

However, if either player B or C make any bets on any street after the flop, that money goes into a side pot that is solely contested by them.

Player A can win no more than the main pot so any amount player B or C bet after Player A is "all-in" creates a side pot that only B or C can win.

The best hand out of all 3 of them still always wins the main pot.

If player B or C bets and the other one folds, the one who folds forfeits his chance to win the main pot.

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If you have any questions or require clarification, please contact me at my website.

www.hitchikerboardgame.com

Thank you for playing my game!

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