

Cruise Control

Cruise Control is a game about a person driving a car that doesn't want to be driven. One player is the car AI, their opponent is the driver.

Story/Theme

Having just picked up a self driving car yesterday, you've got some errands to run. Man, it seems like there are more cliffs and explosives around then there were yesterday, and why does it seem like the car is driving you towards them?

Terms/Materials

The board: 19x19 square grid where the pieces are placed on intersections. Lines act as roads.

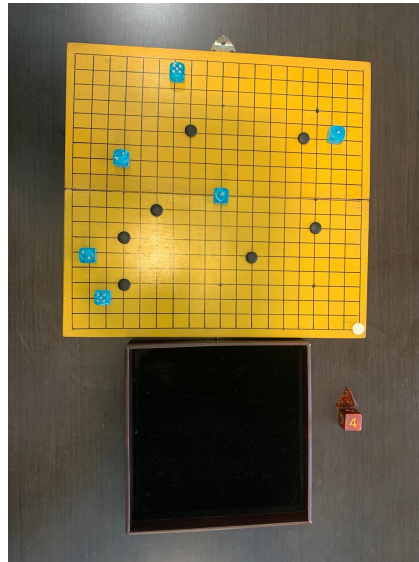
Car (white piece): The car starts at a corner and is the only moving piece. Both players have some control of the car.

Dice: Each turn requires rolling a D6 and a D4. The sum of the two dice indicates how many moves must be made that turn. The D4 indicates how many of those moves the AI must disobey.

Destination (blue dice): There are six destinations on the board before the game begins.

Hazard (black pieces): There are six hazards on the board before the game begins.

Set-Up

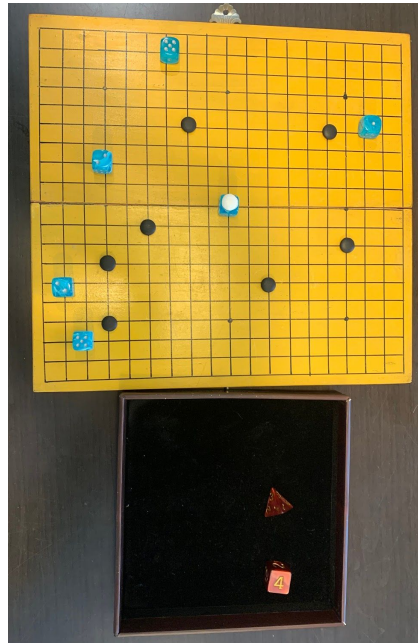


- The destinations and hazards are placed on the board based on a pre-designed layout.
- D4 is rolled to determine which corner the car will start at.

Gameplay

- The driver rolls the dice. The sum of the two dice indicates how many moves must be made that turn. The D4 indicates how many of those moves the AI must disobey.
- The AI player places their finger on the car and does not take it off until the end of the turn.
- The driver indicates which direction they would like to steer the car. This may be done by pointing, or saying “towards me, towards you etc.” The car cannot turn around (No U-turns) so you cannot suggest that it go back to the intersection it was the turn before.
- The AI then chooses which direction to *actually* steer the car and moves the piece to the next adjacent intersection in the direction of their choosing. The AI must disobey *exactly* the number on the D4. If they have already disobeyed 2 times, and the number on the D4 was a 2, they must follow the driver’s directions. If they have not yet disobeyed, the D4 was a 2, and there are 2 moves left, then they cannot go in the direction the driver suggested. Note that there are only 4 adjacent intersections (ones which are connected by lines to the current intersection), and because you cannot turn around, you will be choosing between one of three spaces (if not on an edge). You cannot drive off an edge.

Game End



Human wins!

The blue dice are destinations. If the car reaches one of these, the driver wins.
The black stones are hazards. If the car reaches one of these the AI wins.

FAQ

- You cannot return to the location you were before this move (no turning around).
- You do not need to land on a destination or hazard “exactly” - only run into it - the game ends immediately when the car is in the same intersection as a destination or hazard. However, the car must land directly on a destination for the human to win.
- The driver does not have to suggest a direction which would be beneficial to them, in fact if the AI must disobey the last commands (for instance, if they must disobey 4 times, there are only 4 moves left, and they haven’t disobeyed yet) the driver may suggest that they move towards a hazard, which the AI must then disobey.