



Downed Trees!

End your turn clearing them; but other travelers donate \$100 each to you as a thank you.



Downed Trees!

End your turn clearing them; but other travelers donate \$200 each to you as a thank you.



Downed Trees!

End your turn clearing them; but other travelers each give you 25 units of supplies as a thank you.



Hungry Kids!

Use 10 units of supplies (20 if you picked up friends) or spend \$200 at a restaurant.



Hungry Kids!

Use 10 units of supplies (20 if you picked up friends) or spend \$200 at a restaurant.



Hungry Kids!

Use 10 units of supplies (20 if you picked up friends) or spend \$200 at a restaurant.



Sleepy!

Change drivers if you picked up any friends. Otherwise, end your turn & spend 30 min. napping.



Sleepy!

Change drivers if you picked up any friends. Otherwise, spend \$100 on coffee.



Sleepy!

Change drivers if you picked up any friends. Otherwise, spend \$100 on coffee.



Road Flooded!

Go back 1 node. (Spend fuel and time going back).



Road Flooded!

Go back 1 node. (Spend fuel and time going back).



Road Flooded!

Go back 1 node. (Spend fuel and time going back).



Floods!

Roll over 7 to pass or end your turn with a 30 min penalty.



Floods!

Roll over 6 to pass or end your turn with a 30 min penalty.



Floods!

Roll over 5 to pass or end your turn with a 30 min penalty.



Downed Power Lines

Subtract 1 from your next roll.



Downed Power Lines

Subtract 2 from your next roll.



Downed Power Lines

Subtract 3 from your next roll.



Restroom Break

Your turn ends.



Restroom Break

Your turn ends.



Restroom Break

Your turn ends.



Restroom Break

Your turn ends.



Restroom Break

Your turn ends.



Restroom Break

Your turn ends.



Low Traffic!

Congestion is not as bad as you thought. Advance 2 nodes with no time or fuel penalty.



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Congestion is not as bad as you thought. Advance 2 nodes with no time or fuel penalty.



Traffic Control!

Police traffic control speeds your travel, advance 1 node with no time or fuel penalty.



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Police traffic control speeds your travel, advance 1 node with no time or fuel penalty.



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Traffic Control!

Police traffic control speeds your travel, advance 1 node with no time or fuel penalty.



Traffic Control Point

Roll > 5 and add 2 to your next roll. Roll <= 5 and subtract 2 from your next roll.



Traffic Control Point

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Ramp Closures!

Roll > 5 and advance 1 node (no fuel or time). Roll <= 5 incur 30 min penalty.



Ramp Closures!

Roll > 5 and advance 1 node (no fuel or time).
Roll <= 5 incur 30 min penalty.



Ramp Closures!

Roll > 5 and advance 1 node (no fuel or time).
Roll <= 5 incur 30 min penalty.



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Roll > 5 and advance 1 node (no fuel or time).
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Ramp Closures!

Roll > 5 and advance 1 node (no fuel or time).
Roll <= 5 incur 30 min penalty.



Help Another Evacuee

Receive \$500.



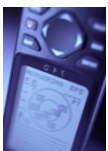
Help Another Evacuee

Receive \$500.



Help Another Evacuee

Receive \$500.



GPS Fails!

End turn getting lost with 1 hour penalty.



Car Overheats!

End turn with 1 hour penalty.



Flat Tire!

Roll above 4 to fix it and use 10 units of supplies or pay \$500 to local service. End turn.



Flat Tire!

If you picked up a friend, they fix it for you in 30 min, otherwise pay \$500 to local service & end turn.



Flat Tire!

If you picked up a friend, they fix it for you in 30 min, otherwise pay \$500 to local service & end turn.



Flat Tire!

If you picked up a friend, they fix it for you in 30 min, otherwise pay \$500 to local service & end turn.



Engine Trouble!

Pay \$500 to fix it or end your turn.



Tractor Trailer Overturned

End your turn with 1 hour penalty.



Caught Speeding

End your turn. Pay \$100 fine.



Caught Speeding

End your turn. Pay \$100 fine.



Rescue Lost Dog

Receive \$100.



Rescue Lost Dog

Receive \$100.



Car Sick!

Your kids gets car sick.
Use 10 units of supplies.



Car Sick!

Your spouse gets car sick. Use 5 units of supplies.



Supplies!

Evacuation center gives you 25 units of supplies.



Supplies!

Evacuation center gives you 25 units of supplies.



Supplies!

Evacuation center gives you 50 units of supplies.



Supplies!

Evacuation center gives you 50 units of supplies.



Reckless Driving

Pulled over for reckless driving. End your turn.
Pay \$250 fine.



Reckless Driving

Pulled over for reckless driving. End your turn.
Pay \$250 fine.



Kids Feed Animals

Lose 10 units of supplies or all of what you have.



Kids Feed Animals

Lose 10 units of supplies or all of what you have.



Snacks!

If you picked up any friends, add 10 units of supplies.



Snacks!

If you picked up any friends, add 10 units of supplies.



Left Trunk Open!

Lose 25 units of supplies or all of what you have.



Heat Spoils Food!

Lose 25 units of supplies or all of what you have.



Find Supplies!

Add 5 units.



Find Supplies!

Add 5 units.



Aggressive Drivers

Roll over a 2 to avoid them or end your turn in a fender bender.



Aggressive Drivers

Roll over a 2 to avoid them or end your turn in a fender bender.



Snacks!

If you picked up any friends, add 10 units of supplies.



Boat in the Road

A boat falls off the trailer in front of you. Roll over a 3 to avoid it or end your turn in a fender bender.



Storm Surge!

Go back to where you started your turn. Incur time and fuel penalties.



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Go back to where you started your turn. Incur time and fuel penalties.



Congestion!

Congestion is worse than you thought. Subtract 2 from your next roll.



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Debris in the Road!

Roll over a 4 to avoid it or end your turn hitting it.



Bridges Open

Bridges are open for everyone.



Debris in the Road!

Roll over a 4 to avoid it or end your turn hitting it.



Bridges Closed

Bridges are closed for everyone.



Boat in the Road

A boat falls off the trailer in front of you. Roll over a 3 to avoid it or end your turn in a fender bender.



High Winds!

Winds are higher than expected. Everyone use the red numbers.



Winds Die Down!

Winds die down. Everyone use the black numbers.



Heavy Rain!

Everyone use the red numbers.



Rain Eases!

Everyone use the black numbers.



Find Supplies!

Add 10 units.



Find Supplies!

Add 10 units.



Low Fuel Supplies

Fuel supplies are running low. Double the price for everyone.



Low Fuel Supplies

Fuel supplies are running low. Double the price for everyone.



Congestion!

More evacuees leave than is necessary. Everyone use the red numbers.



Congestion Eases!

Contraflow lanes ease congestion. Everyone use the black numbers.



High Winds!

Winds are higher than expected. Everyone use the red numbers.



Winds Die Down!

Winds die down. Everyone use the black numbers.



Heavy Rain!

Everyone use the red numbers.



Rain Eases!

Everyone use the black numbers.



Price Gouging!

Double the price of supplies for everyone.



Price Gouging!

Double the price of supplies for everyone.



Low Fuel Supplies

Fuel supplies are running low. Double the price for everyone.



Fuel Delivery

Halve the price for everyone.



Car Crash!

Car crashes cause network wide congestion. Everyone use the red numbers.



Storm Changes Direction!

Storm changes direction for everyone. Roll die.
1-4 → relative's home is unreachable
5-8 → hotel is unreachable,
9 or 0 → head home (start).



Looters!

Looters steal your big screen TV, lose \$1000.



Looters!

Looters steal your jewelry, lose \$1000.



Relief Concert

Musicians hold relief concert. Receive \$1000.



Philanthropists!

Receive \$1000.



Lost Wallet

Roll > 4 and your spouse picked it up for you. Roll ≤ 4 and lose half your money.



Lost Wallet

Roll > 4 and your spouse picked it up for you. Roll ≤ 4 and lose half your money.



Hospital Evacuation

Hospital evacuation crosses your path. End turn. Incur 1 hour penalty.



Emergency Fuel!

Fill up for free now.



Nursing home Evacuation

Nursing home evacuation crosses your path. End turn. Incur 1 hour penalty.



Emergency Fuel!

Fill up for free now.



Looters!

Looters steal your computer, lose \$1500.



Evacuation Buses!

Get stuck behind them. Time cost is 1 hour per link until your turn ends.



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Evacuation Buses!

Get stuck behind them. Time cost is 1 hour per link until your turn ends.



Philanthropists!

Receive \$500.



Philanthropists!

Receive \$500.



Hospital Evacuation

Hospital evacuation crosses your path. End turn. Incur 1 hour penalty.



Air Conditioning Fails

If you picked up a friend, they fix it in 30 min, otherwise use 20 units of supplies and end turn.



Nursing home Evacuation

Nursing home evacuation crosses your path. End turn. Incur 1 hour penalty.



Air Conditioning Fails

If you picked up a friend, they fix it in 30 min, otherwise use 20 units of supplies and end turn.



Broken Fuel Gauge

Subtract 2 gallons from your tank.



Evacuation Buses!

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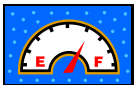
Broken Fuel Gauge

Add 5 gallons to your tank.



Spare Fuel!

If you picked up any friends, they brought a small gas container. Gain 5 gallons of fuel.



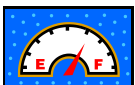
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