3. <u>KNOCKING:</u> A player may "knock" prior to the start of their turn and as long as they have no more than 4 cards in their hand. The "knock" play is similar to that used in Gin Rummy. When a player "knocks", the round immediately ends and all players then count the points in their hand. Points are scored against the "knocking" player's total and per the following example:

- Player A "knocks" with remaining cards 1-3-4-4 (a sum of 12 points).
- Player B's hand sums 42, however, they only score 30 points (42 minus the "knocking" player's 12).

In a situation where a "NON-knocking" player has <u>fewer</u> points than the "knocking" player, then the following would occur as an example:

- Player A "knocks" with 12 points.
- Player B's hand sums 42 and they score 30 points (42 minus 12).
- Player C has the highest sum of any player, 73, and they score 61 points (73 minus 12).
- However, Player D has 10 points...(less than the "knocking" player's 12). In this case, Player D moves his piece "back" 2 spaces (10 minus 12) and Player A takes his 12 points PLUS the 73 sum from the opponent with the highest hand...for a total of 85 points. Thus, he must move his playing piece forward 85 spaces.

The play of a "knock" can be a less risky strategy for a player to win a round though at the same time it reduces the number of points realized by their opponent(s). Another "knock" strategy is to carefully calculate the "knocking points" so that the player lands on a BONUS SPACE at round's end.

FRONT PORCH
CLASSICS®

See our entire line of games and puzzles at:

AreYouGame.com

FRONT PORCH
CLASSICS®

DEER IN THE HEADLIGHTS™

BOARD GAME

Played By Families and Wild Game Everywhere

RULES OF PLAY

GAME COMPONENTS:

- Game Board
- 60 Game Cards
- 6 Moving pieces (chips)
- 4 Game Dice (3 "Number" dice + 1 black Predator die)
- Scoring Grid
- Camo Storage Bag (so you don't spook "game" when playing in the "wild")

PLAYERS 3-6   AGES 8+

53729/53629

DEER IN THE HEADLIGHTS
BOARD GAME

The play of the game is quite simple as players do the following;

1. **Take turns rolling the 4 game dice.**

2. **After each roll, refer to the Scoring Grid to direct the "play" of cards from their hand.**

3. **Advance their playing piece at the end of each round according to the remaining points in their hand.**

4. **WIN the game…by being the player with the lowest point total at the end of the game.**

SETUP:
1. Unfold the game board and place in the center of the group.
2. Each player chooses a different colored moving piece.
3. Shuffle the deck of 60 game cards.

OBJECT OF THE GAME:
Be the player with the lowest score at the end of the game.

When does the game end? When a player(s) are on FINISH at the end of a round.
Who is the winner? The player with the lowest score when the game ends.

RULES OF PLAY:
- The game can be played in either a BASIC or ADVANCED mode and is played in rounds with the winner of each round being the first player to discard all their cards.

- The game board is used to keep score, hold discards, and includes BONUS SPACES when played in the ADVANCED mode.

- At the end of each round, players add up the points on the remaining cards in their hand and advance their moving piece the corresponding number of spaces on the game board.

Example: Player A is the first to get rid of all their cards. The remaining cards in Player B's hand are 4-4-7-8-10-11 Pt Buck (a sum of 44 points). Since Player A won the round his moving piece does not advance on the game board. Player B, however, will advance their moving piece 44 spaces.
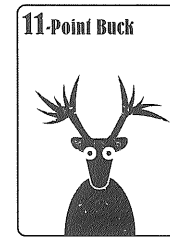
- The game can only end at the end of a round and, it does not matter how many rounds are played to finish the game. Should a player land on FINISH before the round is over, play continues until the round ends, but this player no longer advances in a forward direction on the game board (they remain on FINISH). However, such player may move backwards and back on to the scoring lane should a play by themselves or an opponent dictate such (see RACK STRATEGY section).

- If the game ends in a tie, the player with the lowest score in the final round is the winner.

- *Strategy:* Players should try to rid themselves of the highest point value cards quickly in order to <u>minimize</u> their score should they not win the round.

- "Predator" cards have their own point values. JOKER's have no point value.

- After scoring, the cards are passed to the left to re-deal and start another round.

- Note these special images and definitions when playing the game.

Number Dice		Predator Die		
Deer in Headlights	Running Deer	Hunter	Wolf	Car

SCORING GRID:
If you are a first-time Deer in the Headlights player do not worry if it takes a few rounds to get comfortable with how to use the Scoring Grid. Very quickly, certain rolls will become familiar and the play options automatic.

THE BASIC GAME:

- The entire deck of cards is dealt to all players to start a round (it does not matter if one player is dealt more cards than another).

- The youngest player goes first.

- A Player's turn is the roll of all 4 Dice: the 3 "Number" dice + 1 "Predator" die, all rolled at the same time. However, the play of the "Number" cards and "Predator" cards are determined separately as described below.

- After the player rolls they should refer to the Scoring Grid to determine their play.

1. **Roll of the 3 "Number" dice:** The combination roll of these dice determine which "Number" cards a player may discard or pass to an opponent. All DISCARDED "Number" cards are placed into the DISCARD space on the game board (unless they are PASSED to an opponent).

Example: Player A rolls 3-7-Deer in Headlights

defined as "2 Numbers + Deer in the Headlights" on the Scoring Grid:

③ ⑦ 🦌	2 Numbers + Deer in Headlights	PASS all matching cards.	PASS to any other player(s).

Looking under column heading, "DISCARD/PASS LOCATION", this roll directs Player A to PASS to any other player(s) all the 3's and 7's from their hand. When passing cards to other players, Player A has the option to pass all cards to one player or some to one player and some to others...any combination or way they wish.

2. **Roll of the black "Predator" die:** This directs how "Predator" card(s) are to be played:

a. If a player possesses a card(s) in their hand that match the "Predator" die rolled, they may pass one or all of such cards to any one or as many opponents as they wish. Players are not forced to play "Predator" cards. They may instead decide to hold such card(s) with the intent of creating a "RACK" which can be played later.

b. **RACK:** This is a "run" of 3 <u>different</u> "Predator" cards or 3 of the <u>same</u> "Predator" card, and allows for the immediate play of the total point value of all three cards. If a player is holding a RACK when another player ends the round, the RACK remaining in the hand is included in that player's point count.

Example: Player A has a RACK of Hunter-Car-Wolf, totaling 15 points. Player A, in deciding to play his RACK, must do so at the end of their turn.
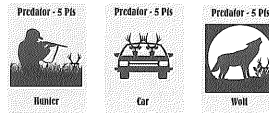
Player A has the option of moving their playing piece or opponent(s) playing piece(s) backward or forward as long as the sum total number of spaces moved does not exceed 15. In this case, Player A could decide to move themselves back 5 spaces, Player B ahead 3 spaces and Player C ahead 7 spaces. Note that there are only 2 of each "Predator" card type in the deck. Therefore, the only way a player can create a RACK of the <u>same</u> card type is to use a Joker (as further described below).

RACK STRATEGY:
A RACK can be an important strategy for players either wanting to end the game quickly (by playing points to force an opponent onto FINISH), or to prolong the game.

Example:
- Player A is winning (has the fewest points)
- Player B is in 2nd place
- Player C just landed on FINISH but the round is not yet over
- It is Player B's turn, who may want to play a RACK and use the points to bring Player C back from the FINISH, thereby extending the game and giving themselves more time to beat Player A.

c. If the "Predator" die roll is DISCARD then a player may "discard" (but not PASS to an opponent) any one "Predator" card from their hand.

d. All discarded "Predator" cards must be placed "face down" onto the "Predator" space.

e. "Predator" Draw Option: A player has the option at the end of their turn, to "draw" one "Predator" card from the pile on the "Predator" space. They might consider such a move if they were trying to obtain a Joker or other "Predator" Card to complete a RACK. Should a player opt to pick a card from the "Predator" pile they need follow this procedure:
   - Complete the play from their "roll".
   - Announce that they wish to end their turn by drawing a card from the "Predator" pile.
   - Shuffle the cards in the "Predator" pile (done by an opposing player)
   - Draw one card from the pile.
   - They may not make an additional play, however, until their next turn.
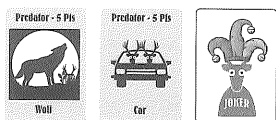
3. JOKERS: Jokers may be used as "Wild Cards" and have "0" point value. Below are ways Jokers may be used:
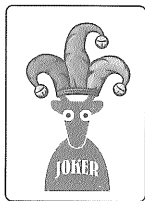
a. To substitute for a "Predator" card in a Player's hand. For example; if Player A possesses the Wolf and Car,
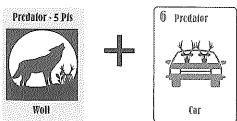
they might use the "Wild Card" to become a "Hunter", thereby completing a RACK of Wolf-Car-Hunter:

b. To substitute for a "Number" dice rolled. A player must declare which specific "number" the Joker is to represent, and then which "Number" it will replace so that the integrity of the rest of the play is maintained.

For example, if 2-5-Running Deer is rolled,

and the player uses a Joker to represent an 8 and replace the 5, then the roll becomes 2-8-Running Deer with the Scoring Grid directing the player is to PASS all 2's and 8's to another player.

c. After playing a Joker, the card is placed face down into the "Predator" pile.

ADVANCED GAME PLAY:

Once you have mastered the BASIC GAME you may want to "take it up a notch" and play the ADVANCED game mode, where the following additional rules apply.

1. SCORING GRID: Refer to the ADVANCED play features at the bottom of the SCORING GRID.

2. BONUS SPACES: BONUS SPACES have yellow shaded numbers and are straddled by an image of either a "Deer" or "Bullseye". For example, both spaces 5 and 65 are straddled by a "Bullseye" and therefore,

both spaces are BONUS. Likewise, spaces 3 and 63 are straddled by a "Deer", and both spaces are BONUS.
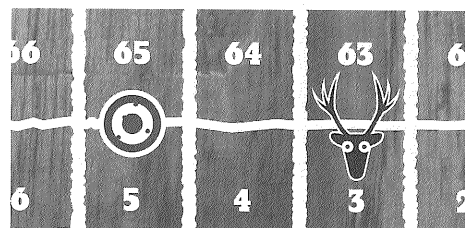
A. Deer In The Headlights:
Landing on this space at the end of a round allows a player to select hidden cards for play during the following round, per the example below.

- Player A lands on space "63" after their points are summed and moving piece advanced on the game board.

- Cards are dealt for the next round and Player A then selects any 3 different cards from this new hand and places them face down next to each other. In this example Player A selects 5-9-Car.
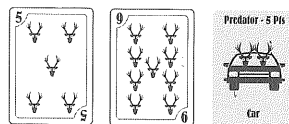
- During Player B's turn they roll a 4-9-10 and Player B discards all three into the discard pile.

- Player A, however, reveals the hidden 9, thereby stopping Player B from discarding the 9. In a "pass cards" roll, Player A may also stop Player B from passing the 9 to him, or any other opponent.

- Once Player A uses a hidden card, that card is then removed from the game and placed in the DISCARD pile, and in this example only 2 hidden cards would remain.

- Should the round end with Player A not winning and having hidden cards left in front of him, these are NOT included as part of his point total for that round.

B. Bullseye:
Landing on this space at the end of a round earns 12 points to allocate as they wish (similar to a RACK play described above). These points are to be played immediately and prior to the next round starting.

If during the next round a player scores "0" points and does not move off the BONUS SPACE, they are not allowed to play the same BONUS SPACE a second time in a row.