

Mad Dash! Published by ITOS Enterprises

These two-player rules are from [Randy Cox on Boardgamegeek.com](http://www.boardgamegeek.com) and I cite them below in the session review I wrote for the same site.

Rules

Shuffle the deck and give half to each player. Start the timer. Players simultaneously start sorting out their cards and attempting to make a single, unbroken chain of states (no branches) based on which states border on the map. They get the points for each state in their journey. Wild cards (Alaska and Hawaii) can be used as any state not otherwise in your journey, but are worth no points. When the timer runs out, score the hand.

Scoring

Assuming you have a legitimate journey, you sum the points of the cards in your chain. If you happen to reach from the Atlantic Ocean to the Pacific, you get a 20-point bonus. The chain can go as long as it wants, even up the coast and back inland, but no branches and no in-and-out of states count for the length.

End of Game

Rounds continue until someone reaches 200 points.

[My session report from Boardgamegeek.com on June 5, 2009.](#)

Dan Hummel, @BlackRook
Jun 5, 2009

Well, I just finished putting in all the games we currently own into BGG and into my spreadsheet, and then I glanced down the spreadsheet for games that needed reviewing or reports for BGG, and went to gather a few to play with my 12-year-old son, when I found "mad dash!" Uh oh, I didn't include that in the database. So I brought it down and opened it up, and it looked educational and fun, so I decided we'd try this first.

The first disappointment was the missing rules! No problem, BGG! Thanks to Randy Cox's review (<http://www.boardgamegeek.com/thread/221443>) I found the two-player rules, and we began.

We played a practice round without a timer, and it was at that point I realized how little my son knew about US geography. Well, it put a damper on the game, but was an important eye-opener for me. I was not able to make a complete connection coast-to-coast, even with all the time in the world. I wondered how often this happens. My son had a much worse scenario, and couldn't get six states in a row.

First real round: Me 31 points, Son 34 points, both made paths coast-to-coast. 51-54, and both of us finished in under the three-minute sand timer! Felt much better about my son's knowledge.

Round 2: Me 52, Son 22, I went coast-to-coast, so the score is now 123-76. My son need a little extra time to finish his best chain.

Round 3: Me 59, Son 58. I went coast-to-coast, final score 202-134. I won in record time with the rule caveat below. My son did not finish his trail on time, but he certainly learned US geography!

One rule caveat: I didn't know if you could keep making a trail even when you've gone coast-to-coast, and so I decided you could, within the time limit, and as long as it was not in and out of a state, but through a state. Thus, when I got to the coast at South Carolina, I went north to North Carolina, then a wild card (Alaska) got me through Virginia to West Virginia, then on to Maryland.

Assembling these rules for my game bag, I noticed that Randy Cox had responded to me that day I posted my session report.

Randy Cox, Designer, @Randy Cox
Jun 5, 2009

We, too, do not prohibit players from continuing a journey, even if they go coast-to-coast. In fact, we sometimes start inland, hit a coast, curl back, hit the other coast, and continue.

It is frustrating that sometimes the cards just don't work out. We have hands where neither of us can possibly make a coast-to-coast trek and other rounds where we both can. Fortunately, the game is short and the luck evens out over many games.