

# **RACE!**

**A fast-paced dice game by Darcy Burgess**

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This is the RUBBER MEETS THE ROAD edition of RACE!

Released July 2009



[www.achtung-spiel.com](http://www.achtung-spiel.com)

## **What is Race?**

It's a game where you and your friends race cars (called RACERS) around a RACETRACK. The racers will work in teams; the better your racer places, the more points your team will score. The team with the most points wins the race!

## **How do the teams work?**

It depends on how many people you have playing.

- » Two players: each player controls a team of three racers.
- » Three players: each player controls a team of two racers.
- » Four players option 1: each player controls one racer; there are two players on each team.
- » Four players option 2: each player controls a team of two racers.
- » Five players: one player controls a team of two racers. The other four players each control one racer, and are paired up to form two more teams.
- » Six players: each player controls one racer. You can choose to partner up into two teams of three racers each, or three teams of two racers each.

## **How do I build a racer?**

Just go ahead and make anything you like! Just make sure that your racer fits the scale of your racetrack.

You'll also need a DASHBOARD for each racer, which you use to keep track of your SPEED. I like to build one, just like building a racer. However, you can just as easily use a piece of paper and a pencil. Anything that will let you easily keep track of the numbers zero through three will do. You'll need to be able to tell which dashboard goes with each racer, too.

## **How do we build a racetrack?**

Your racetrack is divided into SPACES; it shouldn't be any shorter than twenty spaces. The more spaces in your racetrack, the longer your race will last.

If you're playing with the basic rules, just make a big oval; be sure to pick a spot to be the FINISH LINE. The finish line is always placed between two spaces.

Pick a direction that the racers will go around the track.

## How long is the race?

You should all decide how many LAPS the race will last. A lap is one complete trip around the racetrack. If this is your first time playing, choose one or two laps. Otherwise, pick any number you like!

## How do I win?

Your team earns points for the order that the racers cross the finish line at the end of the final lap:

| Eight Racers    |        |                 |        |
|-----------------|--------|-----------------|--------|
| Place           | Points | Place           | Points |
| 1 <sup>st</sup> | 20     | 5 <sup>th</sup> | 5      |
| 2 <sup>nd</sup> | 15     | 6 <sup>th</sup> | 3      |
| 3 <sup>rd</sup> | 11     | 7 <sup>th</sup> | 1      |
| 4 <sup>th</sup> | 8      | 8 <sup>th</sup> | 0      |

| Six Racers      |        |                 |        |
|-----------------|--------|-----------------|--------|
| Place           | Points | Place           | Points |
| 1 <sup>st</sup> | 15     | 4 <sup>th</sup> | 4      |
| 2 <sup>nd</sup> | 10     | 5 <sup>th</sup> | 2      |
| 3 <sup>rd</sup> | 7      | 6 <sup>th</sup> | 1      |

The team with the most points wins the race!

## **Anything else?**

The racer who's closest to winning the race is in the LEAD. This seems obvious, but it's important.

## **What else will we need to play?**

- » You'll already have assembled your racers and dashboards and divided up into teams.
- » You'll need some eight-sided dice as well; three white die are the racer dice, three red dice are the speed dice and two black dice are the hazard dice.
- » You'll also need some counters (pennies work just fine) as hazard tokens. If you have lots of black dice, you can actually just use the hazard dice instead of tokens.

## **How do we line up at the starting line?**

Roll a die (it doesn't matter what colour right now) for each racer; younger players win ties. The highest roll has the POLE POSITION. Place the pole position racer in the space just behind the finish line. The next racer is placed in the space behind the pole position, and proceeding downwards, depending on how your dice rolled.

## **Is there anything else before we start racing?**

Make sure that your dashboards show all your speeds as being zero. Start your engines, the race is about to start!

## **Once the race starts, what do I do?**

You take **TURNS** with the other players moving your racers. The order that you take your turns is set by your position on the racetrack, not where you're sitting at the table. The leader takes the first turn, and you work your way back through the pack; the player who's closest to becoming leader takes the second turn, and so on. You do this until everyone has taken a turn. Then, you start a new set of turns.

## **What can I do on my turn?**

It depends on whether you're in control of your racer. At the start of the race, everyone's in control, so the first turn is easier.

If you're in control, you get to:

- » Change your speed: up by one, down by one or stay the same. Your speed can't go above three.

- » Pick up dice: always pick up the three racer dice; pick up speed dice equal to your speed. For each hazard token beside your racer, pick up a hazard die and then discard the hazard token.
- » Roll your dice: roll them all! Try not to hit the racetrack or the racers!
- » Check for control: look at all of your dice. Are there any matching numbers? If there are, you're out of control! If not, then you're in control. If you went out of control, remove the highest die from your roll.
- » Move your racer: look for the highest number among all the dice (except for the hazard dice); this number is your racer's movement this turn.
- » Shake things up: look for the lowest number among all your dice (except for the hazard dice); you'll get this much movement to move any other racer.

If you're out of control, you get to:

- » Regain control: turn your racer around so that it's facing forwards.
- » Pick up dice: always pick up the three racer dice; pick up speed dice equal to your speed. For each hazard token beside your racer, pick up a hazard die and then discard the hazard token.

- » Carry on with your turn: roll dice, check for control, find movement and shake things up.

## **How does moving work?**

Usually, you'll be moving your own racer, and you'll move it on your own turn. You move your racer one space for each point of movement your racer got this turn, and you keep moving until you're forced to stop.

You have to stop if you've used up your movement for the turn. You also have to stop if you've moved into the space behind another racer and don't have enough movement left to pass them.

## **How does passing work?**

You can't stop in a space with another racer. You need to be able to reach the first empty space in front of them. If a racer in front of you is in control, you spend one movement to 'go around' their space, and another to enter the space in front of them. If a racer in front of you is out of control, going around their space costs two movement, and another one to enter the space in front of them.

## **What if I can't use all of my movement?**

You've got a choice: slow down or risk a crash. If you choose to slow down, reduce your speed by one right now. If you choose to risk a crash, don't change your speed; instead, place a hazard token next to your racer. Either way, stop moving.

## **How does losing control work?**

Reduce your speed by one, and place your racer backwards in its space to show that you're out of control.

## **How does shaking things up work?**

Once you know how many movement you're assigning to another racer, you move them just like you'd move your own racer. However, any decisions that need to be made are made by the racer's player.

## **How does needing to roll the hazard die work?**

When there are one or more hazard tokens beside your racer, you'll need to roll hazard dice; if there's one token, you pick up one hazard die; if there's two or more tokens, you pick up two hazard dice. When you pick up your dice, discard the hazard tokens beside your racer.

After you've rolled and you're looking at your dice, the hazard dice don't count when you're figuring out your own movement, or when you're shaking things up. Hazard dice only count for going out of control.

## **What are the advanced rules?**

There are three advanced rules in Race! They each add a level of depth to the game, as well as increasing the game's complexity. The advanced rules are corners, driver skill and hard-core racing. All three rules are optional; you need everyone's agreement to use them.

## **How do corners work?**

When you build your racetrack, you can choose to denote certain spaces as being corners. Corners are sections of the racetrack where it curves tightly and requires greater skill to maneuver.

Make your corners between two and four spaces long. Give them a radius rating of one or two; a lower radius rating represents a tougher corner.

## **How do corners change the rules?**

It costs one extra point of movement to pass a racer if either of you are in a corner space.

If you enter (or completely pass through) a corner when your speed is higher than the radius rating of the turn, place a hazard token beside your racer.

## **How do driver skills work?**

Each racer gets a roll on this table at the beginning of the race, to determine what special skill its driver has.

1. Corner Master: you treat all corners as if the radius rating was one higher.
2. Aggressive: when you can't pass another racer, and you choose to take a hazard, the racer in front of you does too.
3. Lead Foot: once per turn, you can choose to re-roll one of your speed dice. When you do this, place a hazard token next to your racer.

4. Quick Reflexes: when another racer is blocking you from moving, you have a third option: if the blocking racer's speed is the same or higher than yours, you can stop moving without slowing down or taking a hazard token.

5. Cautious: once per turn, if there are hazard dice in your roll, you may reroll any one of your dice.

6. Nimble: the movement cost for passing other racers is reduced by one, to a minimum of one point per space.

7. Road Hog: other racers always have to treat you like you're out of control for the purposes of passing you.

8. Dirty: when a racer chooses to take a hazard token when they can't pass you, you can choose to place an additional hazard token beside both their racer and yours.

## **How does hard-core racing work?**

Normally, you can never roll more than two hazard dice in a turn. When you're racing hard-core, you can. If you've got more than two hazard tokens when you pick up your dice, the extra hazard dice replace your speed dice. If you don't have enough speed dice to accommodate all of the extra hazard dice, accommodate what you can and ignore the rest.

## Is that it?

- » No! I need to thank Vincent Baker for MECHATON. If you don't know why, you need to go play Mechaton. Seriously. NOW! «» [www.lumpley.com](http://www.lumpley.com)
- » Glenn Hall introduced me to FORMULA DÉ, which is a primary influence.
- » Bowen Simmons designed BONAPARTE AT MARENGO, which proves that simple and elegant can equal deep and engaging. «» [www.simmonsgames.com](http://www.simmonsgames.com)
- » My boys, Alec and Philip showed me that RACE! Is actually really, really fun.