

Street Racing

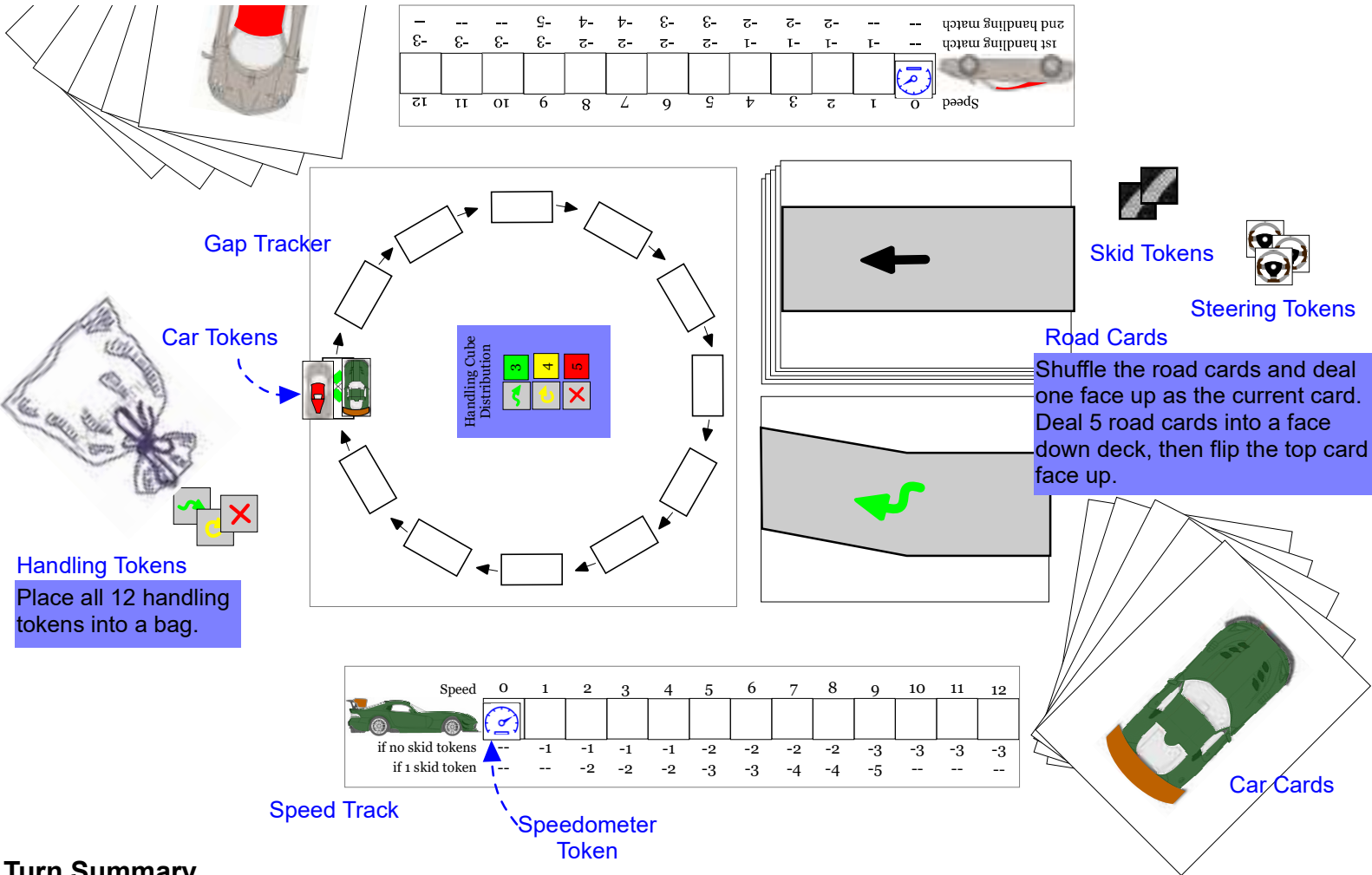
Manage your hand of cards and press your luck as you race through the streets.

For 2 Players; 20 minutes; by Douglas Schulz

Set Up

Place the 12 handling tokens in the bag. Shuffle the 12 Road cards together then deal 6 into a face down deck. The remaining Road cards should be set aside without looking at them. Take the top Road card and place it face next to the deck, then flip the top card of the deck face up. Place the Gap Tracker in the middle of the table and place both car tokens on the space marked with the green flags.

Now give each player one of the Car decks and a Speed Track. Place a Speedometer token on the 0 space of each Speed Track.



Turn Summary

Play Cards

Each player simultaneously plays a Car card from their hand face down. Reveal these cards at the same time.

Resolve Move

Each player will now resolve their turn, starting with the player furthest ahead on the Gap Track. If two cars are on the same space, the player who played the highest valued card goes first. If cars that are tied on the Gap Track played the same card, randomly determine who resolves first.

- 1) Increase your speed by the value of the card. Use the Speedometer token to mark your current speed on your Speed Track.
- 2) If the current Road card is a , , or the car must make a handling check.


Handling Check

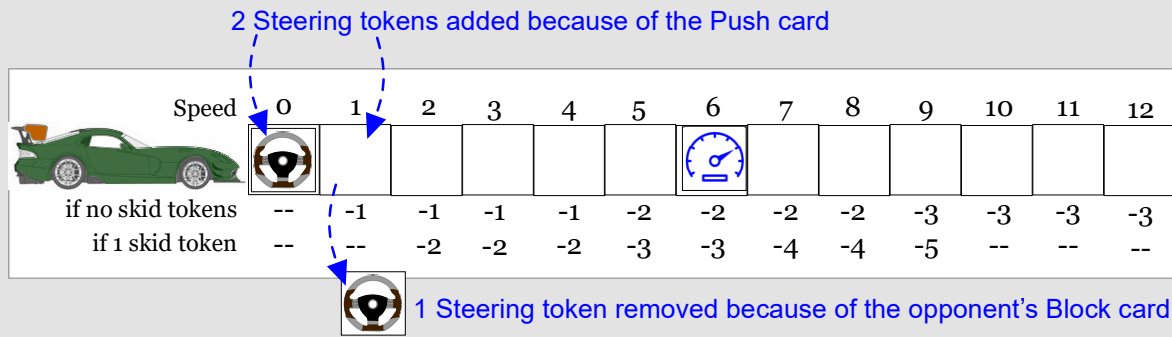
During a handling check you will try to fill your Speed Track with tokens up to the position of your Speedometer token. Tokens are always placed on the Speed Track from left to right -- onto the slowest empty space on the track.

1) Place Steering tokens onto your Speed Track as determined by the Car card you played this turn.

2) Remove a Steering token from your speed track if you are affected by a Block card. If there are no Steering tokens to remove, ignore this affect.

4 Push

For example, the green car played Push this turn and increased their speed to 6. The current Road card is a , so a handling check is required. The Push card places 2 Steering tokens on green's Speed Track. But the red car moved first this turn and played Block, so green must now remove one of those Steering tokens.



Before handling, place 2 steering wheel markers on your speed track.

2 Block

3) Draw 1 Handling token from the bag.

a) If the Handling token matches the current Road symbol, do the following in order:

- * If there are 2 Skid tokens on the Speed Track already, the car crashes. Otherwise, apply the handling penalty based on the car's current speed and the number of Skid tokens on the car's Speed Track.
- * Place a Skid token on the next empty space on the Speed Track.
- * Place the matching Handling token back in the bag.



Before handling, place 1 steering wheel marker on your speed track.
The next car to resolve their move this turn removed 1 steering wheel marker before handling and may not increase the value of a played Pass card.

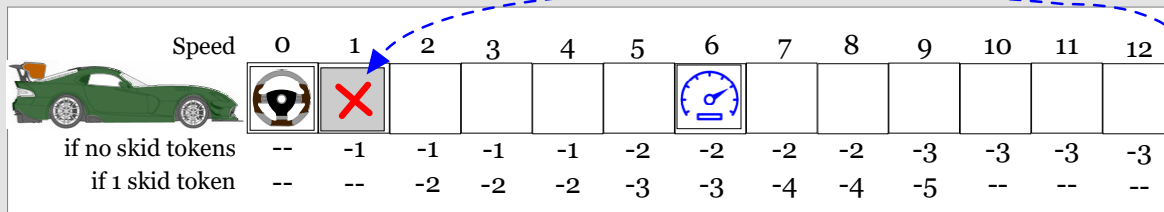
b) If the Handling token does not match the current Road symbol, place that token on the next empty space on the Speed Track.

4) After each draw from the bag, the car has the option to draw another Handling token or not.

a) If another token is drawn, repeat step 3 and 4.


b) If the car stops drawing Handling tokens, move the car's Speedometer token to the highest uncovered space on the Speed Track. However, never move the Speedometer to the right.

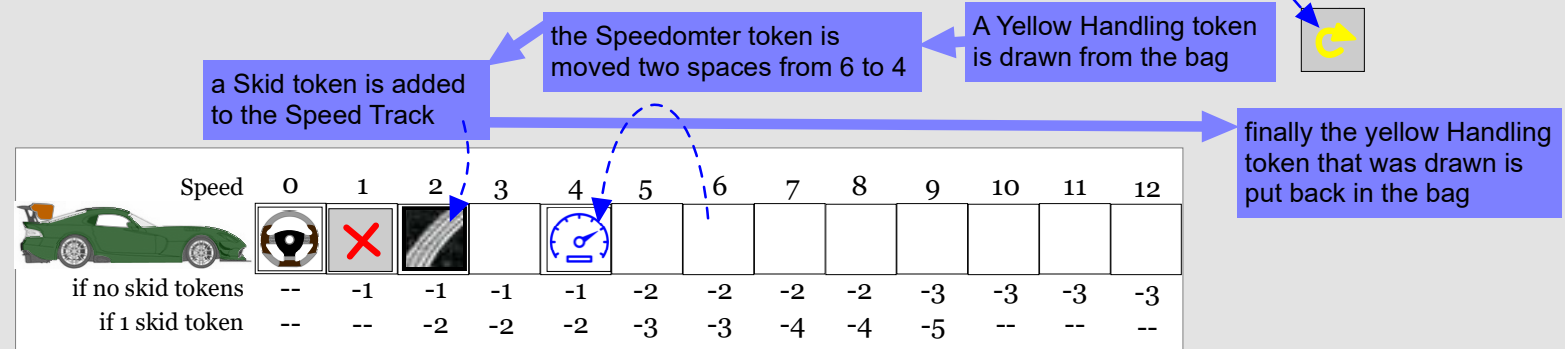
For example, the current Road card is a  and the first Handling token green draws from the bag is a  so that token is simply added to green's Speed Track.



A Red Handling token was drawn from the bag and added to the Speed Track

Now the green car must decide if they will draw another Handling token. In this case, the decision is easy. Stopping now would reset their speed to 2, the current handling penalty would only be -2 so they will draw another Handling token.

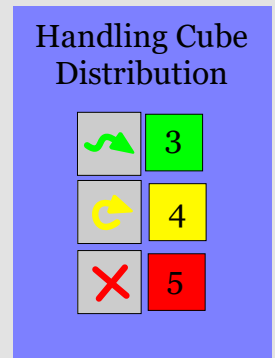
This time they draw a  and must apply a handling penalty. Since there are no Skid tokens on their Speed Track, they move their Speedometer down 2 spaces -- losing 2 speed. Then they place a Skid token in the next space on the Speed Track and put the Handling token drawn back into the bag.



Now green has to make a decision. If they stop drawing Handling tokens, they will move their Speedometer token to 3 -- the last uncovered space on the Speed Track.

If they draw another Token and it is 🟡, they would move down 2 spaces -- because there is 1 Skid token already on the Speed Track. However, if they draw another Handling token and it is not 🟡, they would have filled up all of the Speed Track spaces up to their Speedometer token and would remain at speed 4 this turn.

Speed	0	1	2	3	4	5	6	7	8	9	10	11	12
if no skid tokens	--	-1	-1	-1	-1	-2	-2	-2	-2	-3	-3	-3	-3
if 1 skid token	--	--	-2	-2	-2	-3	-3	-4	-4	-5	--	--	--



Turn End

- 1) The card you played this turn stays face up in front of you and does not return to your hand unless you played Coast. If you played Coast this turn, you pick up all of your Car cards in front of you and put them back into your hand. If you played Cruise this turn, you pick up 1 card not named Cruise from your face up cards in front of you.
- 2) At the end of each turn we also compare the final speeds of each car and adjust the Gap Track accordingly. Advance the faster car forward on the Gap Track equal to the difference in speeds between the two cars.
- 3) Move the top card of the Road deck on top of last turn's current Road card. This is now the new current Road card. Flip over the top card of the Road deck so that each driver can see what is next.
- 4) If there are no more cards in the Road deck, the race is over. The car furthest ahead on the Gap Tracker wins.

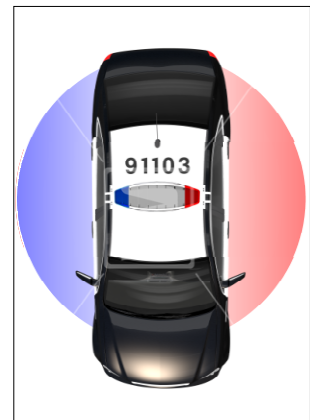
Optional Rules

The Police

The police do not look fondly on street racing and can end a race early. This rule adds variability to the end of the race. So a race could be 5, 6, or 7 turns long instead of always 6.

When constructing the Road Deck, shuffle the police car card in with the bottom 2 Road cards. The police car is now one of the last 3 cards in the deck.

The appearance of the police signals one more turn before the race ends. When the police car appears on the top of the Road Deck, the current road card will be the last turn of the race.

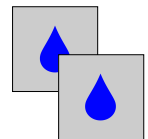


Rain

Wet weather can make mistakes costlier and more frequent. This option adds another variable to consider during a handling check.

Add 1 or 2 water tokens to the Handling bag (your choice). The first Water token drawn during a handling check is placed on the Speed Track when drawn. It has no other affect when drawn, but acts like a skid token if a match is drawn later in this speed check.

The second Water token drawn during a Speed check counts as a match to the current road card



PnP Game Construction

SRtokens.pdf includes instructions on it. Part of that page are small tokens that work best if they are stuck to something thicker like cardboard or chipboard. You can simply print them out and then glue them to the side of a cardboard box. I recommend glueing before cutting.

SRroadDeck.pdf is best printed out 2-sided onto card stock and then slipped into card sleeves. However, you can also print out 1-sided and put the front and back into card sleeves separately. Or just print out pages 1 and 3. Card sleeves are certainly optional.

SRcarCards.pdf should also be printed onto card stock but is not formatted for easy 2-sided printing so you would have to print it 1-sided and then insert both front and back into card sleeves or simply forgo the backs. If these cards are not printed out with backs, not that each player gets an identical deck of cards each race... one each of the cards numbered 0-4.

Not included in this game is a cloth bag for the Handling Tokens. Alternately you could simply keep all Handling tokens face down and mix them up.