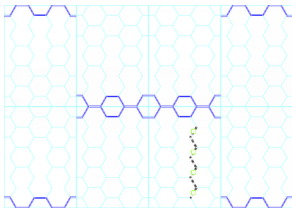


Street Race

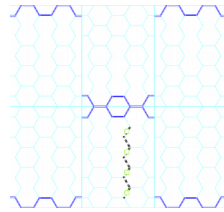
You are racing your cars in an obstacle course race. Will you be able to maneuver between the obstacles and your opponents and win the race?

Setup

Select the size of the race track you want: 2x4 or 2x3 and lay the card orienting as shown to define the race track with the starting race card at one of the straight top or bottom sections:



2x4 Race Track



2x3 Race Track

Each player takes a die in a different color and place it in one of the starting positions () with the '1' of the die pointing up.

For each car mark the damage level on 0 using a marker. Select a first player.

Decide the number of time you wish to go around the race track (2-4 is the recommended number) and place a marker on the track counter at that number.

Car Movement

The car goes around the track clockwise and must pass through all the tracks in order to consider to have finished a lap.

No two car can ever occupy same space.

Game Flow

On his turn the player has two action points if the car damage level is five or lower.

The player gets 1 action points if car damage level is six or higher.

If the car reach more then 10 damage it is removed from the game and the player loses automatically.

Speed Change phase

The player decides if he wants to use some or all of his action points to change his car speed. This is done by changing the value of die that indicates his speed. For each increase or decrease of one point the player pays one action point.

Example:

The increase of speed from '1' to '3' costs 2 action points and decrease of speed from '4' to '3' costs 1 action point.



Move Phase

The player moves the player car and can use the action points left to navigate his car.

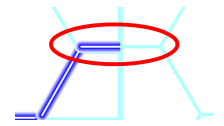
The car moves in the direction it is placed relative to the hex and must move the number hexes as his speed.

For each action point the player can rotate his car by 60 degrees.

Two action points may NOT be used in the same hex to rotate his car by 120 degrees.

If the speed of the car is 4 or more then at least two hexes must separate between rotate actions.

If there is half a wall then it is considered a full wall.



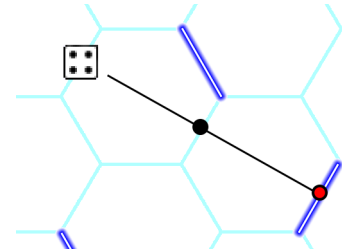
Legal movement examples:

Move straight at speed of 3	Turn 60 degrees

Illegal movement examples:

Speed of 4 but the turns are one after the other with no two hexes separating	A 120 degree turn

If the car crashes into a wall then its speed is reduced to 1 and the damage is increased by the number of hexes it had left to move with a minimum of 1 damage.



Crash example:

The car moves at speed of 4, crashes into the wall with 2 more move points. The car suffer 2 damage points and its speed is reduced by 1.

Game End

When ever the leading player passes the starting line. decrease the track counter by one.

When the track counter reaches '0' this will be the last turn. After all players finish their turn the game ends.

The player who advanced the farthest after the starting line is the winner. In case of a tie, the player with the higher speed wins.

A car might lag behind by a full lap. There is no indication for that, just try to remember that and that car can not win.

Optional Rules

Bumping:

If your car and another car are on two edges joined by an immediate intersection and both card have a speed of more than one it can bump the second car. The following things happen:

The second car is moved by the bumping player to an adjacent edge that does not have a car or is not an wall.

Both car speed is reduced by one.

Both car suffer one damage.

Bump example:

Blue player adjacent to the white player through the black intersection bumps him to an adjacent edge. Both car speed reduces, and both suffer one damage.

