

Underground Street Racing:

Version-July 12, 2014

A push your luck game for 2-4 players.

Racing through the city steers, players maneuver their cars through seven turns. Depending on how they handle through these turns will determine their position and ability to win the race.

Components

1 Game board

32 Dice (8 per player)

12 Car pieces (3 per player, each players cars are labeled numerically)

Setup

Each player selects a color and place their cars on the corresponding spaces that match their car color and number in the middle lane of the first turn. Then they take 8 dice into their dice pool.

The Round

1.) Roll dice

Each player rolls all of their dice in their dice pool.

2.) Assign dice

After rolling, players assign at least one or more die per car. Placing these in groups left to right in front of them to assign to their three cars (from left to right, cars one, two, and three respectfully).

3.) Move cars

Each player compares the selected dice for each car with the target number of the turn.

Slow Down: If the dice add up to under the target number the car moves to the next turn, but move one lane to the left

Speed Up: If the number is above target they move forward and one lane to the right.

Controlled Turn: If the number matches the target number the car moves to the next turn in the same lane it occupies in the current turn. But the owner loses the dice used from their pool.

Stopped Car: If a car in the left column slows down, it moves to next turn into the Stopped column. A car in the Stopped column needs to roll above the target number in order to move to the next turn. If a car in the stopped column rolls the amount of the target number or below the car does not move. Remember, every turn every car needs at least one die allocated to it.

Spin-out: If a car is in the fastest lane and goes over the target number the car is moved forward to the next turn, and spins-out. Once all cars have been moved see if any cars have spun-out. If at least one car has spun-out, move every car in that turn (not stopped) to next fastest lane. This will possibly spin-out even more cars. Finally, move all cars that have spun-out into that turns stop lane.

4.) Begin the next turn

Running out of dice

A player will always retain at least as many dice as they have cars in the race (three until there is a sudden death drive off).

End of the race

Normal finish

The game ends when a car crosses the finish line. If more than one car crosses the finish line then the car in the fastest lane wins the race. In the case of a tie, the player that has the most cars finish in the fastest lane wins. If there is still a tie see the rules for Sudden Death Drive Off.

Out of Gas Finish

If there is a turn where no player is able to advance their car then the race is over and everyone lost the race.

Sudden Death Drive Off

All the cars still tied keep racing by moving back to the start of the race. A car is eliminated if it falls behind, spins out (resulting in a fiery crash), ends up in a slower lane, or ends up in the stop moving lane. The last car remaining is the winner.

If the race ends with all the remaining players spinning-out and crashing at the same time, then the crowd buys a round to remember the gusto of the drivers.

If the race ends with the remaining players entering the stop lane, then the stopped drivers owe the crowd a round for the listless ending to the race.

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