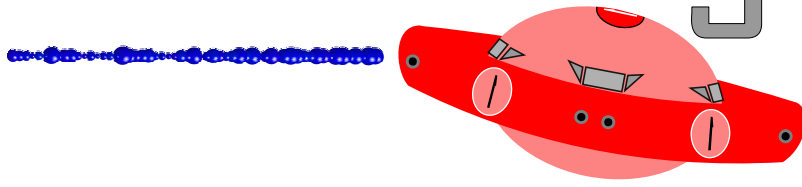


UFO Racing League



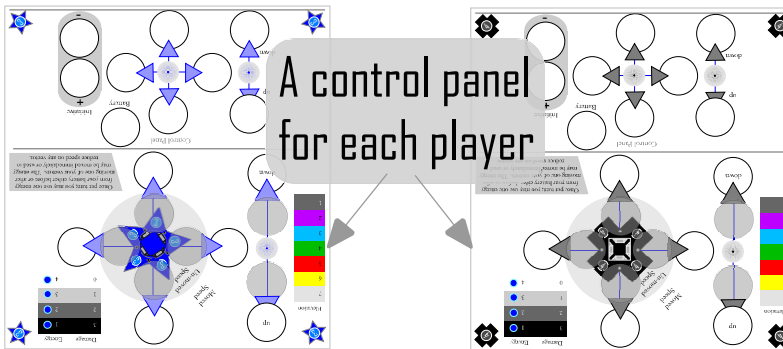
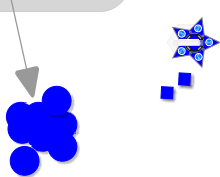
In the far future, the brave take their personal racing UFOs to abandoned space stations to race for fame and fortune. As one of those racers, you will pilot your UFO in three dimensions using thrust and momentum to beat your competition to the finish line. Or ram them into the bulkheads. Whatever works for you.

- 2 - 6 Players
- 10+ years old
- 45 - 90 Minutes

Set-Up, part 1

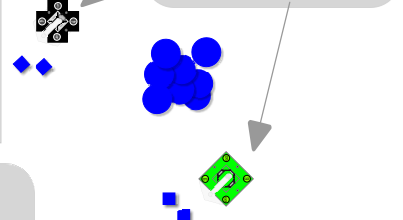
Below you can see a sample set-up for 6 players. Then we'll talk about UFO stands, control panels, and track tiles before completing set-up.

Piles of Blue Energy Chips

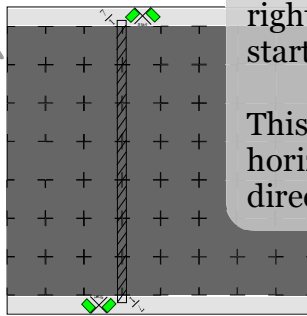


A control panel for each player

A UFO maker and stand for each player

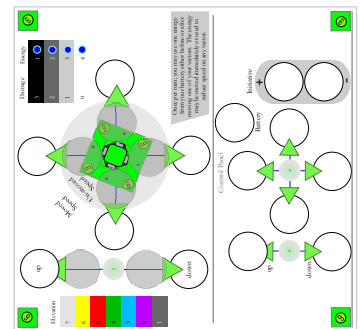


Start Tile

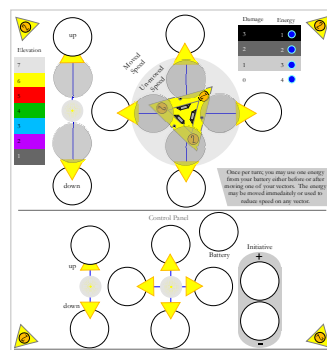
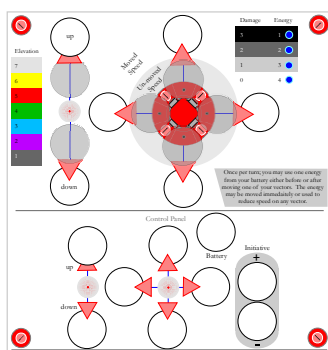
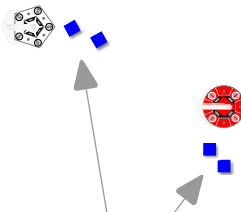


Note how all control panels are placed at right angles to the start tile.

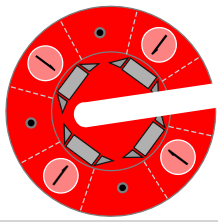
This will help us keep horizontal movement directions straight.



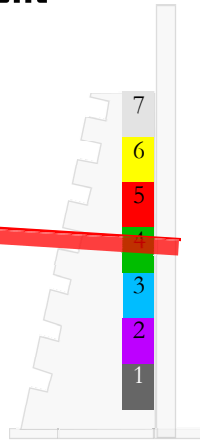
Two Cubes per Control Panel



UFO Stands, Vertical Movement

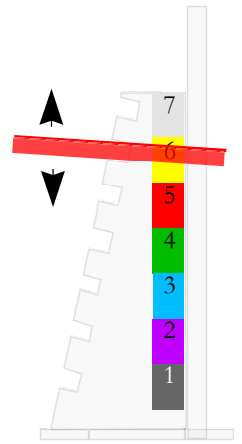


UFO Markers slot into the stands to show the elevation of the UFO.



When UFOs move in a horizontal direction, they move spaces on the track. When the UFO moves up or down, the marker is moved up or down on the UFO stand.

Two or more UFOs may use the same stand if they end up in the same horizontal location but at different heights.

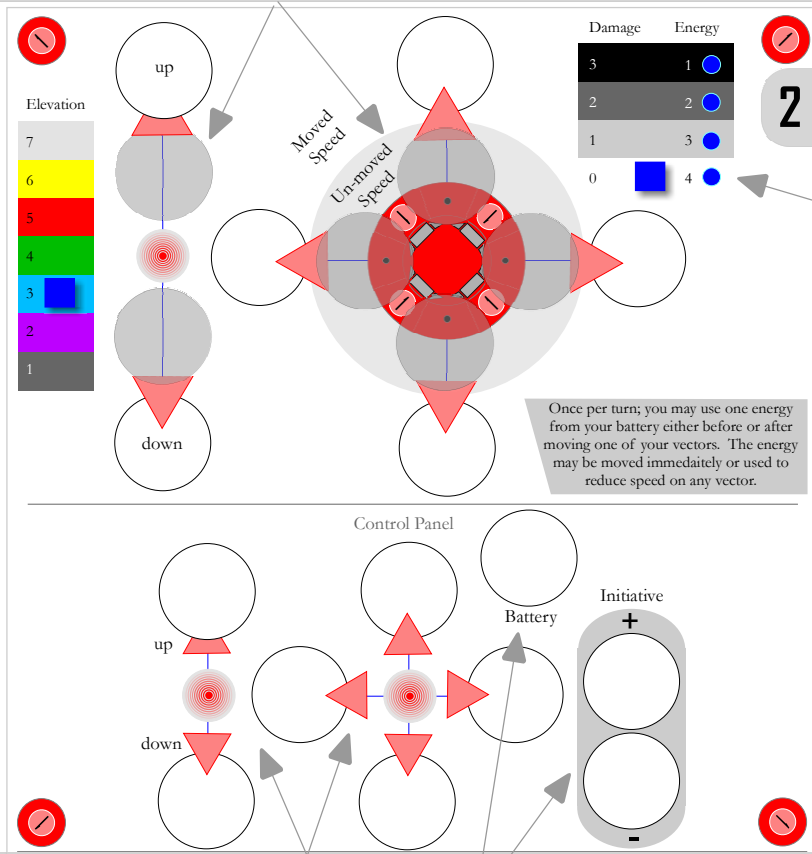


Control Panel

1 The top half of each control panel shows the current speed, elevation, and damage for that UFO.

Blue energy chips on the compass rose below show the UFO's current horizontal speed. Vertical speed is tracked with blue chips on the scale next to it.

Chips on the grey circles show speed that has not yet been moved. When that speed has been moved the chips are moved to the corresponding white circles.



2 Place a cube at the bottom of the Damage track at the beginning of the race as shown. This also shows that your UFO will receive 4 blue energy chips at the beginning of the turn.

When your UFO takes damage it will produce less energy on the next turn. However, this is temporary. UFOs heal 1 damage every turn.

4 A cube on the elevation track can help you track your current elevation without checking the position of your UFO marker on its stand.

3 During the planning phase, you will place the blue energy chips your ship produces anywhere on the lower, planning half of the control panel. This is done in secret, behind your player screen.

Chips placed on the vertical or horizontal axes will modify your current speed. Chips placed on the initiative lozenge affect what order you will move in this turn.

Chips placed on the battery are saved for next turn. One of them can also be used during your turn to adjust your movement.

Track Tiles

Each tile has spaces and walls. Although some have walls in the middle of the tile that act as obstacles.

These walls obviously limit horizontal movement.

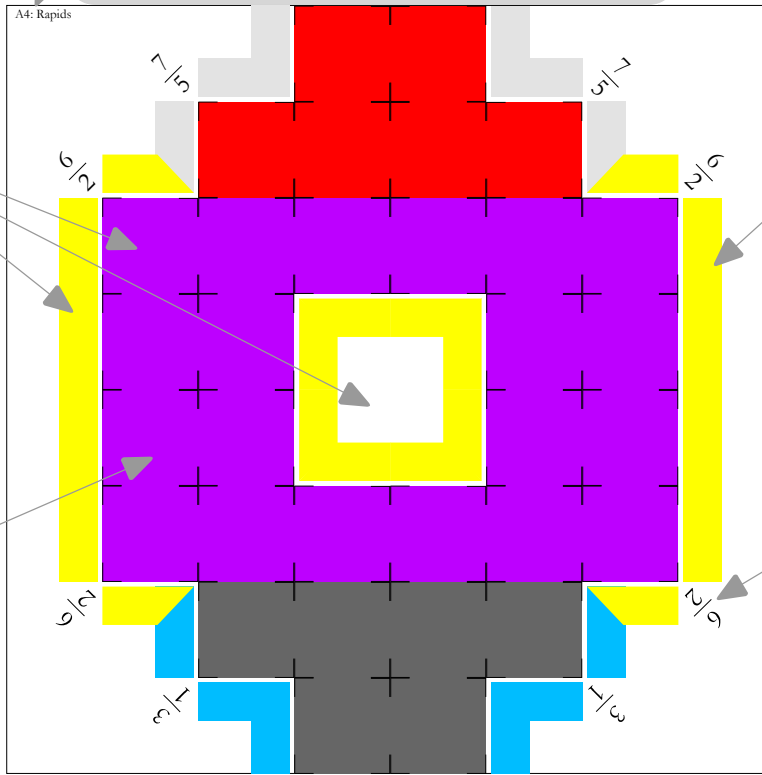
Each tile also has a floor and ceiling which limit vertical movement.

The floor is shown by the color of the spaces in that area of the tile.

Here the floor is purple which is elevation 2.

So, a UFO can be in this space at elevation 2, but not at elevation 1.

Each tile has a name and letter+number designation: A, B, or C + 1-6. The letters indicate different types of tiles.



The ceiling is shown by the color of the walls next to that area of the tile.

Here the ceiling is yellow which is elevation 6.

So, a UFO can be in this space at elevation 6, but not at elevation 7.

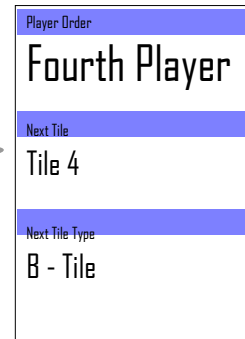
The floor and ceiling values are also shown by numbers along the sides of the tile: ceiling elevation on top and floor elevation on the bottom.

Hint: when your UFO crosses a boundary where either the floor or ceiling height changed, check to make sure that the UFO is at an elevation that is allowed in the new area.

Set-Up, part 2

2nd tile selection

Shuffle the card deck and deal out one card. Look at the Next Tile part in the middle of the card. This tells you the number part of the letter+number designation for the track tile that will be placed next to the start tile as the second tile in this race.



The letter part of that designation is determined by the track set-up you are using. Usually the second tile is an A-Tile. In any case you would use the 4th tile of that type.

Track Set-Up Options

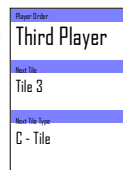
	2nd Tile	3rd Tile	4th Tile	5th Tile
Standard	A	B	C	
Very Short	A	C		
Tricky Start	C	B	C	
Technical	C	C	C	
Camel	A	C	B	C
Big Finish	A	B	C	C

Set that tile aside for a second.

Initial player order

Shuffle the deck of cards together again and deal out one to each player. The top section of the card shows the order in which each player will place their UFO on the track.

The last player in that order will get to choose which side of the 2nd tile is used and exactly how it is added to the start tile.



2nd tile placement

All track tiles are double sided. When placed as part of the track, either side may be used. The person placing the track tile can choose which side to use and exactly how to attach that tile to the existing track.

At the start of the race, the 2nd tile can be added to either end of the start tile in any way, as long as the complete opening of the 2nd tile can be used by UFOs moving between the two tiles.

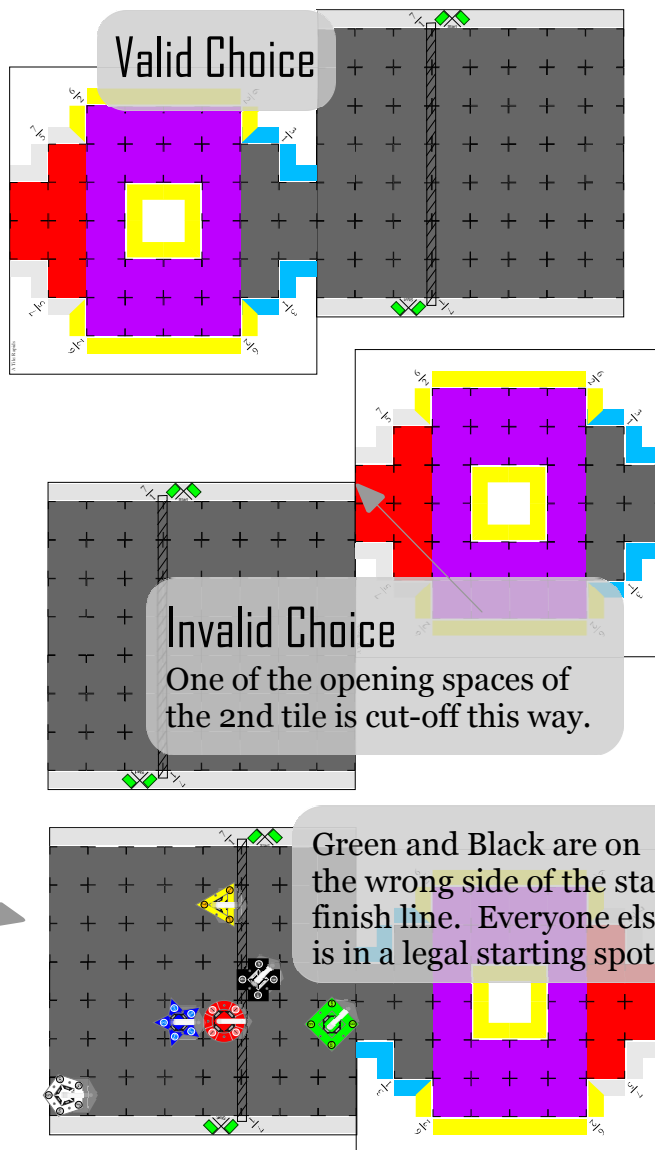
Any open parts of the start tile that do not join with the 2nd tile are considered to be walls.

UFO placement

Starting with the 1st player, each player determines their UFO's starting elevation and places their UFO stand anywhere on the start tile behind the start line. Behind the start line effectively means the side opposite the 2nd tile since that tile can be placed on either end of the start tile.

In the sample set-up to the right, the black and green UFOs are illegally placed on the wrong side of the start line, but the other 4 UFOs are all in valid starting locations.

Set-up is over. Now we are ready to race!



The Planning Phase

Hand out new energy

In the top, right corner of everyone's control panel is a chart that tracks their UFO's damage and the new energy they receive this turn. In the example on the right, our UFO has 2 damage and so we get 2 blue energy chips this turn.

Reduce damage by 1

Now our UFO heals 1 damage. Move the damage marker down one on the chart if possible. In the example on the right, we would move the marker to show that we now have 1 damage. If our UFO does not take any more damage this turn, we would get 3 energy next turn.

Assign energy

This is the meat of the planning phase. First, place your player screen in the middle of your control panel so that your opponents can not see the bottom, planning half but can still see the top half which shows the current state of your UFO.

Damage Energy

3	1	
2	2	
1	3	
0	4	

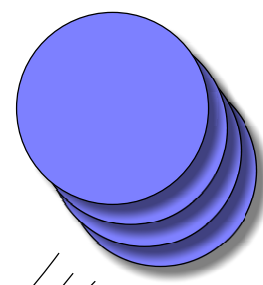
With 2 damage, this UFO will get 2 blue energy chips at the beginning of this turn.

After receiving energy chips for this turn, the UFO heals 1 damage.

3	1	
2	2	
1	3	
0	4	

Now take the blue energy chips you received earlier this turn, add them to any chips remaining in your battery from last turn, and place them anywhere behind your player screen.

The spaces at the ends of the vertical and horizontal axes will change your speed in those directions. Chips in the battery are saved for later. Chips on the initiative lozenge will impact the order of movement this turn.



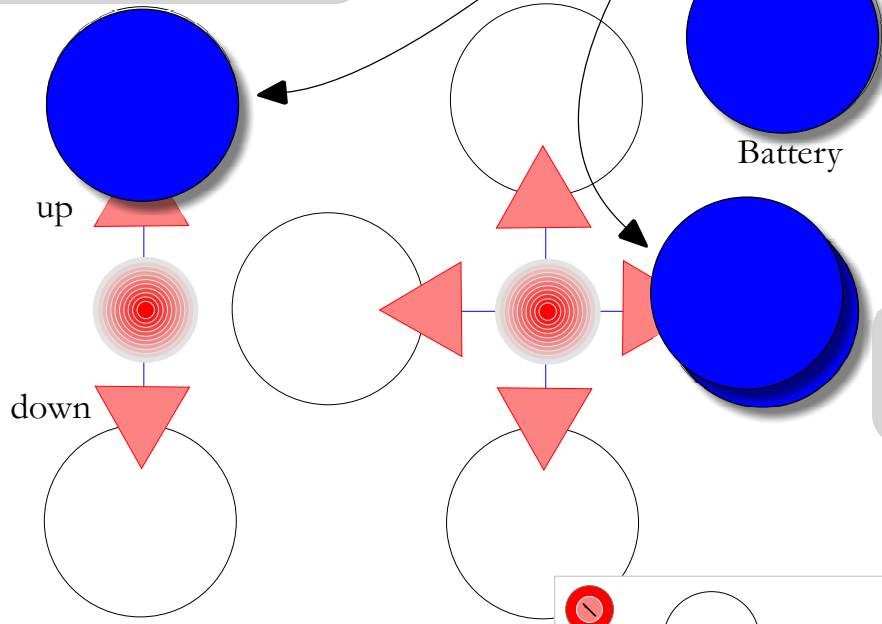
This UFO received 4 blue energy chips this turn and had no chips in their battery to start the turn.

Use your player screen to keep your planning private.

anbea7 bu!eey

One chip goes here to increase the UFO's speed up.

The UFO places one chip on its battery to save it for later.



Two chip go here to increase the UFO's horizontal speed in this direction.

Resolve New Speed and Old Speed

After everyone is done assigning their energy chips, player screens are removed and the UFO's current speed is modified by the new speed that was added during planning.

Step 1: Move all chips from the planning axes to the same spots on the top half of your control panel.

Add them to any chips already there.

Leave any chips on the battery or initiative where they are.

Damage	Energy
3	1
2	2
1	3
0	4

This chip moves here and is added to the one chip already there that represents speed we had in this direction at the end of last turn.

These two chips move from planning to here.

The chip we put in the battery stays there.

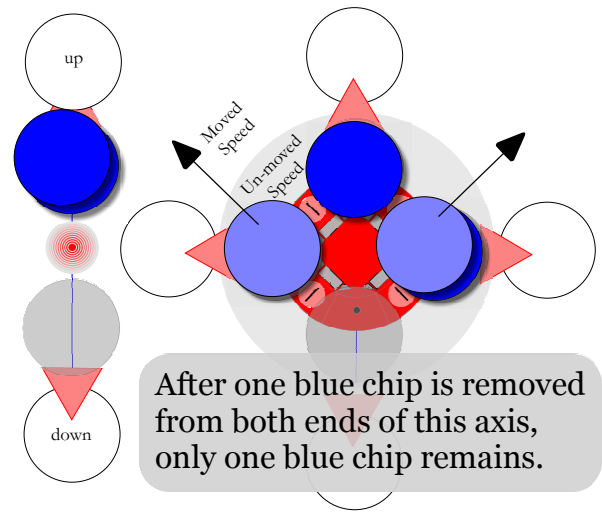
Step 2: Simplify each axis as needed.

We cannot leave energy chips on BOTH sides of the same axis. When this happens, remove the same amount from each side until only one side or neither side still has energy chips.

Momentum

Remember that your speed stays with you from turn to turn.

The blue chips you place during planning modify that current speed, either adding to or subtracting from current speed in different directions to create your new speed for this turn.



Movement

Order of movement

Each UFO is moved in order based on initiative, unmoved speed, and position on track.

A UFO's initiative is based on any energy chips placed on initiative this turn. The UFO with the most positive initiative moves first. The UFO with the most negative initiative moves last.

UFOs with the same amount of initiative move in order of their total unmoved speed. The UFO with more energy chips on grey circles on any axis move before UFOs with fewer.

UFOs with the same initiative and unmoved speed move in order of their position on the track. UFOs that are further behind move before UFOs that are closer to the end of the current track tile. If this is uncertain, shuffle the cards and deal one to each player to see who moves next.

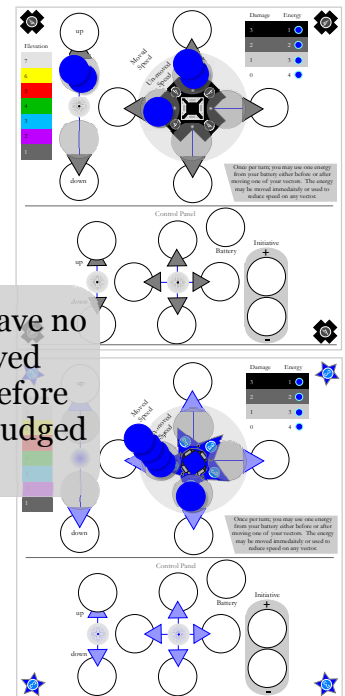
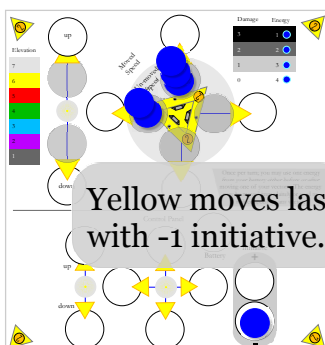
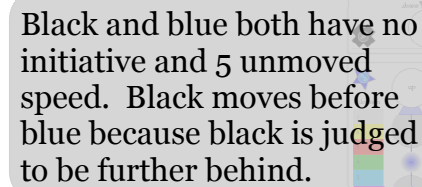
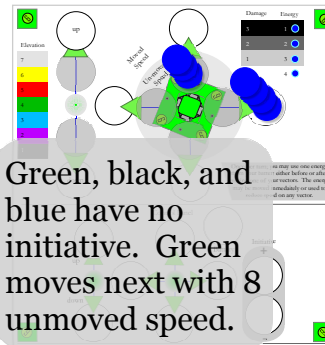
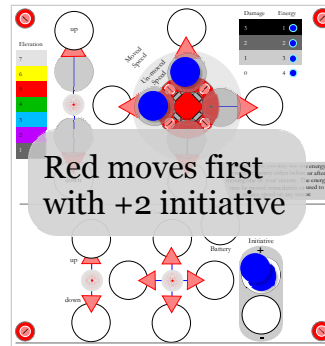
After the first UFO is moved, the second UFO is determined and moved. This continues until all UFOs are moved.

Movement

When a UFO moves, pick one axis and move all unmoved speed along that axis. The UFO moves one space (or changes its elevation 1 step) for each energy chip of unmoved speed along that axis. After the axis is moved, place the energy chips in the white, moved speed circles.

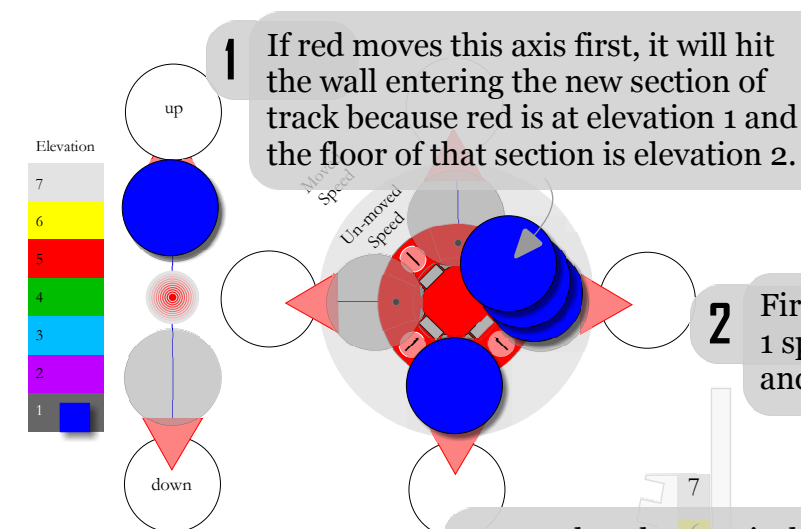
Repeat these steps for each axis until all speed on that UFO has been moved.

Movement can be interrupted for collisions or in order to use energy from the UFO's battery.

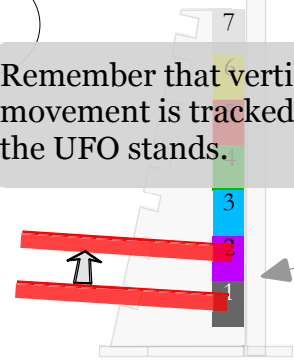


In this example, red has 5 total speed in 3 different directions. Red will have to move 3 spaces toward the right side of the page, 1 space toward the bottom of the page, and 1 space up in any order Red chooses.

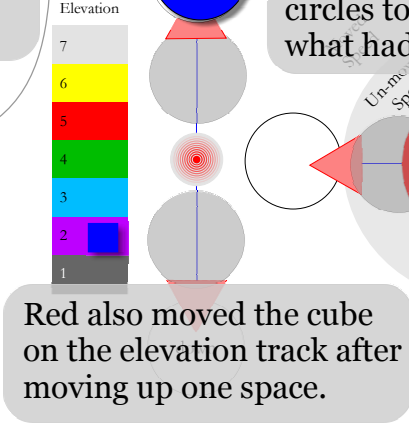
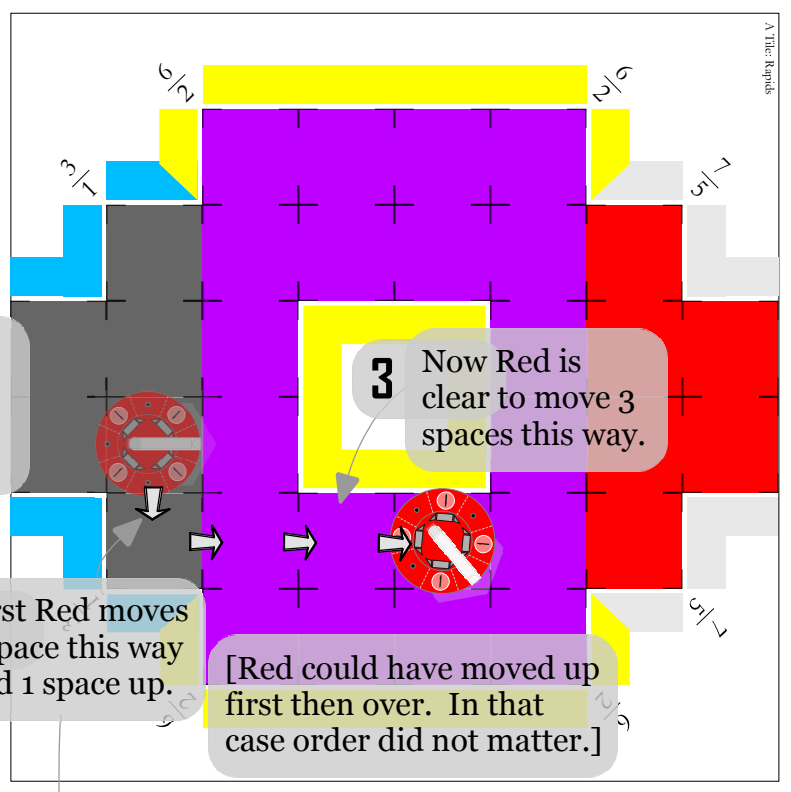
Sometimes, the order in which each axis is moved is important.



Remember that vertical movement is tracked on the UFO stands.



Note that UFOs do not have a front, back, right or left side. All control panels need to be at right angles to the track so that speed in any one horizontal direction can easily be translated to the movement of their UFO on the track.



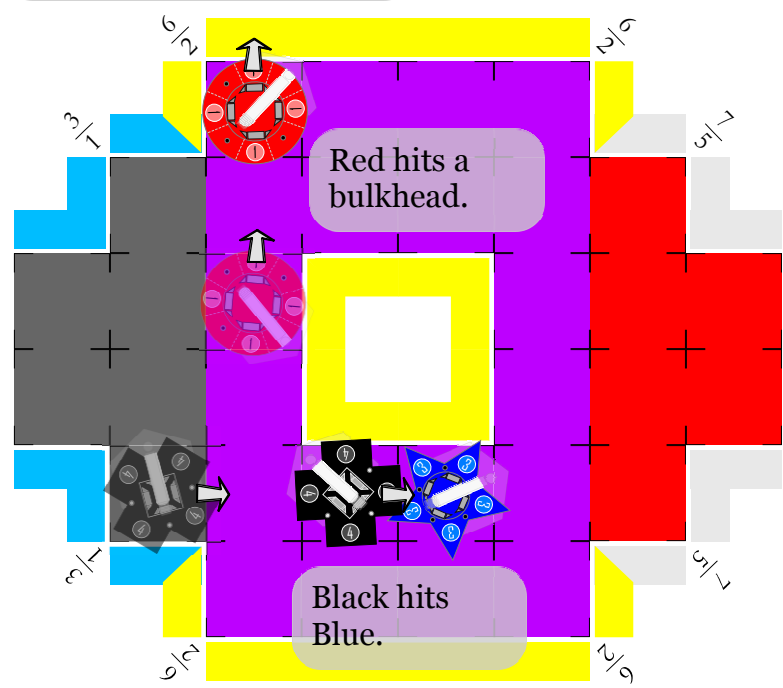
Collisions

Sometimes, UFOs will hit bulkheads (walls, ceilings, or floors) or other UFOs. When that happens, the current move is stopped immediately.

There are two basic types of collisions, hitting bulkheads and hitting other UFOs.

When a UFO hits a bulkhead it bounces off that surface -- halving and reversing its speed along that axis.

When a UFO hits another UFO the reaction is a little like two pool balls hitting each other -- the one UFO gives half of its speed in this direction to the other UFO.



Hitting a wall

1 After moving 2 spaces, Red stops after hitting the wall.

2 Red started the turn with 5 speed in this direction. Two of it has been moved and 3 has not.

3 Red's UFO takes 1 damage.

4 Then Red sheds half of its speed in this direction, rounding up, starting with unmoved speed.

5 Finally, Red moves its remaining 2 speed to the opposite side of this axis.

6 Red can now continue with its move.

Damage	Energy
3	1
2	2
1	3
0	4

Damage	Energy
3	1
2	2
1	3
0	4

Hitting a UFO

1 After moving 2 spaces, Black stops after hitting Blue.

2 Black started the turn with 4 speed in this direction. Two of it has been moved and 2 has not.

3 Blue's UFO takes 1 damage.

4 Then Black gives half of its speed in this direction to Blue -- rounding up and starting with unmoved speed.

5 Finally, Blue moves the 2 speed it just received from Black.

6 Black can now continue with its move.

Damage	Energy
3	1
2	2
1	3
0	4

Damage	Energy
3	1
2	2
1	3
0	4

Damage	Energy
3	1
2	2
1	3
0	4

Sandwich hits

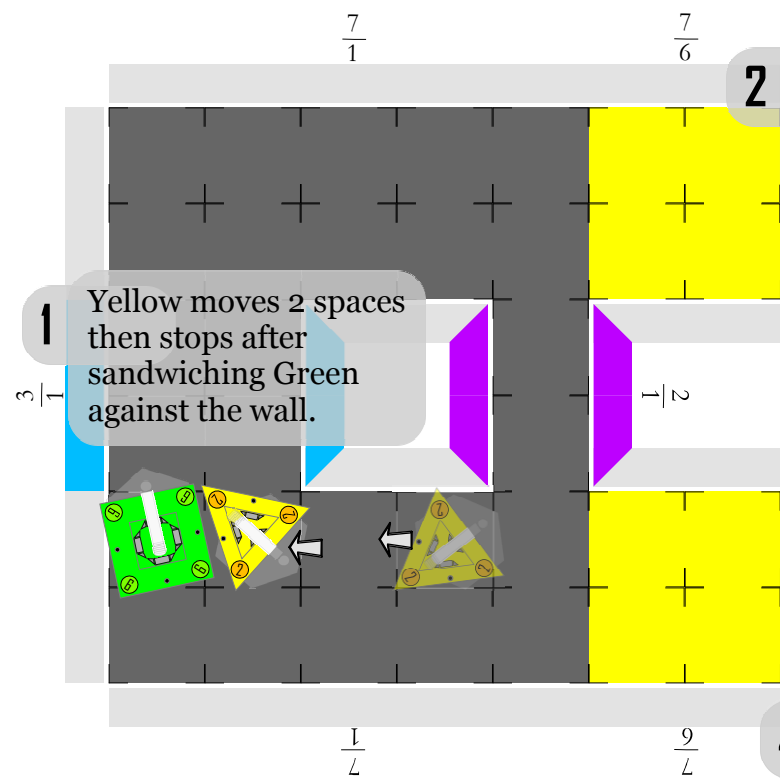
A sandwich hit is a particular type of collision with a couple special rules.

There are two types of sandwich hits. If a UFO hits another UFO that is against a bulkhead or if a UFO manages to sandwich itself between two bulkheads that are only a space apart.

In both cases, this rule is meant to avoid the confusion of multiple collisions occurring immediately after each other.

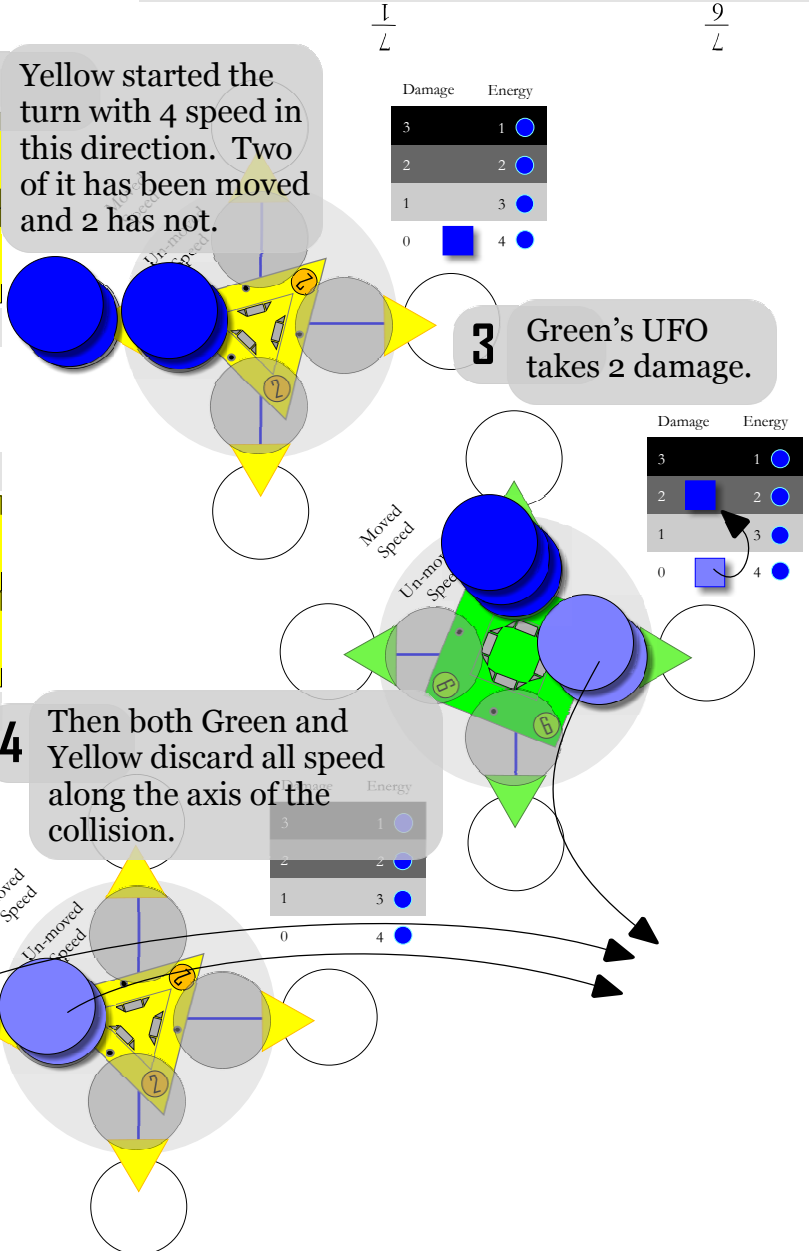
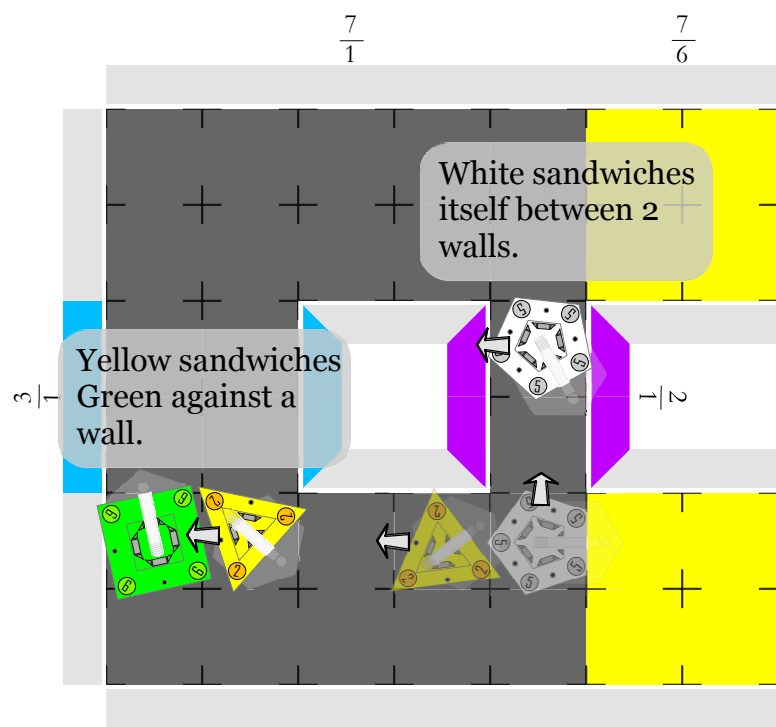
When a sandwich hit occurs, any damage done is increased by 1 and all speed in that direction is discarded.

A UFO - UFO sandwich

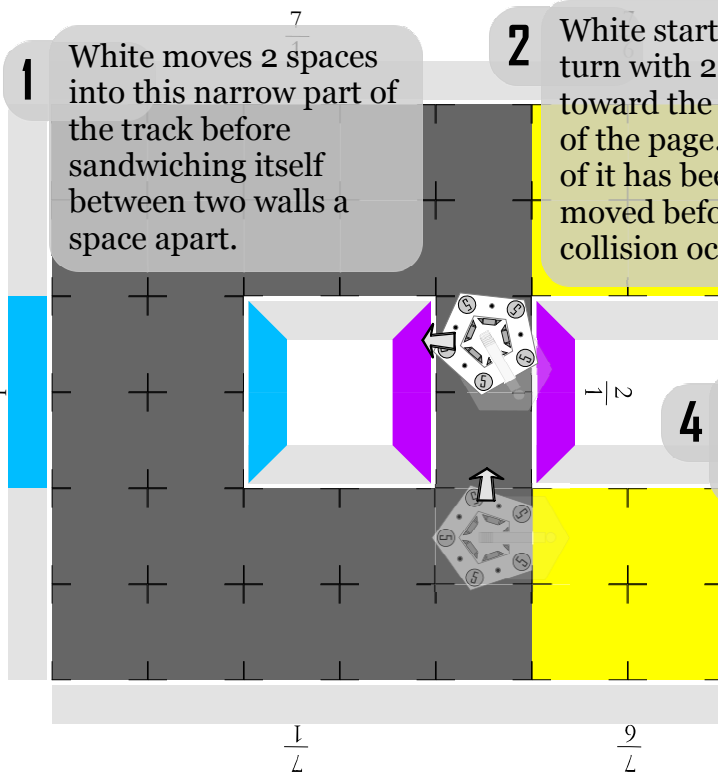


Collision Flow Chart

Note that every player screen has a collision flow chart on it to help players step through each of these types of collisions.



A UFO - wall sandwich

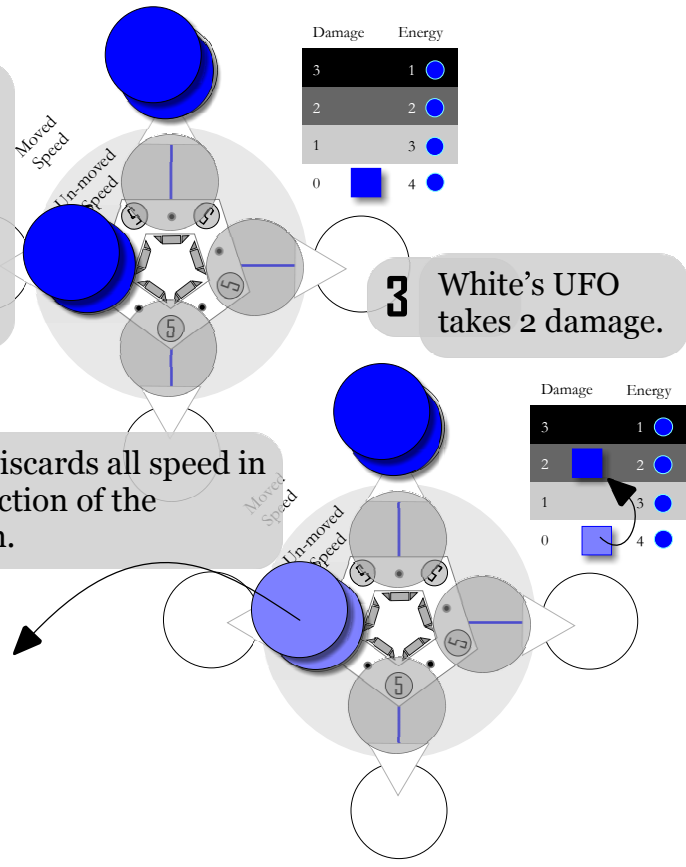


1 White moves 2 spaces into this narrow part of the track before sandwiching itself between two walls a space apart.

2 White started the turn with 2 speed toward the left side of the page. None of it has been moved before the collision occurs.

4 White discards all speed in the direction of the collision.

3 White's UFO takes 2 damage.



Using battery during a move

Once per turn, each UFO may use 1 energy from its battery to adjust its move.

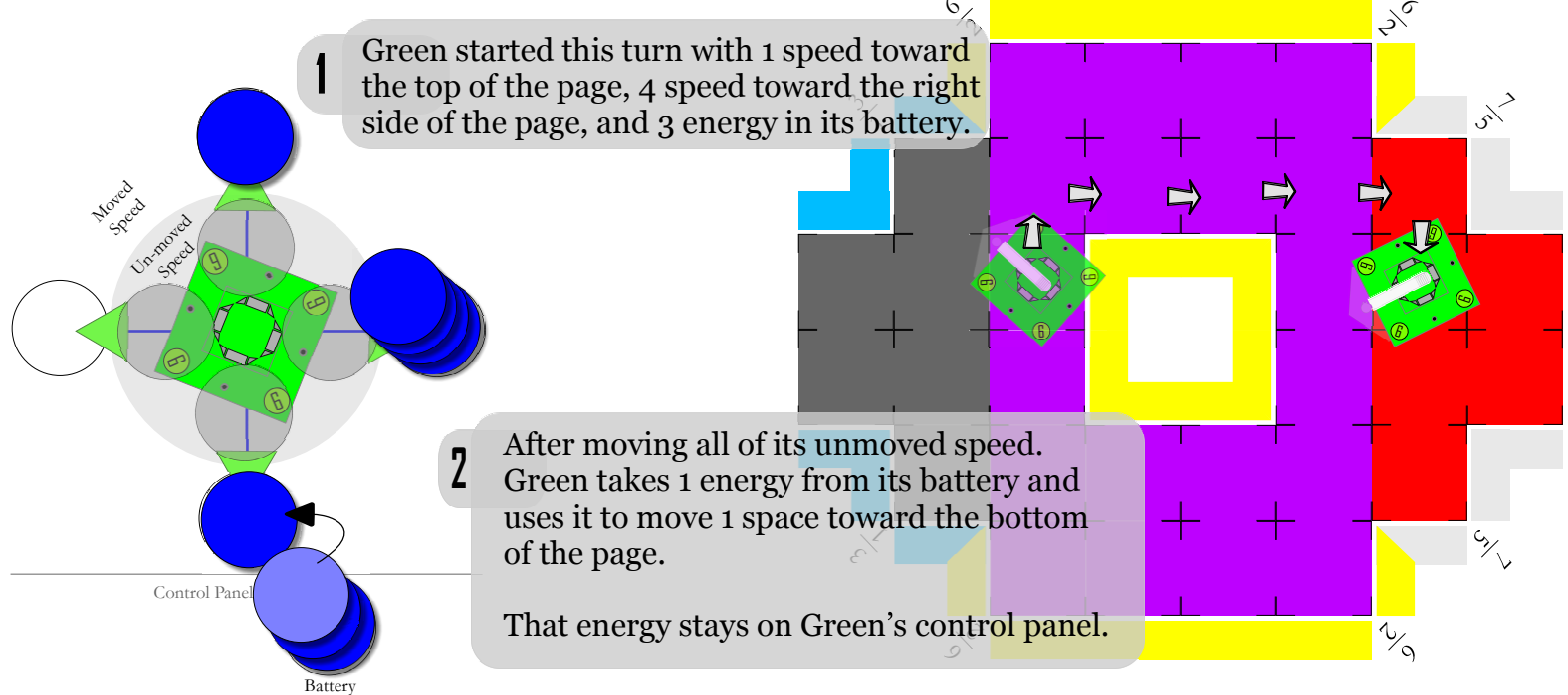
This energy can either add to the UFO's speed in any direction or can immediately cancel any 1 unmoved speed.

This may be done before or after moving any axis but cannot be done in the middle of moving an axis.

Examples and Vertical Movement

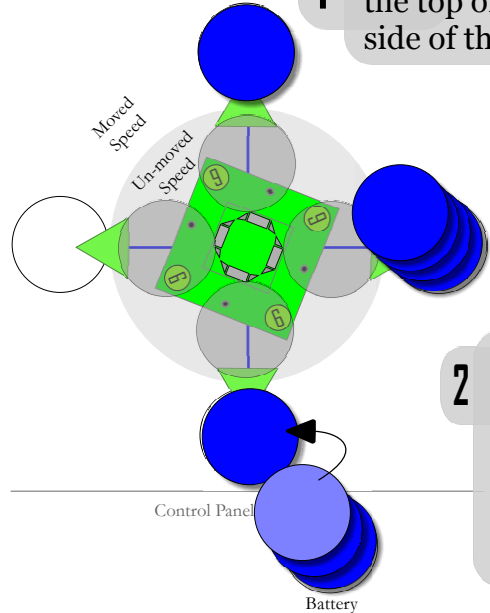
Most of the examples in this book do not involve vertical movement simply because horizontal movement is easier to illustrate on paper. Assume that anything that can be done horizontally can also be done vertically.

Using battery to add to speed



1 Green started this turn with 1 speed toward the top of the page, 4 speed toward the right side of the page, and 3 energy in its battery.

2 After moving all of its unmoved speed. Green takes 1 energy from its battery and uses it to move 1 space toward the bottom of the page. That energy stays on Green's control panel.



Using battery to slow down

1 Green started this turn with 1 speed toward the top of the page, 5 speed toward the right side of the page, and 3 energy in it's battery.

2 After moving 1 space toward the top of the page, Green realizes that it miscounted and that 5 spaces will make it hit a wall. So, before Green moves that axis, it discards 1 energy from its battery in order to discard 1 energy from that axis.

3 Now Green only has 4 speed toward the right side of the page and can move that without hitting the wall.

Moved Speed
Up-moved Speed
Control Panel
Battery

Extending the track

When a UFO ends its move on the last current track tile, it is time to reveal a new one.

That UFO's owner shuffles the card deck and deals out one card. Look at the Next Tile part in the middle of the card. This indicates the number part of the letter+number designation for the next track tile. Consult the set-up options table to determine the letter for the tile.

Track Set-Up Options

	2nd Tile	3rd Tile	4th Tile	5th Tile
Standard	A	B	C	
Very Short	A	C		
Tricky Start	C	B	C	
Technical	C	C	C	
Camel	A	C	B	C
Big Finish	A	B	C	C

All track tiles are double sided. When placed as part of the track, either side may be used. The person placing the track tile can choose which side to use and exactly how to attach that tile to the existing track as long as UFOs can legally move between the two tiles.

Any open parts of a track tile that do not join with another track tile are considered to be walls.

Last track tile

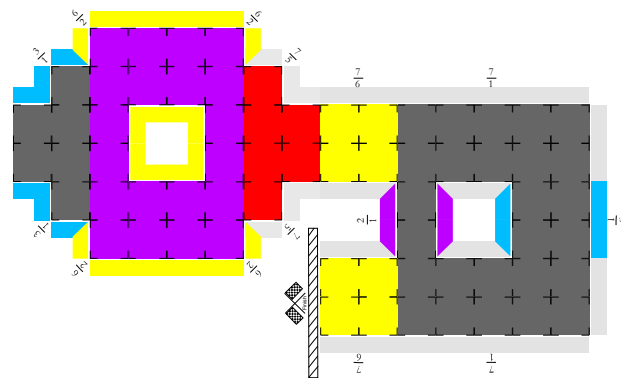
When the last track tile in a set-up is placed on the table, the finish line pieces should be placed at any openings of the last tile.

Finishing the race

The first UFO to cross a finish line wins the race.

Special track features

Some track tiles feature graviton streams, different kinds of walls, and even overpasses.



After the last track tile for this track set-up was placed on the table, a finish line pieces was placed over the opening for that tile.

The first UFO across that line wins.

Graviton streams

Graviton streams push or pull UFOs that end their move on them. They are marked on track tiles with yellow notations.

At the end of the turn (see the reset phase) a UFO that is sitting on a graviton stream gains speed in the directions indicated. This speed is not moved at this time but must be accounted for by the UFO next turn.

Spikey walls and weak walls

Spikey walls increase damage by 1 when they are involved in a collision. Spikey walls are indicated with red spikes.

Weak walls behave exactly like normal walls, but are removed from the track tile after the first time they are hit. The position of weak walls are shown on a track tile with subtle dots on a pair of adjacent spaces. When a tile with weak walls is placed on the table, place a weak wall marker on the indicated spaces. After the weak wall is hit, remove the marker.

Note that walls can be both spikey and weak as shown in the example on the right.

Overpass

A track can pass over itself. In the example to the right, one part of the track has a ceiling at elevation 3. The part of the track that passes over it has a floor at elevation 5.

Reset Phase

At the end of every turn, each UFO has a couple of book keeping steps to get them ready for the next turn.

Clear energy from initiative

Any energy you spent on initiative this turn is discarded. It does not carry over from one turn to the next.

Assign speed from graviton streams

If any UFOs are sitting on a graviton stream, assign the indicated energy to that UFO as unmoved speed.

Reset all speed as unmoved and consolidate

All speed on the UFO's control panel should now be in the grey, unmoved circles. If there are chips on opposite ends of the same axis, simplify each axis as needed.

We cannot leave energy chips on BOTH sides of the same axis. When this happens, remove the same amount from each side until only one side or neither side still has energy chips.

White ended its move on a graviton stream. The space it is on is identical to the one immediately above it. At the end of the turn, White will gain 1 speed up (vertical) and 2 speed toward the right side of the page.

