

THE RACING LINE

Collect iconic cars and find the shortest, fastest route around our race tracks. Or maybe just use the powerups instead!

min age 8+

1-6 players

30 minutes

THIS GAME CONTAINS:

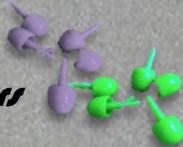
4 car tokens

To move around the track



8 marker pegs in 2 colours

to put into the rulers



4 car rulers

for measuring the distance your car will move.

Acceleration - the most you can increase your current speed each turn.

Braking - the most you can decrease your current speed each turn.



Speed - mark this scale with the peg to show your current speed - how far you move this turn.

Top Speed - you can go into the red zone if you use a nitro boost pick-up

12 power-up tokens

Drive over them
Pick them up
Use them!



4 Racing track maps:

Racing track maps
& 2 clips to mark lap number and turn number.

The Racing Line
Matangi Island



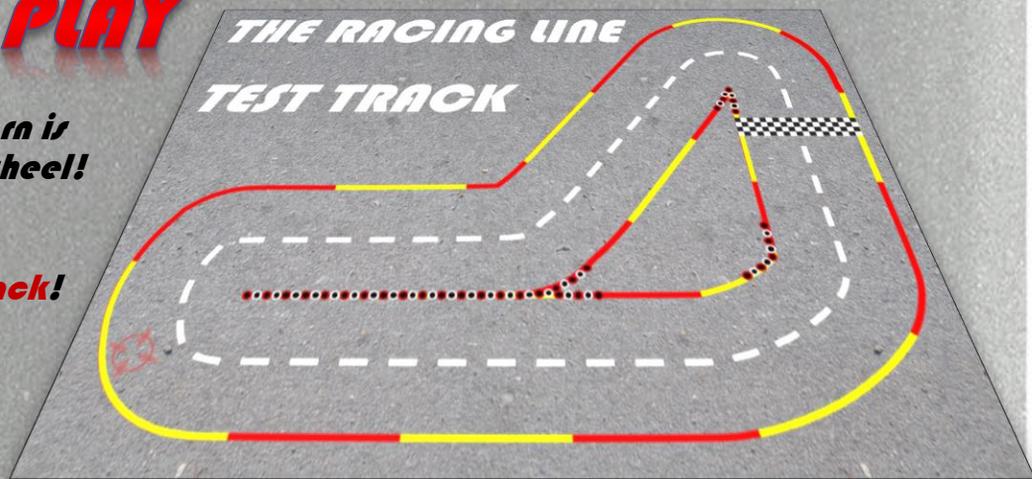
Crosshairs mark where to place power-up tokens

Start/finish line

HOW TO PLAY

The best way to learn is to get behind the wheel!

Let's start on the Racing line Test Track!



CHOOSE YOUR CAR AND START YOUR ENGINES

- Pick a car ruler and place its associated car token on the track behind the start line. We'll take out the "Shirley Crabtree" car.
- Put the green speed marker peg into the ruler at the "zero" hole. Ignore the yellow "drift" peg for now.
- Play each round in order of whoever is currently leading.

MOVING

1) Choose your desired "speed" for this turn. This is the distance you will slide your car along the ruler to where you want to go, preferably without going off the track. You do not need to choose your direction yet!

The speed you choose must be

- less than your **top speed**
- less than your **previous speed plus acceleration**
- more than your **previous speed minus braking**.

Mark this speed on your ruler with the peg.

2) Now place your car ruler next to your car token so the back of the token is at zero.

Aim the ruler in the direction you wish to go.

Do not decide your speed with the ruler at the table - Estimate before you play!

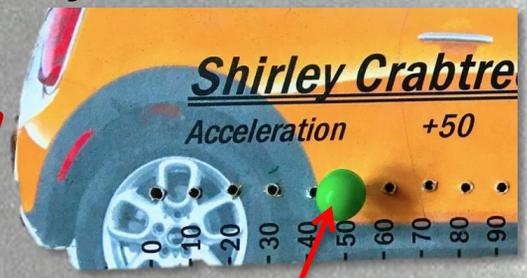
3) Slide the car token along the ruler till you line up the back of the car with your peg. As you slide, your car should never come off the track, even a little!

4) Remove the ruler.

Leave the car pointing in the direction you travelled.

Play rounds in race order

The leader at the end of a round goes first.



Here we have set the speed to 50 - the maximum allowed speed after a standing start (0+50 acceleration).



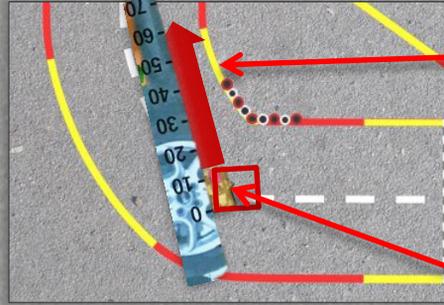
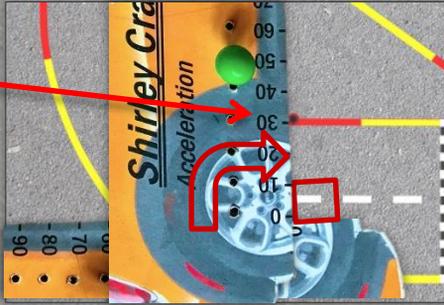
CORNERING

Cornering normally

Change the direction of the car by anything **up to 90 degrees** (a quarter rotation). Place the ruler down in the desired direction, rotate the car token to line up with zero as before, then slide it.

For our demo, let's accelerate the Shirley to 100 as we approach the first corner.

Max turn is 90 degrees



the entire width of the car stays on the track.

less than 90 degrees

Let's take the third move in the Shirley.

Move the peg up to your new maximum speed 150 (100 previous speed + 50). Place the ruler so that you move up the straight.

On our 4th move we're approaching the hairpin. We have a choice. We can slow down to manoeuvre round it (down to a minimum speed of 150-110 braking).

Or we can attempt drift.

Drift cornering

uses deliberate oversteer to "skid" or "drift" forwards before taking a hard turn.

In the game, you drift forward if you take a turn of **more than 90 degrees**. To do this, choose your new speed as before, but remember your previous speed. **Your "drift" distance is half your previous speed (rounded down)**.

The second peg allows you to mark this drift speed before you reset your speed to the new level. Place this peg in at 70 (150/2) and the green peg at 190 (only 40 more than before but max speed for this car).

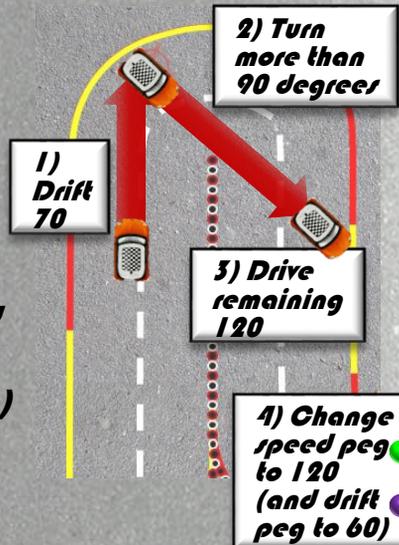
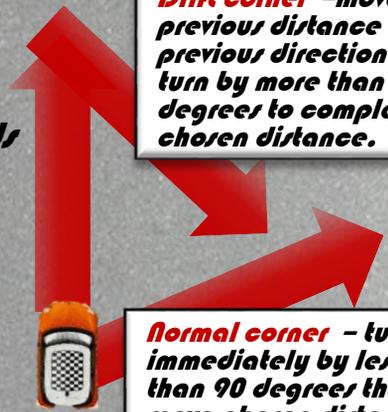
Now, first drift forwards 70 (150/2 rounded down) in the same direction as your previous turn (the direction your car is pointing before you move).

Now turn the car by more than 90 degrees and take the remainder of your current speed in the new direction you chose (190 - 70 = 120).

This remaining current speed (that you used after turning) is now your "previous speed" that you play from in your next round. Change your green "current speed" peg down to this new level after completing the move.

Drift corner - move half previous distance along previous direction, then turn by more than 90 degrees to complete chosen distance.

Normal corner - turn immediately by less than 90 degrees then move chosen distance.



CRASHING

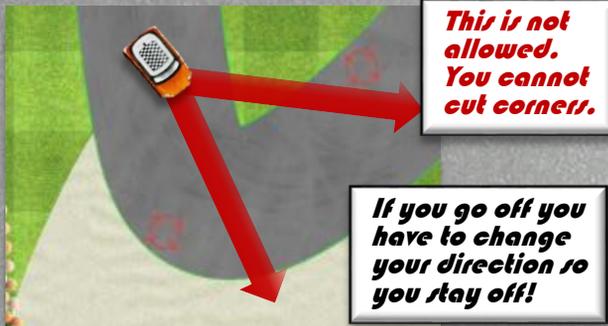
If you can't stay on the track, different end points have different effects.

- **tyres, trees, water, snow, a wall or a grandstand** - stop the car at the edge of the obstacle, and **start the next turn at speed zero**. Note you may still have to move around that object!

- **grass or sand** - keep going to the end of your distance.

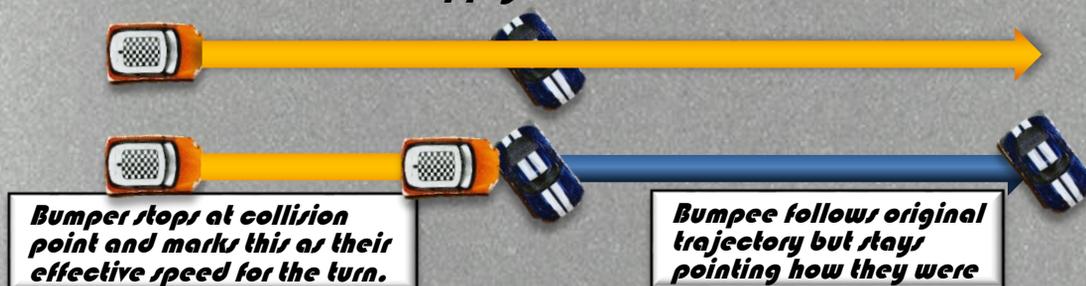
On the next turn your **top speed is 60 or 30** respectively until you start a turn back on the road.

If you cannot stay completely inside the track for the entire length of the straight line, then you must use a line that doesn't come back onto the track after leaving it.



Crashing into each other

If you crash into somebody, then the car bumped **completes the line** you would have followed. They play their next round on at their previous speed and orientation (as if no hit happened) but from their new position. If they end up off the track, normal crash rules apply to them.



The car that did the bumping stops where the collision happened and starts the next round at the speed equivalent to the distance they travelled up to the bump. If you crash off the course while drifting forward, then stop at the end of the drift portion.

JUMPS



Some tracks include ramps! If there is a landing ramp, make sure both your entire turn slides so that both take-off and landing go through the jumps.

Your car must not finish in the gap! If you can't complete the jump then start again next turn (at speed zero) anywhere before the jump.

WINNING

First across the finish line wins. If players cross finish line in same round then whoever needed the shortest distance on the last round to reach the finish line wins.

The number of whole turns used and final turn distance can be used as a "time" for lap records or solo gaming.

POWER UPS

The simple pleasures of drift-driving still not enough for you? Move onto power-ups!

Randomly place the power-up tokens face-down (drain-cover up!) on the cross-hairs  marked on the track.

If you cross over the token as you slide your car, and you don't already have one, then you can keep it. Take a new token from the pile and put it on the cross-hairs for the next driver to try to collect.

You may discard tokens at any time back into the token pile. You can activate your tokens at any time during your turn.

You can only have one token with you at a time - so you must discard the token before picking up a new one.

Different tokens have different effects:

<p>Oil</p> 	<p>Place somewhere on your current turn racing line. Any car moving over this slides to the nearest road edge and starts next turn at speed 0.</p>	<p>Speedster</p> 	<p>Place on car token. For the rest of this lap or until you discard this token, add 4 to your maximum speed limit.</p>
<p>Mine</p> 	<p>Place somewhere on your current turn racing line. Any car moving over this stops, misses a turn & starts next turn at speed 0.</p>	<p>Off-road</p> 	<p>Place on your car token. For the rest of this lap, if you go off track onto grass or sand, you can travel at up to 15 or 10 (& within your max speed!)</p>
<p>Stinger</p> 	<p>Place somewhere on your current turn racing line. The next car passing this point finishes their current turn but starts next turn as speed 0.</p>	<p>Armour</p> 	<p>Place on your car token. You are now immune to mines, missiles, stingers, EMP until one is used on you or the lap ends.</p>
<p>Missile</p> 	<p>Shoot forward as an extension to your current racing line (use a ruler!). If it hits another car, that car misses a turn & starts next turn at speed 0.</p>	<p>EMP</p> 	<p>Fry the electronics of the nearest car anywhere ahead of you. They cannot change speed or deploy any pick-up for one turn.</p>
<p>Nitro</p> 	<p>For one turn you may add 6 to your maximum acceleration and travel 6 above your maximum speed.</p>	<p>Flash</p> 	<p>Blind the driver of the nearest car anywhere ahead of you. They cannot change course (from previous heading) for one turn.</p>
<p>Magnet</p> 	<p>If on an all-road straight line to another car, move cars up to 10 towards each other along this line (but not touching).</p>	<p>Hiphop</p> 	<p>Do a side-wheelie! The width of your car is effectively zero for this one turn. Get closer to edges, dodge missiles, go crazy!</p>
<p>Brakechute</p> 	<p>For one turn add 8 to your maximum braking.</p>	<p>Supergrip</p> 	<p>For one turn you may turn normally at more than 90 degrees without needing to drift!</p>

CAN YOU FIND THE RACING LINE TO VICTORY?

During your turn:

- 1. Choose and declare your current speed (within the limits of previous speed +/- your maximum acceleration or braking). At this point you do not need to declare your direction, or whether you intend to "drift" round a corner.**
- 2. Either steer normally (up to a 90degree turn) or oversteer (turn over 90degrees) and drift round the corner (move along your previous direction half the previous speed before applying the turn).**
- 3. Place your ruler down and alter your direction as best you can. This may mean changing your mind from a "drift" plan to a normal plan if that works better.**
- 4. Slide your car along the ruler. The whole car must remain entirely on the track as you move it - Your car cannot cut the corner - come off the track and rejoin further along the track!**
- 5. If you hit a car, that car completes your trajectory and you stop.**
- 6. Use power-ups you have driven over whenever you wish during your turn! A car can only have one power-up at a time.**
- 7. If you drifted this turn, adjust your current speed to be the previous speed minus the distance you drifted.**

Bump your enemies off the track! Shoot them with power-ups! But stay on the track yourself or suffer the humiliation of missed turns...

MAGNET

Using the Magnet Power up

The magnet can assist braking by using it before you finish sliding the car forward. You could also pull yourself over another pick-up point and then gain and use that pick-up! Or you could pull a car off the road or into another car to "crash" it. After use all affected cars are travelling at their previous speeds (where possible).

How do I know if a missile is going to hit its target?

Declare your using the missile, then afterwards, when you shoot, use a ruler aligned along your car as you normally would, but sliding the missile token along instead. Missiles can travel off-road without hindrance. You can use a missile mid-move (e.g. before you turn on a drift). But cannot use during another player's move.

Can I shoot a missile off the track to hit a car at a different part of the lap?

Yes. You can use EMP, flash and missiles through obstacles to slow down your enemies!

What happens if I end up off the map or on another part of the track?

If you end up off the map, then you are off map - the terrain is the same as where you came off. If you end up on another part of the course, drive back along a straight line back to your part of the course no further forward than where you came off.

If my speed is zero or 10, can I turn by more than 90 degrees?

Yes. Your drift distance would be zero, so you can effectively turn by any angle.