



## PREPARING FOR PLAY

Set up the track  
as shown below for  
a two-lap race.  
Each play starts by  
doing the following:

Choose a Vehicle  
Condition Card

Take 2 Nitro token, plus  
a matching-colored die,  
and condition marker. Put  
any extras aside; they will  
not be used. Have each  
player place the condition  
marker at 9 on the Vehicle  
Condition Card. This  
number represents your  
maximum speed  
& hand size.

Shuffle the deck and deal  
9 cards to each player.  
This is your hand.

Place the remaining  
cards face down  
to form a draw pile.

Have each player roll  
his or her die to  
determine starting  
order. This is the  
only time you will  
be rolling the dice.

After determining the  
order players will start  
in, place the dice on the  
corresponding starting  
positions as shown.

Place the dice  
with the 0 face-up  
to represent your  
starting speed.



RULES OF PLAY



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# START!

## GAME COMPONENTS

- 1 Start / Finish line card
- 1 Garage Card
- 6 Vehicle Condition Cards
- 12 Nitrous tokens
- 96 Track / Handling cards
- 6 10-sided polyhedral dice
- 6 Vehicle Condition markers

## OVERVIEW

You have the Car. You have the Nerve. Do you have what it takes to win on the open streets in a nitro-burning race for fame and fortune?

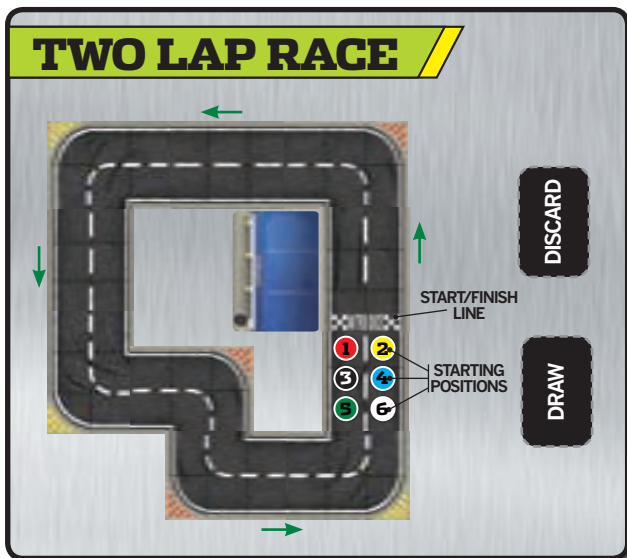
It won't be easy with opponents that know how to cheat the game and drive the winding streets. You'll be dodging them and anything they can throw at you. Whoever drives fastest, smartest, and toughest will become the Nitro Circuit champion.

## GAME OBJECTIVE

Be the first to complete the required number of laps.

## PREPARING FOR PLAY

Set up the track as shown below for a two-lap race. Each play starts by doing the following:



❖ 2 ❖

(PREPARING FOR PLAY CONTINUED)

- › Choose a **Vehicle Condition Card**
- › Take **2 Nitro tokens**, plus a **matching-colored die**, and **condition marker**. Put any extras aside; they will not be used. Have each player place the condition marker at 9 on the Vehicle Condition Card. This number represents your maximum speed & hand size.
- › Shuffle the deck and **deal 9 cards to each player**. This is your hand.
- › Place the remaining cards **face down** to form a draw pile.
- › Have each player **roll his or her die to determine starting order**. This is the only time you will be rolling the dice.
- › After determining the order players will start in, **place the dice on the corresponding starting positions** as shown.
- › **Place the dice with the 0 face-up** to represent your starting speed.

## HOW TO RACE

Rounds are broken into two phases: Speed Determination and Movement. The player order may be different for each. After all players have completed both phases cards are awarded based on position.

### Round Summary

1. Speed Determination phase
2. Movement phase
  - a. Move die
  - b. Place **hazards**
3. Replenish hand or Discard

Vehicle Condition Card:



### Speed Determination Phase

Starting with the player furthest forward\* and working backwards, each player sets their speed. They may increase or decrease the speed by 1 for free or 2 if they discard a card from their hand. The new speed is recorded on the player's die, but may not exceed the maximum speed recorded on their Vehicle Condition Card.

❖ 3 ❖



## (HOW TO RACE CONTINUED)

**\* Furthest Forward Player:** A player is considered furthest forward **if they have the fewest sections of track to cross to reach the end of the race.** For players on the same section, the player with the fewest spaces needed to reach the next section of track without changing lanes is considered furthest forward. As a tiebreaker the player on the inside lane is furthest forward with players in the garage coming last (See: Garage).

### Movement Phase

Turn order is determined first by highest speed then by whoever is furthest forward at the beginning of the phase.

**Each player** in turn will move his or her die the number of spaces forward equal to it's speed. Players should play the cards needed for Handling and braking in front of them until their turn is over. **After their turn ends and effects are resolved, players may then discard the used cards.** If a player moves into a space with a hazard in it they record a point of damage (See: Damage).



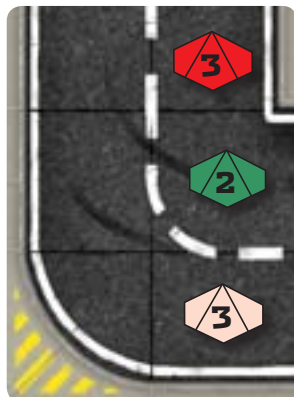
### Nitrous

During movement a player may use a Nitro token. **The nitrous used will give them 2 bonus moves** that turn without changing the speed value on their die. These moves may only be used to move onto two consecutive spaces, and only on straight sections of track.

### Drafting

If the moving player's die has a speed **equal** to or **greater** than the **die directly behind** it in the same lane, that die is pulled ahead on the first space moved.

Players dice that are pulled onto another section of track must pay the Handling cost as if they had done it in their own move and **take damage from any hazards they are pulled onto.** The player being pulled has the option of braking by expending a card. This resists the drafting effect without changing speed.



The front die (4) moves its first space pulling the (2) die with it. The (3) die around the corner is unaffected.

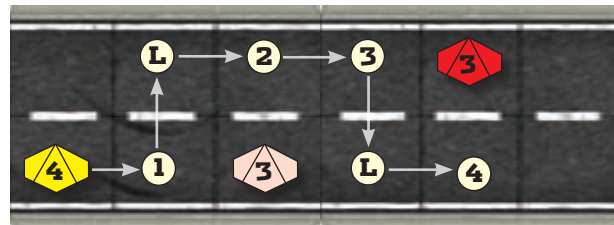
### Handling

Each time a player moves onto the next card of track they must immediately do **one** of the following to pay the Handling cost.

- › Discard that card type from their hand; **Straight**, **Turn type Red**, or **Turn type Yellow**.
- › Discard any three cards from their hand.
- › Take a point of damage

### Lane Changes

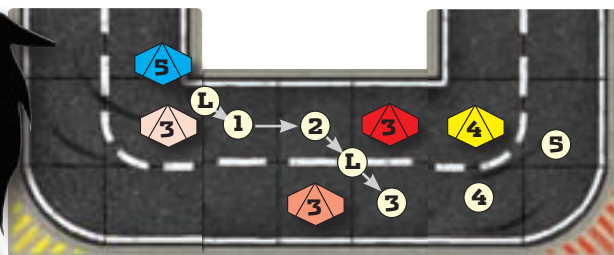
A player may change lanes at any step of his or her movement by discarding one card for each lane change. Changing lanes does not expend any forward movement.



The (4) die moves first on the turn since it is the fastest. The player wants to avoid colliding with the other players so he takes the **1st move**, discards a card to change lanes, take the **2nd and 3rd moves**, discards a section of straight track when moving onto the new card, discards a card to change lanes and then take the **4th move**.

### Drifting

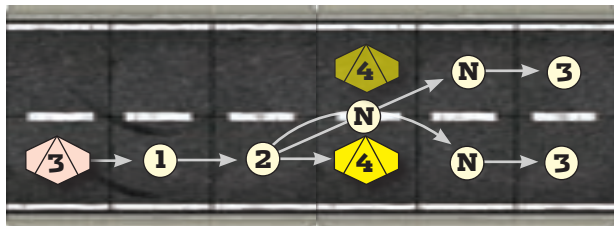
A racer may perform a lane change combined with a forward move. This requires a discard and the use of one point of movement.



The first Drifting maneuver is on move 1; the player must expend a card to complete it & a straight card for moving onto the new section of track. On move 3 another Drifting maneuver is done requiring a discard. Move 4 requires a turn red for moving onto a new card and on the 5th move they must discard an additional card to make the Drifting maneuver.

## Shooting the gap

When two cars are side by side in front of you on a straight, you may choose to make a Shoot the Gap maneuver using a Nitrous token, expending a card, & taking a point of damage to push your way between the two cars to pass them. You may choose your destination lane.



The (3) die has been blocked by the faster moving pair. He elects to use his Nitro to shoot that gap rather than break or have a rear end collision. He moves his first two moves. He discards the Nitro card moving 2 more without expending any movement. He discards one straight for moving onto the new track section and one other card for the maneuver. He has the choice of ending in either lane before taking his 3rd movement. All three players record one damage.

## Braking

During movement players may discard cards at any point to reduce speed, expending one card for each reduction of one. They may not reduce the speed below the total spaces moved for that turn. This effect is immediate and the new speed is recorded on the player's die.

## Collisions and Avoidance

Two racers may not occupy the same space on the track. Preventing a collision may be done by lane changes, breaking or a combination of the two.

## Rear End Collisions

When collisions occurs the moving player stops in the space immediately behind the die they are colliding with and both players are given a point of damage. The player to the rear has their speed reduced to the speed of the die they are colliding with if it is lower.

## Sideswipes

If a player lane changes so that they strike the other player from the side instead of the back they may push them out of their space into the next adjacent one in that direction if it is empty. You may not push someone off the track or push if there is no space to push him or her into.. Both players record 1 damage.

## Damage

Damage is caused by not paying the maneuver cost when moving onto a new track section, running over hazards and from collisions.

For each point of damage taken, reduce the player's maximum speed on the Vehicle Condition Card by 1. If the maximum speed falls below the player's speed for the turn it is reduced on their die to match. The effect of the reduction is immediate and will halt further movement if the player has made a number of moves equal or greater than the new speed. **Damage also limits the player's hand size** to the current condition. Players will discard down to that limit at the end of the round during hand replenishment if the limit is exceeded.



## Garage

Players with a condition of 8 or less may enter the garage. Regardless of the amount of damage they have taken they may not have a speed greater than 5 on the turn they enter the garage.

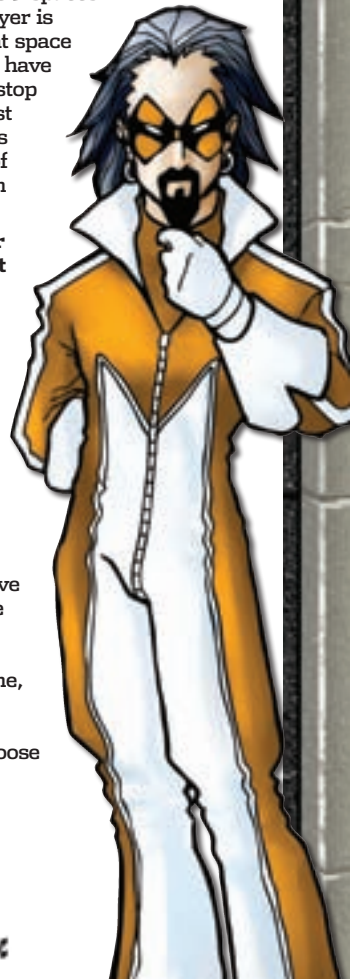
You must lane change to move into and out of the garage. You may enter or exit any of the 3 spaces.

If another player is already in that space

you may either pass them by if you have the required point of movement or stop and set yourself next to them closest to the tire side. Each garage space is shared and may hold any number of racers. There are never collisions in the garage.

While in the garage **you may repair one point of damage for each point of movement you expend** while setting in place. Record the change on your Vehicle Condition Card. When your condition reaches 9 you are not required to exit but no further bonus is gained by expending movement points while setting in place. Players that are in the garage during hand replenishment get an extra card.

When determining who is furthest forward for new rounds consider those closer to the inside lane to have priority in the same way inside lane has priority over the outside lane yet with priority after the outside lane. (Order: Inside lane, outside lane, Garage 1st, Garage 2nd, Garage 3rd, etc...) Your current speed does not change in the garage unless you choose to change it.



## Placing and Removing Hazards

Once a player has finished moving they may replace one section of the track with the same type of track (Straight, Turn type Yellow or Turn type Red) from a card in their hand as long as they don't replace the Start/Finish line, Garage and the track section has no player's die on it. The replaced card is discarded.

## Replenishing Hand

At the end of the round the players will draw cards based on their current track position. They may draw up to but not to exceed their hand limit, which is equal to their condition / maximum speed.

First place	3 cards
Last place	5 cards
All other players	4 cards
In garage	+1 card

If a player has more cards than their hand limit allows due to taking damage they must discard down to that limit. When the draw deck is depleted, shuffle the discard pile to restore it.

## WINNING THE RACE

On the round that one or more players have completed the required number of laps, the player who is furthest past the finish line wins. Points may be assigned to determine the winner of a series of races. The reward is the inverse of the finishing positions; each player is awarded points equal to the number of players minus the number of players that finished before them.

## SUGGESTIONS FOR SETTING UP YOUR OWN TRACK

By designing your own tracks you can adjust the length and difficulty level of the race. Keep the following in mind when creating your own tracks.

- › Races that are too short don't give the players at the back enough time to pass. Have the racers crossing 16 or more sections of track to win.
- › Tracks that are too long may drag on when speeds drop due to accumulated damage. Make sure it isn't too far to the Garage.
- › Multiple lap races will cause the racers to contend with obstacles more than once making it potentially hazardous for whoever places them.
- › An excess of one card type in the track layout will increase the track's difficulty. Keep a balance of Straight, Turn Red and Turn Yellow cards to avoid unnecessary type shortages.

## VARIANTS

Nitro Dice Street Racing is extremely flexible allowing for easy customization to each group's taste. Here are just a few variants to consider.

**Disaster Area:** Start the track with randomly drawn hazards, the more the better. Have the players take turns placing the hazards.

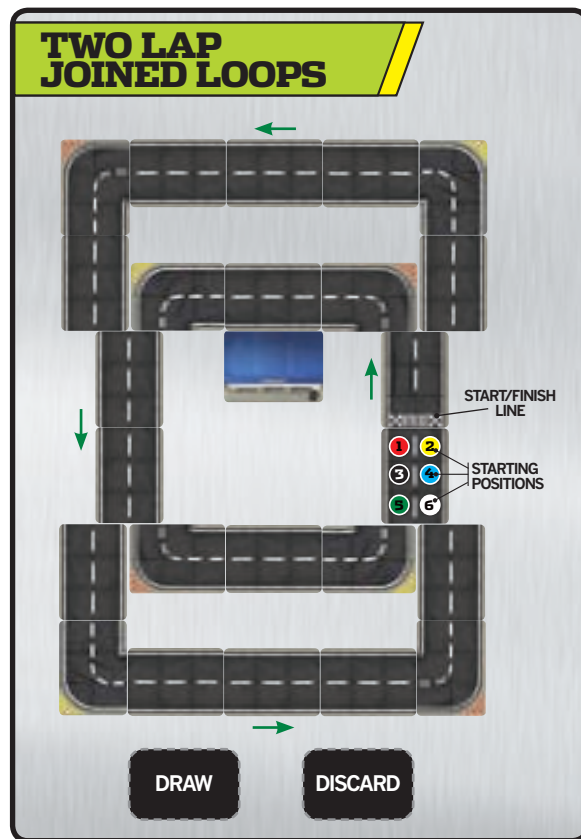
### HAZARD EXAMPLES:



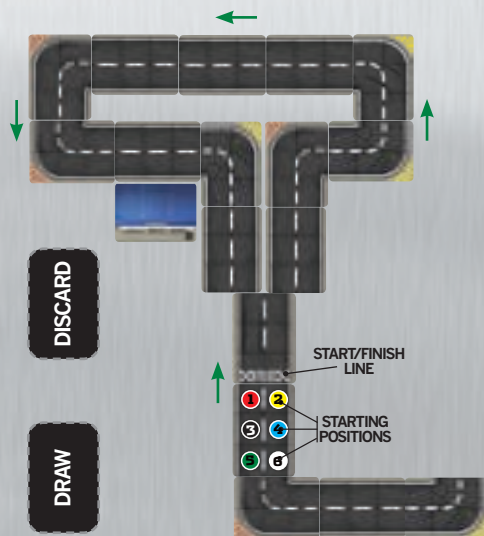
**Lap Leader:** The player that crosses the finish first on each lap immediately gets two bonus cards. This works best with short tracks with several laps.

**Nitro Madness:** Nitro token may be used for a boost of three instead of two. Doing this causes a point of damage.

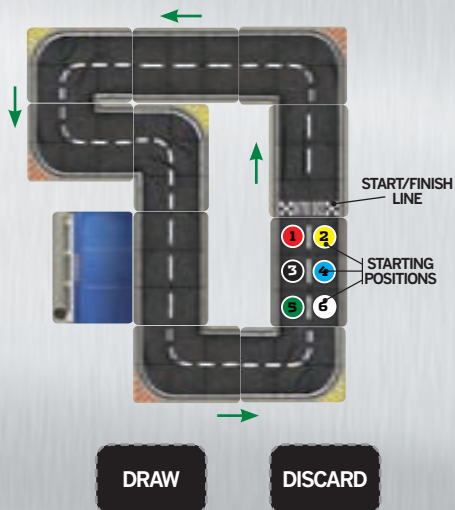
### TRACK EXAMPLES (CONTINUED ON NEXT PAGE)



## OUT & BACK RACE



## THREE LAP RACE



## TWO LAP RACE



## TWO LAP 8 RACE

