

# Racing Rules

- 1) A racer who lands on any of the **Green** spaces marked with the **Turbo, RPM,** or **Lead Foot** symbols will receive an extra turn. If they land on either **Yellow** space marked **Pit Stop** they lose a turn. A racer who lands on the **Purple** or **Gold** space with the **Yellow** border has spun out and must lose a turn.
- 2) If a racer lands on the **Yellow** space on the right side of **Pit Row**, they must enter **Pit Row** on their next turn and move as the dice roll dictates. When they exit on the **Gold** space they will continue traveling in the direction of the **Finish Line**.
- 3) If a racer lands on the **White** space located just before the **Finish Line**, their car has lost control on the curve and must enter the **Runaway Ramp** on their next turn. There are four spaces in the **Runaway Ramp**. Regardless of whether a racer is using **Colors** or **Numbers** to determine their car movement, they will go to the space where their turn would normally take them on the race track, **except** they must stop at the end of the **Runaway Ramp** on the **Green/White** spot if the dice roll takes them beyond there. (See the examples further down the pages). On their next turn, any racer in the **Runaway Ramp** will move their race car **towards** the **Finish Line**.
- 4) If a racer finishes their turn resting on a **Red** space they must draw a **Red Card**. The only exception is if a racer is traveling in the **Runaway Ramp** and lands on the **Red/Purple** spot. In this case they **do not** draw a **Red Card**.
- 5) If a racer comes to rest on a space occupied by another player, they will bump that racer's car back **eight** spaces to the same color. A player who is resting on a **Red** space and then is bumped backward to a **Red** space will **NOT** draw a card.
- 6) The first racer to reach the finish line wins the race. If the **Colors** on the dice are being used to advance the race cars, the player must roll either a **Black** or **Gold** to reach the finish line. When **Numbers** are being used to determine the racer's move, then the racer must roll either the exact number it takes to reach the finish line or one number higher. For example, the finish line is **four** spaces away from a racer's car. To reach the finish line, they must roll either a **four** or a **five**.
- 7) If a racer who is near the finish line rolls a number or color that would take them beyond the finish line, they must remain where they are. In races where **two** dice are rolled, the player will have the **option** of rolling only **one** die if they are past the **Red Line** located between the second to last **Blue** and **Yellow** spaces before the finish line.
- 8) When a player is using two dice in any of the races and rolls **doubles** they will receive an extra turn.

## Race Versions

### **Race 1 *Rookie Run:* One die using Colors.**

After rolling one die, the racer will move their race car to the space that matches the color on the die.

### **Race 2 *Maniac Mile:* One die using Numbers.**

The racer rolls one die, then moves the number of spaces shown.

### **Race 3 *Demolition Derby:* One die using either Colors or Numbers.**

After rolling one die, the racer may choose between **Colors** or **Numbers** to advance their race car.

### **Race 4 *Rainbow Race:* Two dice using Colors.**

Two dice are rolled. The racer will move their race car to the **furthest color** of the two dice rolled, then continue on ahead to the **other color** rolled. If doubles are rolled they will receive an extra turn.

### **Race 5 *Danger Dragster:* Two dice using Numbers.**

Two dice are rolled. The racer will add the numbers together and advance that many spaces. If they rolled doubles they will receive an extra turn.

## **TURBOCHARGE!!**

A super-fast **Race 5** involves playing the **TURBOCHARGE** version. After adding both **numbers** and moving their race car that number of places, the driver will have the **option** to continue on to the **farthest** of the two dice **colors** to complete their turn. They **do not** have to use this option.

### **Race 6 *Dust Devil 500:* Two dice using either Colors or Numbers.**

This final game allows a racer to advance their race car by choosing either **Colors** as shown in **Race 4**, or **Numbers** as shown in **Race 5**. After rolling two dice, the racer will figure out which method will produce the best results as they race for the finish line. Depending on the dice roll, they may want to streak as far down the track as possible or instead make a defensive move by bumping another racer backwards. If they rolled doubles they will receive an extra turn.