

Cubecar Racing – A Nanogame for 2-4 players [Rules version 0.10]

Game Assembly

Cards are assembled so that the Cubecars of the same colour are on the front and back of a card. The Action cards on the right hand side of the back sheet go on the other side of the left hand side front sheet and vice versa (to ensure that the correct cards are on the back side).

Setup

Randomly determine the start player. Each player chooses a Cubecar and which side they wish to play. Choose one side of the racetrack card and place it in the middle of the players. Each player places their gear die on the marker on the bottom left of their card with the '1' face upright. Place one cube on the '7' on the damage track and the other cube on the start square on the racetrack.

Roll a die for each action card. On a 1-3 place it face up on side 1 and on a 4-6 place it face up on side 2 above the racetrack in a line such that there is a row of 4 cards.

Turn Order

On each player's turn they perform the following actions in order.

- 1) Choose a card and one of the two abilities on that card to perform. Flip that card over.
- 2) If the card ability has not already moved the car then move the number of spaces equal to the number of your gear die.

Additionally at some point during the game a player may use their once in a game special move at **ANY** point in their turn. Upon doing this, move the gear die to the bottom right hand space on the player's Cubecar card to indicate the ability has been used.

Movement & Hazards

If a Cubecar reaches or passes through a square which has a speed limiter (number) next to it, then the Cubecar must be in or below the gear indicated on the speed limiter. If the Cubecar is in a gear in excess of the speed limiter, then the Cubecar takes 1 point of damage for each level above the limiter. Note it is possible that your Cubecar could be moving faster than your gear level and therefore not take any damage.

If your Cubecar is moving 3 speeds faster than your gear level (moving 5 squares with gear level 2 for instance), then the car will spin off at the end of the move (after 5 square) due to the excess speed. Move the Cubecar to the side of the square on the track. On your next turn place it back on the track on the square you come off at with your gear set to 1. The car may also take damage due to limiters.

If your Cubecar is moving 3 speeds slower than your gear (gear level 4 and moving 1 for instance), then you will stall with a similar result to a spin off above.

Card Actions

STICK SHIFT – The Stick Shift ability lets the player move their gear die up or down one level. A gear die cannot move above 6 or below 1 and the ability cannot be played if it would do so.

DOUBLE SHIFT – Allows the player to move their gear up either 2 levels or down 2 levels. A gear die cannot move above 6 or below 1 and the ability cannot be played if it would do so.

SPECIAL MOVE – This allows the player to play either the Major or the Minor special move on their car depending on whether it is the top ability of the bottom one. Some special abilities have conditions that might mean that the player cannot play them at certain times.

Major Cubecar Special Moves

- Move Down 2 or 3 Gear Shifts (Cubolance).
- Ignore the effect of 1 speed limiter this turn (Boxcar Bandit).
- Take 1 fewer damage on each square this turn (Autoblocker).
- Move squares equal to your position in the race (Gaztank)
- Move 2 and change down 1 gear (Boxcar Bandit).
- Add one to your move without requiring the extra gear (HMS Cubetopia).
- Combine and use both effects of one other card (The Boxcar Rebel).
- Place your gear die on a card. The ability you place it on can't be used till your next turn (Red Squared).
- You will not spin off no matter what speed you do this turn (Ninety Degree Car).

Minor Cubecar Special Moves

- Move 2 spaces & heal 1 damage (Cubolance).
- Move 2 spaces and change down 1 gear (Boxcar Bandit).
- Take 1 fewer damage on each square this turn (Autoblocker).
- Deal 1 damage to a car one space ahead of you (Gaztank).
- You may down shift a gear after you move (HMS Cubetopia).
- If three of the same coloured effects are face up, move an additional square (The Boxcar Rebel).
- Take no more than 1 damage per square this turn (Red Squared).
- If your gear is set to 1 or 2, then heal 2 points of damage (Ninety Degree Car).

SUPER SHIFT - Allows the player to move their gear up either 2 levels or 3 levels. A gear die cannot move above 6 and the ability cannot be played if it would do so.

PIT STOP – Moves the player 1 space and repairs 2 damage OR the Cubecar does not move and you repair 4 damage. Note that a Cubecar may still stall.

MINOR REPAIR – Repairs one point of damage on the player's Cubecar.

SLIPSTREAM – If there is a Cubecar directly in front of yours on the track, then move 1 move space than your gear indicates. This cannot be used if there is no Cubecar directly in front of you.

SPEED DEMON – Moves the players Cubecar. The player chooses whether to move 3, 4, 5, or 6 spaces. This occurs before normal movement, but the Cubecar may still spin off in too low a gear. After the move the Cubecar takes damage equal to the move minus the Cubecar's current gear.

RISKY GAINS – It is important to remember the number on your gear die and where it was placed before you roll it. You then move the number of spaces that the die indicates before replacing it as it was. Note that this can cause you to spin off or stall.

SNIPE – Can only be played if another Cubecar is at least 4 squares in front of yours. If so deal 1 damage 1 a car that is at least 4 squares in front and move an additional square during your movement.

TURBO POWER – Move the number of spaces equal to your position in the race and deal 1 point of damage to each Cubecar you pass. If there is a tie for position, then you take the lower number.

Example – Two cars in a 4 car race are tied for last place. One of those players would move 3 with this card.

SPIKED WHEELS – If you land exactly on a Cubecar or multiple Cubecars as a result of your move this turn then they each take a point of damage.

Victory

The Cubecar that moves over the finish line first (at least one square after the start space) is the winner. Next over the line is 2nd, then the next is 3rd in the race. A Cubecar whose damage track reaches '0' is irrevocably broken and is considered out of the race. The order that cars drop out of the race determines their finish position.