Credits

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SLIPSTREAM RACERS
RULES

Objective

4 players compete for the SlipStream Cup, which is awarded to the player who accumulates the most number of Points after five laps around the Game Board.

Components List

- Game Board
- Player Mission Cards
- Mission Cards
- Events Cards
- Item Cards
- Racer Tokens
- Mission Points (blue)
- Points (red)
- Lap Counters
- Player Sheet

Components Overview

• Game Board
The Game Board consists of a track with 50 tiles. Some tiles have icons; if you PASS through the, icons below, you must perform an action depending on the icon:

• Blue Dot
Draw a card from the Item Deck
• Checkered Tile
Turn your Lap Counter to the next highest number

If you LAND through the icons below, you must perform an action depending on that icon:

• Yellow Star
Replace your Player Mission Card
• Black/Yellow Star
Play another turn after your current turn ends

are not allowed to take any more turns and must wait for your other competitors to complete their laps, and complete the game.

Winning the Game

The race ends when every player has completed five laps. Players proceed to tally their Points. The player with the most number of Points wins. If players are tied for first place, the player who finished the race earlier is declared the winner.

Just in Case...

In the event of a rule conflict, the rules stated on the card descriptions take precedence.

 instructions, simply ignore it.

4. Play only 1 Item Card from your Player Sheet.

Finishing a Lap

If you are the first player to cross the Checkered Tile during your first four laps, collect 3 Points per lap. If you do not finish the lap in first place during these four laps, collect 2 Points as consolation.

If you are the first player to finish your fifth and final lap, get 10 Points; if you are the second player, get 5 Points; if you are the third player, get 2 Points. The last player does not get any points.

Endgame

Once you cross the Checkered Tile for the fifth time, you have completed the race. You

- Red 'X' / Trap
   Miss your next turn
- Orange Arrow
   Move 1 tile backward
- Green Arrow
   Move 1 tile forward

• Player Mission Cards
These cards give you the opportunity to gain Points. You can only play one Player Mission Card at any one time.

After you fulfill the card's instructions, collect the number of Points as stated on the card. Then, shuffle that card back into the Player Mission Card Deck. Finally, draw a new Player Mission Card and place it on your Player Sheet for reference.

• Mission Cards
All players compete to be first in accomplish-ing a common Mission (not to be confused

with Player Missions). Only one Mission Card is in play at any one time. Turn a Mission Card face-up on the Mission Card Deck at the beginning of the game. Every time you fulfill the instructions on the Mission Card, place a Mission Point onto your Game Sheet.

The first player to collect the required number of Mission Points accomplishes the Mission. First, collect the stated number of Points on the Mission Card and shuffle that card back into the Mission Card Deck. Then, all players return their Mission Points the central point pool. Finally, turn a new Mission Card face-up from Mission Card Deck, and a whole new common mission starts.

• Event Cards
Event Cards change the game play environment. When you draw an Event Card from the Items Deck, follow its instructions immediately and as stated. Exceptions to this rule are the Event Cards Snow Storm and Tail Wind. If you draw

7. Players turn their Lap Counters to the "1" face.

8. Decide who goes first. You and your players will now take turns in a clockwise direction.

Rules on Turn

1. Roll the dice. Move your Racer Token forward by the same number of steps as the number shown on the dice.

2. Once you stop on a tile, follow the instructions of the icon as stated in the Components Overview section.

3. If you pass by a tile with a Trap Card (not counting the Turbulent Wind), stop at that tile and follow the card's instructions. Then, discard the Trap Card. If you get caught in another Trap while following the

Setup

1. Place the Game Board at the center of the table. Distribute Player Sheets and Lap Counters to each player.

2. Gather the Points and Mission Points into separate piles.

3. Each player will place his or her respective Racer Token on the Checkered Tile.

4. Shuffle all decks and place them on their respective slots.

5. Turn the top card from the Mission Card Deck face-up. This will be the first Mission of the game.

6. Hand one card from the Player Mission Card Deck to each player.

either card, place it on the Active Effects slot. If another card is already in its slot, replace it. All players proceed to follow the instructions as printed on these cards.

• Item Cards
When you draw an Item Card, place it onto your Player Sheet. You may only have up to two Item Cards on your Player Sheet; any additional Item Cards must be discarded. Only 1 Item Card may be played during your turn.

  • Boost Cards
    Boost Cards give you an advantage in a particular aspect of the game. Follow its instructions, and then discard it from play.
  • Trap Cards
    Trap Cards allow you to sabotage your competitors. Play a Trap Card by placing it onto the tile as stipulated by the card's instructions.

• Racer Tokens
Four tokens of different colors represent each player's racer on the track. Choose one at setup per player.

• Mission Points
Mission Points track your current Mission progress. Be sure to return all Mission Points to the pile when a player has accomplished a Mission.

• Points
Points keep track of your overall progress. They are obtained by accomplishing Missions, Player Missions, or by completing a lap and by finishing the race in the end.

• Lap Counters
Lap Counters keep track of your current lap. Each time you pass the checkered tile, turn the Lap Counter to the next highest number.

• Player Sheet
The Player Sheet acts as your very own dashboard. You can refer to turn rules and place game elements for reference.

• Rules on Turn
Instructions are provided for what you can do (or not do) during your turn.
• Points
This space keeps track of your Points.
• Mission Points
This space keeps track of your Mission Points.
• Player Mission & Item Cards
Current Player Mission Cards and Item Cards go here.
• Ongoing Effects
Reserved for cards that will affect your following turn. If the card description says, "Miss a turn", for example, place the card on this slot. On your next turn, follow the card's instructions and then discard it.