

IT'S A BOARD GAME IN WHICH THREE TO SIX PLAYERS COMPETE ON A CIRCUIT MADE UP OF BLOCKS. SUCCESS DEPENDS NOT ONLY ON DICE ROLLS BUT ALSO ON THE CHOSEN VEHICLE: FURTHERMORE, PLAYERS CAN INTERACT WITH EACH ANOTHER AND WITH THE CIRCUIT ITSELF USING "EQUIP CARDS."

THROUGH A COMBINATION OF SPEED AND STRATEGY, YOU'LL HAVE EVERYTHING YOU NEED TO WIN!

GAME GEARS

BOARD: 1 TRACK

VEHICLE DECK: 12 CARDS

EQUIP DECK: 60 CARDS

PAWNS: 12 VEHICLES

DICE: 6X D8, 12X D6 USE D8 FOR MOVEMENT ROLLS, D6 AS COUNTERS FOR LIFE AND BALANCE.

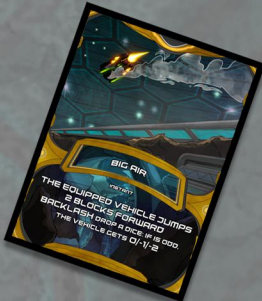
TOKENS OR TRACKBOARD:

32 NUMBERED TOKENS, 8 20 ILLUSTRATED TOKENS OR 1 TRACKBOARD FOR EACH PLAYER + 10 TOKENS



GREEN AND BLUE EQUIPS

INSTANT OR PERMANENT CARDS THAT BOOST YOUR VEHICLE'S STATS OR GRANT ABILITIES. (MAX 1 PERMANENT FOR EACH COLOR)



YELLOW EQUIPS

INSTANT CARDS YOU USE TO AVOID THE LANDING BLOCK. THEY TRIGGER THE TRAPS BEFORE THE WHEEL TOUCHES THE GROUND. (MAX 1 EACH ROUND)



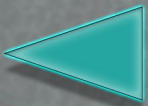
RED EQUIPS

INSTANT OR PERMANENT CARDS YOU USE TO ATTACK THE OTHER PILOTS IN THE RACE, DIRECTLY OR INDIRECTLY. (PLAY MAX 1 EACH ROUND BUT PLAYERS CAN PILE UP ON FIELD)

READ IT !!
You'll be
on the track
in just 3 min



FOR
TRACK DETAILS,
FLIP THE SHEET.



GAME SETUP

SET UP THE TRACK AND CHOOSE HOW MANY LAPS. DRAW YOUR 5 EQUIP CARDS AND 2 VEHICLE CARDS. ROLL A DIE TO DETERMINE THE STARTING ORDER. EACH PLAYER CHOOSES THE VEHICLE TO RACE WITH AND PLACES THEIR PAWN ON THE "START" BLOCK.

TIME TO START YOUR ENGINES!

TURN PHASES

(ONE PLAYER CALLS THE PHASES, EVERYONE ACTS AT THE SAME TIME)

FIRST TURN:

YOU ADVANCE WITH THE DIE ROLL ONLY (NO NATURAL SPEED, NO DRAWING OR PLAYING EQUIP CARDS).

FOLLOWING TURNS:

YOU MAY REPLACE YOUR VEHICLE AT THE START OF THE ROUND, PLACING IT 1 BLOCK BACK.

YOU MAY PURCHASE A VEHICLE BY DISCARDING 3 EQUIPMENT CARDS.

STARTING WITH THE PLAYER IN THE LAST POSITION ON THE TRACK, EVERYONE DRAWS 1 CARD AND PLAYS THEIR EQUIP CARDS ACCORDING TO THE TRAFFIC LIGHT COLOR SEQUENCE:

GREEN LIGHT: ONE GREEN OR BLUE CARD.

DIE ROLL AND MOVEMENT:

D8 DIE + NATURAL SPEED + BONUSES/PENALTIES.

YELLOW LIGHT: ONE YELLOW CARD

RED LIGHT: ONE RED CARD (TRAPS/WEAPONS).

IF YOU HAVE MORE THAN 5 EQUIP CARDS IN YOUR HANDS, DISCARD THE EXCESS.

COMPLETING A LAP BY PASSING THE START BLOCK GRANTS A PIT STOP: YOU MAY CYCLE YOUR HAND (DISCARD AND REDRAW AN EQUAL NUMBER OF CARDS) AND PLAY ONE ADDITIONAL GREEN EQUIP CARD.

VEHICLES



SPEED

THE SUM OF THIS STATISTIC AND THE D8 ROLL EQUALS THE MOVEMENT SPEED (D8 LAUNCH DIE)

LIFE

IT'S THE AMOUNT OF DAMAGE YOUR VEHICLE CAN SUSTAIN BEFORE BEING DESTROYED (D6 COUNTER DIE).

BALANCE

IT'S THE FALL RESISTANCE: WHEN IT DROP TO ZERO YOU LOSE A TURN THEN REFRESH THIS STATISTIC. (D6 COUNTER DIE)

STARSHIP RIDERS

CREATED BY
FILIPPO MARCHI
EMMA PEONIA
GIUSEPPE BENTIVEGNA

ART: KARB 21-13

STARSHIP RIDERS TRACK IS MADE OF 25 BLOCKS, DESIGNED FOR RACES OF 5 TO 10 LAPS.
EACH PLAYER STARTS FROM THE START SPACE.
YOU MUST PASS THE START SPACE TO COMPLETE A LAP.

FIRST TURN: 8 FACES DIE ONLY.

REST OF THE RACE: DIE+ VEHICLE'S NATURAL SPEED + EXTRA PLUS/MINUS SPEED.

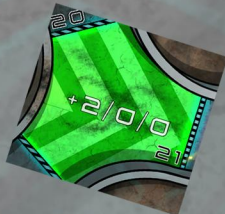
SPECIAL BLOCKS



FROM THE FIRST DIE ROLL TO THE LAST,
THIS DOUBLE BLOCK MARKS
THE START AND END OF EVERY LAP.
CROSS THE FINISH LINE TO CLAIM VICTORY

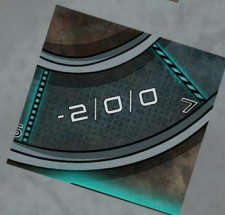
BOOST UP:

WHEN A VEHICLE STOPS
ON THIS BLOCK,
IT GETS A PLUS TO ITS
NATURAL SPEED
ON THE NEXT TURN.



SLOW DOWN:

WHEN A VEHICLE STOPS
ON THIS BLOCK,
IT GETS A MINUS TO ITS
NATURAL SPEED
ON THE NEXT TURN.



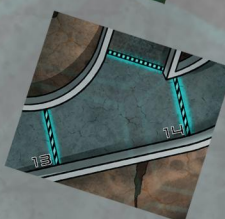
DAMAGED ROAD:

WHEN A VEHICLE STOPS
ON THIS BLOCK,
IT SUFFERS PERMANENT
DAMAGE TO ITS HIT POINTS
(LIFE)



RAMP:

WHEN A VEHICLE STOPS
ON THIS BLOCK,
IT ADVANCES X BLOCKS.
THE VEHICLE'S BALANCE (BAL)
WILL BE AFFECTED.



CROSSROAD:

WHEN A VEHICLE PASS ON
THIS BLOCK CHECK OUT YOUR DIE:
IF IT'S EVEN USE THE MAIN TRACK,
IF IT'S ODD PASS ON
THE "B" SIDE OF
THE TRACK

BROKEN DOWN (BALANCE TO 0):

PAWN IS FLIPPED OVER. SKIP A TURN, THEN
RE-ENTER WITH BAL RESTORED. IT CANNOT BE
REPLACED WHILE BROKEN DOWN.
DOES NOT LOSE RIDER OR UPGRADES.

DESTROYED (LIFE TO 0):

THE VEHICLE IS DISCARDED ALONG WITH ALL
ATTACHED CARDS (RIDER INCLUDED). RE-ENTER
WITH A NEW VEHICLE FROM YOUR HAND,
2 BLOCKS BACK.

REPLACEMENT:

AT THE START OF YOUR TURN, BEFORE DRAWING,
THE NEW VEHICLE ENTERS 1 SPACE BACK AND
TRIGGERS THE EFFECTS OF ITS STARTING BLOCK
(THE EFFECTS OF THE OLD BLOCK DO NOT APPLY).
THE RETIRED VEHICLE RESTORES ITS ORIGINAL
VALUES: THE GREEN CARDS ATTACHED TO
IT ARE DISCARDED, NOT THE BLUE ONE.

PIT STOP:

WHEN YOU PASS THE START BLOCK
YOU MAY CYCLE YOUR HAND (DISCARD AND
REDRAW AN EQUAL NUMBER OF CARDS)
AND PLAY ONE ADDITIONAL GREEN EQUIP CARD.

PURCHASE:

AFTER COMPLETING THE FIRST LAP YOU MAY BUY
A VEHICLE CARD BY GIVING UP 3 EQUIP CARDS.
MAX 3 VEHICLES OWNED.

OVERTAKING:

IF TWO PLAYERS END THEIR MOVEMENT ON THE
SAME BLOCK, BOTH ROLL A DIE. THE HIGHER ROLL
ADVANCES 1 BLOCK (WHOEVER STAYS ON THAT
BLOCK SUFFERS ANY SPECIAL EFFECTS/TRAPS).

OVERTAKING A BROKEN DOWN VEHICLE:

A BROKEN-DOWN VEHICLE CANNOT ROLL THE DIE;
ONLY THE PLAYER STILL RACING ROLLS. ON AN
EVEN ROLL YOU OVERTAKE BY 1.
ON AN ODD ROLL YOU STOP JUST BEFORE.



WARP:

WHEN A VEHICLE
STOPS ON THIS BLOCK,
IT GOES BACK
X BLOCKS.
X EQUALS ONE
SPEED DIE.



FOR
CARDS DETAILS,
FLIP THE SHEET

