STREET RACING CARD GAME

BUSTED

BUILD. RACE. ESCAPE.

Complete rules and illustrated card guide



72 CARDS | 23 UNIQUE FACES | 2-6 DRIVERS

FIRST TO 3 RACE WINS - OR THE LAST DRIVER STANDING

HOW THE GAME WORKS

OVERVIEW

In **BUSTED**, every driver begins with a face-up tuner car and a five-card hand. Drivers install Mods, manage their hands, and react when a Race or Busted card interrupts play. Standard Races test Launch, Top Speed, or Handling. Last Car Out tests all three and puts the lowest-scoring driver at risk of being Busted. The highest legal total claims the Race as a trophy. Win immediately by collecting three Race trophies, or survive until every other driver has been eliminated by law enforcement.

LAUNCH

Acceleration off the line

TOP SPEED

Maximum straight-line pace

HANDLING

Grip, balance, and cornering

FIVE GAMEPLAY CARD TYPES

Car: Your permanent vehicle and its three base values.
Race: A priority event that must be played next after hands refill.
Mod: A persistent +1 bonus installed beside your Car.
Action: A one-race effect or a Getaway reaction.
Busted: An immediate police encounter that can eliminate a driver.

THE CORE LOOP

1. Act: Install one Mod or discard one card.
2. Draw: Refill your hand; resolve Busted immediately and queue any Race.
3. Race: Refill every survivor to five, then play the queued Race next.
4. Continue: Start each queued Race with five cards, then resume normal play.

TWO WAYS TO WIN

Race victory: Claim your third Race card. **Survival victory: Be the only driver not eliminated.**

PREPARE THE STREET

COMPLETE SETUP

1

SEPARATE THE CARS

Set aside the About Us card and all eight Cars. Each player selects one Car and places it face up. Unselected Cars and the About Us card stay out of play.

2

SET ASIDE THE INTERRUPTS

Temporarily remove every Busted card, Race card, and Getaway Car card. The remaining cards are Mods and race-playable Actions.

3

DEAL THE STARTING HANDS

Deal five cards face down to every player from the remaining cards. These five cards form each driver's starting hand.

4

SCALE THE POLICE CARDS

Take Busted cards equal to one less than the number of players. Take the same number of Getaway Car cards. Return all extras to the box.

5

BUILD THE CENTRAL DECK

Shuffle the selected Busted and Getaway cards, all seven Race cards, and every undealt Mod and Action card together. Place the deck face down in the center.

6

CREATE THE DISCARD PILE

Leave a face-up discard area beside the central deck. Choose a first player by any agreed method; play then proceeds clockwise.

PLAYER-SCALED POLICE MIX

Drivers	Busted used	Getaways used
2	1	1
3	2	2
4	3	3
5	4	4
6	5	5

CHOOSE, DRAW, RESOLVE

TURN SEQUENCE

START OF YOUR TURN

Choose exactly **one** of these two actions from your hand:

OPTION 1 - INSTALL

Place one Mod beside your Car. It becomes active and no longer counts toward your five-card hand. A Car may hold no more than two installed Mods.

OPTION 2 - DISCARD

Move any one card from your hand directly to the discard pile. The discard limit is one card, so hand management matters.

MOD REPLACEMENT

If your Car already has two Mods, you may still install a new Mod. Discard one installed Mod first, then place the new one beside your Car. This replacement is your turn action; do not also discard a hand card. Duplicate Mods are allowed and their bonuses stack.

Hand rule: Installed Mods remain on the table and are completely separate from the five cards in your hand.

REFILL TO FIVE

After your chosen action, draw from the central deck until your hand returns to five cards. A standard Mod or Action enters your hand and normally ends the turn. Resolve Busted immediately. Reveal a Race and place it in the Race queue; it does not enter your hand and must be the next event after the required refill.

Important: Before the queued Race begins, every surviving player replenishes to five. No normal turn occurs first. Any additional Race drawn during this refill is placed behind the first Race in the order drawn.

MATCH THE TESTED ATTRIBUTE

STANDARD RACE RESOLUTION

1

QUEUE THE EVENT

The driver who draws a Race reveals it face up. It must be the next event, before any normal turn. That driver is the race initiator.

2

BEGIN WITH FIVE

Before the Race starts, every surviving player replenishes to five cards. Additional Race cards join the queue; Busted resolves immediately.

3

IDENTIFY THE ATTRIBUTE

A standard Race tests only Launch, Top Speed, or Handling. Ignore unmatched values. Last Car Out has its own rules on page 7.

4

COMMIT SECRETLY

Each driver may place one playable Action face down or pass. Getaway Car is not a race Action. Reveal all choices together.

5

CALCULATE TOTALS

Add the matching Car value, installed Mods, and positive Action. Apply each negative Action played by an opponent; your own penalty card does not affect you. No score may fall below zero.

6

AWARD OR RETURN

Highest score claims the Race as a trophy. A tied high score awards no trophy and sends the Race to the bottom of the deck.

WORKED EXAMPLE - LAUNCH RACE

The Turbo AWD Sedan begins with **Launch 5**. It has one Launch Control installed for **+1** and plays Perfect Launch for **+2**. Its subtotal is **8**. An opponent reveals Boost Leak, which affects every opponent of that card's player for **-2**. The final score is **6**. Top Speed, Handling, Larger Turbo, Coilovers, Nitrous, and Racing Line contribute nothing because this is a Launch Race.

After the Race, discard every Action played and replenish every surviving player to five. If another Race is queued, play it next after the refill. Every Race begins with five cards. Keep unused hand cards and refill empty spaces; installed Mods remain in play.

FIVE CARDS BEFORE EVERY RACE

POLICE, TIMING, AND VICTORY

POLICE ENCOUNTERS

When you draw a Busted card, reveal it immediately. If you hold a Getaway Car, you may play it to evade capture. Discard both the Busted card and Getaway Car, then immediately draw a replacement so your hand returns to five. The Microvan may use its unused free escape instead. Otherwise, you are eliminated. Discard your hand and Mods; set your Car and trophies aside. Always discard the drawn Busted card.

Getaway Car or the Microvan's unused escape can prevent elimination, including the penalty in Last Car Out.

QUEUED RACES

Race cards drawn while hands are being replenished are placed face up in a queue in the order drawn. Continue drawing until every surviving player has five cards, then play the first queued Race. After it ends, discard the played Actions and refill everyone to five again before playing the next queued Race. New Race cards join the end of the queue. No normal turns occur until the queue is empty.

DECK RESHUFFLE

If the central draw deck is depleted at any point, immediately shuffle the discard pile to create a new face-down draw deck, then continue the interrupted draw or refill. Cars, trophies, queued Races and the About Us card never enter the reshuffle.

WINNING THE GAME

A driver wins instantly upon claiming a third Race trophy. Alternatively, if every other competitor has been eliminated by law enforcement, the final surviving driver wins immediately.

THE POLICE HAVE CRASHED THE RACE

LAST CAR OUT

ONE RACE. ALL THREE ATTRIBUTES.

Refill every surviving driver to five before starting. Each driver commits one Action face down or passes, then everyone reveals together.

Score: Add Launch, Top Speed and Handling, every installed Mod (+1 each), and any positive Action played (+2). Apply each opponent's negative Action once to this combined total. Your own penalty does not affect you; the minimum is zero.

Highest: The sole highest scorer wins one trophy. If the highest score is tied, award no trophy and return Last Car Out to the bottom of the draw deck.

Lowest: Independently, the sole lowest scorer is Busted unless saved by Getaway or the Microvan's unused escape. A tie for lowest means nobody is Busted. Do not draw a Busted card for this penalty.



VICTORY COMES FIRST

Award the trophy before resolving the lowest-score penalty. If it is the winner's third trophy, the game ends immediately. Otherwise resolve the penalty, check for a last survivor, discard played Actions and refill before the next Race.

WORKED EXAMPLE

Three drivers finish with totals of 14, 12 and 9. The 14 wins a trophy; the 9 must escape or be eliminated. With totals 14, 9 and 9, the 14 wins and nobody is Busted. With totals 14, 14 and 9, no trophy is awarded, but the 9 must still escape.

KEEP YOUR CARDS. REFILL THE EMPTY SPACES.

REFILLS AND TIMING

CLOCKWISE REFILLS

Start with the driver who drew that Race, or the next surviving driver clockwise if they are out. Deal one card at a time to each driver whose hand has fewer than five cards. Repeat clockwise rounds, skipping full hands, until every survivor has five.

Mods and ordinary Actions enter a hand. Resolve Busted immediately. New Races go face up at the end of the queue, in the order drawn; they never enter a hand. Keep every unused hand card.

BACK-TO-BACK RACES

Launch Race is drawn. During the refill, Drift Race is drawn, then Last Car Out. Finish the refill and play Launch. Discard the played Actions and refill everyone before Drift. Refill again before Last Car Out.

A queued Race remains queued even if its drawer is eliminated. No normal turn occurs between these races. Once the queue is empty and the refill is complete, play resumes with the next surviving driver after the player whose normal turn began the sequence.

COMMON QUESTIONS

Must I play an Action? No. You may pass and still compete using your Car and Mods.
Can I install a Mod during a refill? No. Install only as your normal turn action.
Can Getaway be played after my race Action? Yes. It is a separate escape reaction.
Can two identical Mods be installed? Yes. Both bonuses count, up to the two-Mod limit.
Does the game keep going after someone wins? No. Stop all refills, penalties and queued races immediately.

CAR CARDS I



TURBO AWD SEDAN

1 CARD

Performance: Launch 5 | Top Speed 3 | Handling 3

Profile: The deck's strongest launch specialist. Its all-wheel-drive concept gives it the highest unmodified score in a Launch Race while leaving the other two attributes usable.

Best plan: Install Launch Control and hold Perfect Launch. This Car can reach a very high Launch total with minimal setup, forcing opponents to spend negative Actions or concede that event.



LIGHTWEIGHT FWD HATCH

1 CARD

Performance: Launch 3 | Top Speed 2 | Handling 5

Profile: A dedicated cornering car with the maximum base Handling value. Its low Top Speed makes Lower Wacker Race the most difficult matchup.

Best plan: Lean into Coilovers and Racing Line, while using global penalties to keep faster cars within reach. Discard Top Speed-specific cards when hand space becomes tight.



ROTARY RWD COUPE

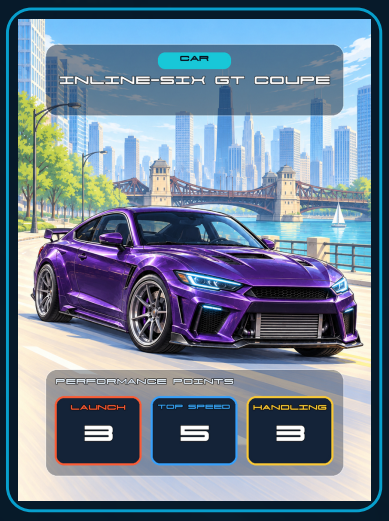
1 CARD

Performance: Launch 2 | Top Speed 4 | Handling 5

Profile: A flexible Handling specialist with strong straight-line speed. Its two high attributes create more playable Race draws than a narrowly focused Car.

Best plan: Build around Handling or Top Speed depending on the first Mod you see. Protect weak Launch races with negative Actions rather than over-investing in Launch cards.

CAR CARDS II



INLINE-SIX GT COUPE

1 CARD

Performance: Launch 3 | Top Speed 5 | Handling 3

Profile: The deck's pure Top Speed specialist. It begins Lower Wacker Race with the maximum base value and remains balanced enough to contest the other attributes.

Best plan: Stack Larger Turbo with Nitrous for explosive Top Speed totals. Keep a negative Action available when another car threatens to match your favored event.



MID-ENGINE SPORTS COUPE

1 CARD

Performance: Launch 2 | Top Speed 4 | Handling 5

Profile: It shares the same performance spread as the Rotary RWD Coupe: elite Handling, strong Top Speed, and a vulnerable Launch score.

Best plan: Use its dual strengths to stay adaptable. Install whichever matching Mod arrives first, then keep Action cards for both Drift and Lower Wacker events.



SUPERCHARGED V8 COUPE

1 CARD

Performance: Launch 4 | Top Speed 5 | Handling 2

Profile: A power-focused Car that is excellent in Launch and Top Speed but weakest in Handling. It can threaten two of the three Race types immediately.

Best plan: Larger Turbo and Nitrous maximize its best event; Launch Control keeps a second winning route open. Treat Drift Race as a defensive event and use penalties there.

CAR CARDS III



LIGHTWEIGHT FWD COUPE

1 CARD

Performance: Launch 4 | Top Speed 3 | Handling 5

Profile: A nimble all-rounder with strong Launch and maximum Handling. Its combined base total of 12 is the highest among the Car choices, making it a natural contender in Last Car Out.

Best plan: Coilovers and Racing Line reinforce its strongest standard Race. Launch Control and Perfect Launch create a second route to a trophy. Keep a negative Action for contests where Top Speed is the deciding attribute.

Limits: It has no special escape ability. Like other Cars, it can hold two Mods and remains face up throughout play.



MODIFIED MICROVAN

1 CARD

Performance: Launch 2 | Top Speed 2 | Handling 3

Under the Radar: Once per game, avoid being Busted without spending a Getaway. This works for a drawn Busted card or the lowest-score penalty in Last Car Out.

Track the escape: Rotate the Car sideways after use. Its base values and installed Mods still count normally. The ability never resets, including after a reshuffle.

Best plan: Use Mods and Actions to compensate for the weakest base values. You may spend a Getaway instead to save the free escape for later. With a combined base total of 7, Last Car Out is especially risky.

RACE CARDS



LAUNCH RACE

2 CARDS

Test: Launch only.

Counted: The Car's Launch value, installed Launch Control cards, Perfect Launch, and any global negative Actions revealed for this race.

Ignored: All Top Speed and Handling values and bonuses.

Resolution: Highest final total claims the Race. A tie sends this card to the bottom of the draw deck with no winner.



LOWER WACKER RACE

2 CARDS

Test: Top Speed only.

Counted: The Car's Top Speed value, installed Larger Turbo cards, Nitrous, and any global negative Actions revealed for this race.

Ignored: All Launch and Handling values and bonuses.

Resolution: Highest final total claims the Race. A tied high score awards no trophy and returns the Race to the bottom of the deck.



DRIFT RACE

2 CARDS

Test: Handling only.

Counted: The Car's Handling value, installed Coilovers cards, Racing Line, and any global negative Actions revealed for this race.

Ignored: All Launch and Top Speed values and bonuses.

Resolution: Highest final total claims the Race. A tie produces no winner and places the Race on the bottom of the draw deck.

PERSISTENT +1 BONUSES

MOD CARDS



LAUNCH CONTROL

7 CARDS

Installed effect: +1 Launch while this Mod remains beside your Car.

When it counts: Launch Race and Last Car Out. It adds nothing during a Lower Wacker or Drift Race.

Persistence: It remains active across races and does not occupy hand space. Multiple installed copies can contribute if both of your Mod slots contain Launch Control.



LARGER TURBO

7 CARDS

Installed effect: +1 Top Speed while this Mod remains beside your Car.

When it counts: Lower Wacker Race and Last Car Out. It contributes zero during Launch or Drift Race.

Persistence: The bonus stays active until the Mod is replaced or its owner is eliminated. It combines naturally with Nitrous for a temporary additional +2.



COILOVERS

7 CARDS

Installed effect: +1 Handling while this Mod remains beside your Car.

When it counts: Drift Race and Last Car Out. It does not increase Launch or Top Speed.

Persistence: It stays installed between races and sits outside the five-card hand. Pair it with Racing Line for a one-race Handling surge of three points above the Car's base value.

ONE-RACE +2 BOOSTS

PERFORMANCE ACTIONS



PERFECT LAUNCH

6 CARDS

Race effect: +2 Launch in the current race.

Playable when: Launch Race or Last Car Out is active. It provides no value in Lower Wacker Race or Drift Race.

Timing: Commit it face down during race selection, then reveal it with every other chosen Action. Discard it after the race whether or not you win.



NITROUS

6 CARDS

Race effect: +2 Top Speed in the current race.

Playable when: Lower Wacker Race or Last Car Out is active. It contributes nothing in Launch Race or Drift Race.

Timing: Commit it face down and reveal simultaneously. It is a temporary boost and goes to the discard pile immediately after race resolution.



RACING LINE

6 CARDS

Race effect: +2 Handling in the current race.

Playable when: Drift Race or Last Car Out is active. It has no scoring value during Launch or Lower Wacker Race.

Timing: Commit it secretly with the other race Actions. Reveal together, calculate the final score, and then discard it.

DISRUPTION AND ESCAPE



MISSED SHIFT

4 CARDS

Global effect: Every opponent subtracts 1 from their score in the active race. The player who reveals this card is not penalized by their own card.

Why it matters: It works in every Race type because it changes final race scores rather than adding a specific attribute.

Stacking: Resolve all revealed negative Actions. In Last Car Out, subtract each penalty once from the combined total. Final scores cannot drop below zero.



BOOST LEAK

3 CARDS

Global effect: Every opponent subtracts 2 from their score in the active race. The player who reveals Boost Leak is unaffected by their own card.

Why it matters: This is the strongest race disruption in the deck and works regardless of the tested attribute.

Stacking: Combine all opponent penalties. In Last Car Out, each Boost Leak subtracts 2 once from the combined total, not from each attribute. Minimum score: zero.



GETAWAY CAR

5 CARDS

Reaction effect: Play when you draw Busted or are the sole lowest scorer in Last Car Out to avoid elimination.

Resolution: Discard Getaway and any drawn Busted card; continue the appropriate refill. Last Car Out does not require an extra Busted card.

Restriction: It is a reaction, not your secretly committed race Action, and gives no points. You may use it after playing another Action in Last Car Out.

KNOW WHAT IS COMING

BUSTED AND DECK BACKS



BUSTED!

5 CARDS

Immediate effect: Reveal this card the moment it is drawn.

Escape: Play Getaway Car or use the Microvan's unused free escape. Discard Busted and any Getaway used; continue the refill.

Elimination: Without an escape, you are eliminated. Discard your hand and Mods, but set your Car and trophies aside. Stop immediately if only one driver survives.



CAR DECK BACK

8 CAR CARDS

Purpose: This flat-six engine design marks the eight Car cards.

Setup use: Keep these cards separate from the central draw deck. Each player selects one and places it face up before hands are dealt.

Visibility: A driver's Car remains face up so every player can see its base Launch, Top Speed, and Handling values.



MAIN DECK BACK

63 DECK CARDS

Purpose: This twin-turbo inline-six design marks cards that can enter the central draw deck.

Included: Race, Mod, standard Action, Getaway Car, and Busted cards use this back.

Setup use: Only the player-scaled number of Busted and Getaway cards is used; all other main-deck cards are included after starting hands are dealt.

ABOUT US AND ONLINE INSTRUCTIONS



ABOUT US



SCAN FOR INSTRUCTIONS!

One information card, two sides. The illustrated front introduces Saheli, Kayan and Rohit. The reverse is the third card-back design: scan its QR code to open the game website for instructions. This card is included in the 72-card set but stays out of the draw deck.

Busted was created by Saheli Shah (8 years old), Kayan Loomba (5 years old), and Rohit Loomba (too old). After playing many a card game and board games the three decided to make their own. We all hope you enjoy this game and take it with you to play on whatever adventures you may find yourself on! Have fun!

THE COMPLETE 72-CARD SET

DECK LIST AND QUICK REFERENCE

COMPLETE DECK LIST

Card	Type	Qty
Turbo AWD Sedan	Car	1
Lightweight FWD Hatch	Car	1
Rotary RWD Coupe	Car	1
Inline-Six GT Coupe	Car	1
Mid-Engine Sports Coupe	Car	1
Supercharged V8 Coupe	Car	1
Lightweight FWD Coupe	Car	1
Modified Microvan	Car	1
Launch Race	Race	2
Lower Wacker Race	Race	2
Drift Race	Race	2
Last Car Out	Race	1
Launch Control	Mod	7
Larger Turbo	Mod	7
Coilovers	Mod	7
Perfect Launch	Action	6
Nitrous	Action	6
Racing Line	Action	6
Missed Shift	Action	4
Boost Leak	Action	3
Getaway Car	Action	5
Busted!	Busted	5
About Us	Information	1
TOTAL		72

STANDARD RACE

Matching Car value
+ matching installed Mods
+ matching positive Action
- opponents' penalties

Sole highest wins. Tied highest: no trophy; Race goes to the bottom. Minimum total: zero.

LAST CAR OUT

All three Car values
+ all installed Mods
+ positive Action played
- opponents' penalties once

Sole highest wins; sole lowest must escape. Tied lowest: no one is Busted. Third trophy ends the game before the penalty.

Contents: 8 Cars, 7 Races, 21 Mods, 30 Actions (including 5 Getaways), 5 Busted cards and 1 About Us card. Three backs identify Cars, main-deck cards and the information card; they are not extra cards.

INSTALL OR DISCARD. REFILL. RACE. ESCAPE.