

2-6 DRIVERS | 8 CAR CHOICES | FIRST TO 3 TROPHIES OR LAST SURVIVOR

SETUP

Set aside the creator card and all eight Cars. Each driver chooses one Car, face up; unused Cars stay out. Set aside Busted, Race and Getaway cards. Shuffle the remaining Mods and Actions and deal five to each player. Shuffle all seven Races, all undealt cards, and Busted cards equal to one fewer than the players plus the same number of Getaways into the draw deck. Return extras to the box. Choose a starting player; play clockwise.

YOUR TURN

Install one Mod OR discard one hand card; then draw back to five. Maximum two installed Mods; discard an installed Mod to replace it. Duplicate Mods stack. Installed Mods are separate from your hand. Busted resolves immediately. A drawn Race goes face up in the queue and must happen next, after everyone refills.

EVERY RACE STARTS WITH FIVE

Keep unused hand cards; refill empty spaces. Draw one card per eligible driver in repeated clockwise rounds, starting with the Race's drawer (or next survivor); skip full hands. Resolve Busted immediately. New Races join the end of the queue and do not enter a hand. Finish refilling before racing. After each Race, discard played Actions and refill again before the next queued Race. No normal turns between queued Races. After the queue clears, play resumes after the driver whose normal turn triggered the sequence.

STANDARD RACES

Launch Race: Launch. Lower Wacker Race: Top Speed. Drift Race: Handling. Each driver commits one playable Action face down or passes; reveal together. Add the tested Car value, matching Mods (+1 each) and matching positive Action (+2). Missed Shift gives every opponent -1; Boost Leak gives every opponent -2. Penalties stack; minimum total zero. Sole highest score wins one trophy. Tied highest: no trophy; Race goes to the bottom of the deck. Installed Mods stay.

LAST CAR OUT

Add all three Car attributes, all installed Mods and any positive Action played. Still only one Action per driver. Each negative Action reduces opponents' combined totals once, not each attribute. Sole highest wins one trophy; tied highest returns the Race to the bottom. Independently, sole lowest is Busted unless saved by a Getaway or the Microvan's unused escape. Tied lowest: nobody is Busted. Do not draw a Busted card for this penalty. Award the trophy first: a third trophy ends the game before the penalty.

BUSTED AND GETAWAY

When you draw Busted, use a Getaway or the Microvan's unused free escape, or be eliminated. Discard the Busted card in all cases and any Getaway used. Continue the draw/refill if the game continues. Getaway also saves you in Last Car Out; it is a reaction, separate from your one race Action. An eliminated driver discards their hand and Mods; set their Car and trophies aside.

MICROVAN: UNDER THE RADAR

Launch 2 / Top Speed 2 / Handling 3. Once per game, avoid being Busted without a Getaway, including in Last Car Out. Rotate the Car sideways after use. Its stats and Mods still work; the ability never resets. You may use a Getaway instead to save the ability.

RESHUFFLE AND WIN

If the draw deck empties, shuffle discards and continue. Cars, trophies, the creator card and queued Races never enter the reshuffle. First to three trophies or last surviving driver wins instantly. Stop without further refills or queued Races.