

# Quad Racer

*Go For It!*

**Type:** Abstract Strategy  
**Ages:** 10+

**Players:** Two  
**Duration:** 15 - 30 minutes

**Synopsis:**

This is a race game with a motocross theme. The puzzle-piece track can be assembled in several ways, a deck of event cards influence the outcome of the choices the players make as they move around the course. Some choices are good – some are disastrous – pretty much like the real thing!



**Equipment & Features:**

The board is a hex-grid race track on 6 square sections, there are 6 fold-and-stand “Quad Racer” pawns, two sets of 6-sided dice (red and green), and two decks of cards called “Got For It!” and “Crash-and-Burn” cards.

# Quad Racer

## The Rules:

There are two decks of cards: "Go For It!" and "Crash & Burn". The decks should be shuffled separately and placed face down within reach of all players.

Also included are fold-up tokens and plastic bases representing Quad racing machines, and two pairs of six-sided dice, white and red.

The race track is made up of track sections that fit together to form the entire course. One track section shows a row of stars that represent the starting positions of the Quads at the beginning of the race. The finish line is also shown in yellow on this track section.

The hexagonal spaces on the track are marked to represent natural features. The race track is shown as brown spaces outlined by dark lines. Red-dotted hexes within the track outline indicate steep inclines or mud holes, yellow rectangles indicate hay bales, black circles are tires, and also depicted are bushes and shrubs.

## The Setup:

The player's Quad Racer markers should be set up on the track section in the hexes marked with stars, facing the direction the players choose to move in to start the race. (See orientation diagram on next page.)

## Movement & Action Points:

The white dice indicate the player's "action points" for movement. (The red dice are explained later.) If doubles are rolled on either set, the player can add one more point to his/her total.

Normal forward movement from hex to hex within the track outline takes one action point. Turning one's Quad (a change in direction of 60° right or left) also takes one additional action point.

Note that the action points should be counted when moving into a hex, or changing direction while in a hex. If a player doesn't have enough action points left, he/she cannot move into or turn within a hex and any remaining action points are forfeited.

- Moves into and turns within red-dotted hexes take two action points.
- Moves into and turns within green hexes outside the track take two action points.
- Moves into and turns within hexes with bushes or shrubs cost three action points.
- Moves into and turns within hexes with tires cost four action points.
- Moves into and turns within hexes with hay bales cost five action points.

## Running the Race:

Each player takes his/her turn in sequence, rolling both sets of dice: the total on the white dice is for action points, and the red dice are totaled for luck. As mentioned before, if either set shows doubles, one additional action point can be added.

### 1. A Roll for Luck:

If the player's machine is on the track, AND the red dice total less than six, the player must draw a Crash & Burn card before moving. The instructions on the card must be followed immediately. If the red dice total is six or more, continue with the move (described below).

If the player's machine is off the track at the beginning of his/her turn, the red dice will have no effect, and the player will not draw a Crash & Burn card.

### 2. Throttle Down:

After the player's luck has been played from the red dice, the total action points from the white dice (plus any extra points for doubles) is used for movement. The following rules affect movement:

At no time can more than one token occupy a hex. If a machine cannot pass another (the track is too narrow or the way is completely blocked), the player's turn ends in the hex just behind the blocking

machine. All remaining "action points" are forfeited.

If there are enough action points in the turn to pass another machine, and if the passing move is in a hex immediately adjacent to the machine being passed at any angle, the player must pause in his/her move to draw a "Go For It!" card. This card will tell the player if the pass is successful. If so, the turn continues from where it was paused. If not, the instructions on the card must be followed immediately.

## Determining the Winner:

A Race will normally consist of three "motos", and each moto is three laps around the track. Races of three or more motos can be run to determine the day's winner. The first player to cross the finish line on section one of the track after the appropriate number of laps wins the moto, etc.

## Notes on the "Go For It!" Cards

When passing two machines through a hex that touches both, the passing player draws only one "Go For It!". The results on the card apply to all three machines if it says "Both Drivers".

If it takes two separate moves to pass the two quads, two separate "Go For It!" cards are drawn - one for each machine being passed.

If a machine is "Shut Out", that means the pass was unsuccessful, and the passing quad cannot pass and stays put - the remaining action points in this turn are forfeited.

## Notes on the "Crash & Burn" Cards

When a "Crash & Burn" card states that a player loses a certain number of action points, these are deducted from the player's total before any movement takes place.

If the "Crash & Burn" card indicates a move to the right or left, this move is completed without regard for track features, and before any action points are used for movement. The machine may end up in the bushes, tires, or bales. This type of move stops only when the edge of the board is reached. The player's movement begins in this space on his/her next turn. The direction the machine is facing should not be changed while moving forward-left or forward-right.

Note that when a machine leaves the track, the machine must re-enter the track at a point that does not improve the player's position in the heat. That is, if the player is in second position and goes off track, he/she must be in second position when getting back on the track.

When a card describes a machine as being "tipped" or "stalled", the player's token remains in that position for the time indicated. Other machines passing a machine that is tipped or stalled need not draw "Go For It!" cards.

If a machine is disqualified or severely "broke", this is indicated by the "Black Flag" card. The machine is removed from the moto, taken off the track, and sits out the rest of the moto. The machine may be entered into the next moto and continue racing.

