

180x180mm

front

back



### RULES OF THE GAME

Challenge your friends to an Extreme Rider Race! Who will be the first to cover about 100 km (20 minutes) or 150 km (30 minutes).

#### 1 - GAME CONTENTS

- 10 Objective cards • 20 Vehicle cards
- 70 Distance cards • 7 Special cards
- 44 Trick cards / Counter-Trick cards

#### 2 - AIM OF THE GAME

Cover the distance indicated by your Objective card. You don't win unless you travel the exact distance; no more, no less! You may also choose to play using one single objective card, in which case everyone must go the same distance over the course of the race.

#### 3 - SETTING UP THE GAME

- Deal one Objective card to each player, leaving the other Objective cards out of the game. Your Objective card should be kept secret throughout the game. Place it face-down in front of you.
- Choose the length of gameplay. Quick game: about 100 km, (daytime side of the card), or a long game: about 150 km, (night time side of the card).
- Shuffle the other 141 cards, then deal a hand of 8 cards to each player.
- The player who most recently practiced one of these 4 extreme sports plays first: Skateboard, Scooter, BMX bike or Rollerskating. The player seated to the right of the first player will go second.
- Form a deck with the remaining cards.



#### 4 - TO PLAY

Each player can play a maximum of 2 cards per turn. You must place a Vehicle card in front of you to begin the race (Skateboard, Scooter, BMX bike or Rollerskates). You can not race with 2 vehicles at the same time.



Begin your race by placing a Distance card next to your vehicle (1, 2, 3, 5, 7, 8, 10 or 20 km).

If you do not have one, you can not play. Discard a maximum of 2 cards and then draw new ones so that you have 8 cards in your hand once more.

If you want to play a Trick card as your first or second card, place it on another player's vehicle card. They will not be able to play another Distance card unless they either place the corresponding Counter-Trick card on top of it, change their vehicle, or until the number of turns indicated on the Trick card has passed (for *Cramp*, *Pothole* or *Obstacle* cards). Once this is the case, the Vehicle and Trick cards are both placed in the discard pile (which will become the new deck to draw from once the first deck has been used up).

#### 5 - EXAMPLE OF A ROUND OF PLAY

When it is your turn, you may choose to do the following:

- Play both a Vehicle and a Distance card
- Play two Distance cards, placing them next to your vehicle
- Play a Vehicle card and a Trick or Counter-Trick card
- Play a Distance card and a Trick or Counter-Trick card
- Play two Trick cards
- Play a Trick and a Counter-Trick card
- Discard 2 cards and draw 2 new ones
- Play one card, discard one card, and then draw 2 cards

In order to continue the race when you receive a Trick card, you may either play a Counter-Trick card or change vehicles (except if it's a *Cramp*, *Pothole* or *Obstacle* card). You may keep the km you have accumulated, but you must discard your Vehicle card and the Trick card. At the end of your turn, draw 1 or 2 new cards depending on the number you have played, so that you have a hand of 8 cards once again. The player on your right may then take their turn.

#### 6 - THE TRICK / COUNTER-TRICK CARDS

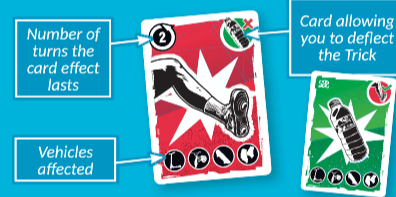
Each Trick card can be countered by the corresponding Counter-Trick card.

Put the Trick and Counter-Trick cards in the discard pile once used.

When the deck is empty, shuffle the discard pile and use it as the new pick-up deck.

For example, the *Cramp* card can be played against a player using the following vehicles: Skateboard, Scooter, BMX bike or Rollerskates.

The player with a *Cramp* card can not use any more Distance cards to move forwards unless they play the *Water Bottle* Counter-Trick card or until they have waited 2 turns for the *Cramp* to pass.



The *Broken wheel* card also works on the 4 vehicles. You can counter it with the *Spare wheel* card, or change vehicles.

The *Obstacle* and *Pothole* cards can only be countered by *Dodge* or *Figure* cards. Similarly, the *Cramp* card can only be countered by the *Water bottle* card.



You can not play a Distance card or change vehicles unless you have countered the Trick, or waited the number of turns indicated.

Each vehicle has its own Trick and Counter-Trick. For the scooter the Trick is the *Broken tray* card, and its Counter-Trick is *New tray*.

For the bike, it's the *Broken Chain* Trick card which goes with the *Repaired Chain* Counter-Trick.

For the Rollerskates, it's the *Broken rollerskate* Trick card and the *Repaired rollerskate* Counter-Trick card to continue.

For the Skateboard, the Trick is *Broken board*, and the Counter-Trick is *Repaired board*.

For each of these specific Tricks, you may choose to change vehicles in order to continue. If you do so, put the Trick card and the blocked Vehicle card in the discard pile.

Watch out, you can not play a second Trick card when a player's vehicle is already blocked by a Trick. Nor can you play with two vehicle cards simultaneously.

#### 7 - THE 5 SPECIAL CARDS IN THE GAME

The *Vehicle theft* card allows you to steal the Vehicle an opponent has in play to use it for yourself during your turn and from then on.

The *Invincible against Trick cards* allow protection to the player who has them from all Tricks and other Special cards during 2 or 3 turns.

The *Hand swap* card allows you to swap your entire hand with an opponent. If you do so, you may only play one other card during this turn.

The *Police Control* card allows you to force another player of your choice to skip their turn.

#### 8 - END OF THE GAME

The player who reaches the exact Distance indicated by their Objective card wins the game.

Watch out, you mustn't go over the number of km your Objective card indicates, otherwise you will lose the game!



Published by Topi Games - 9 rue Pasteur  
94130 Nogent-sur-Marne FRANCE  
www.topi-games.com  
contact@topi-games.com