Overview

Howdy Cliffracers, welcome to the Wild West, the land 'uh Cliffs 'n Cactuses! Racers have 30 seconds to play cards all at once to help themselves and hurt others as they race down a 1200m Cliff. Oh n' don't forget to draw new cards before the timer runs out! Once the time's up, racers take turns revealing the cards played in fron' of 'em and tryin' to navigate the chaos that follows!

Once all cards have been revealed, tally how far each racer ran, and update their positions on the Cliff. The first racer to the bottom of the Cliff (0m) is the winner!
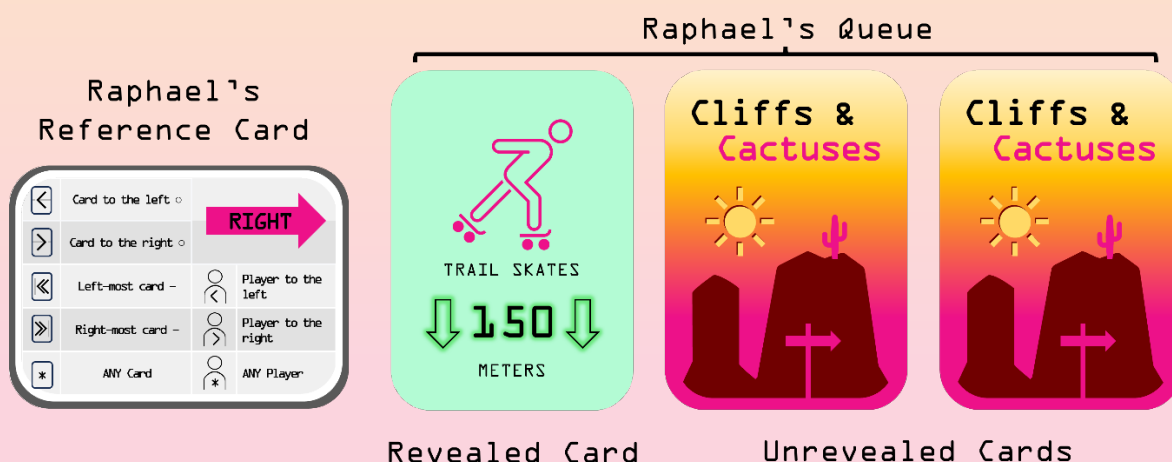
Racin' Rumor: Short on time? Try starting halfway up the Cliff (600m).

Now before we start the race, there are a few important terms y'all need to understand. The first of these is the queue.

The Queue

A racer's queue refers to the cards laid down in front of them. Any time a card is added to a racer's queue, it is added to the right. Cards are revealed from left-to-right.

Racin' Rumor: Cards are laid down from left to right and revealed from left to right, meaning the first card in is the first card out, like a line (queue). This is a common term in computer science.

Raphael's Queue

Raphael's Reference Card

<	Card to the left ○	**RIGHT**
>	Card to the right ○	
«	Left-most card –	Player to the left
»	Right-most card –	Player to the right
*	ANY Card	ANY Player

TRAIL SKATES
⇩ 150 ⇩
METERS

Cliffs & **Cactuses**

Cliffs & **Cactuses**

Revealed Card   Unrevealed Cards

For example, Raphael had 3 cards played in his queue. The first card is played next to his reference, and the next cards to the right. The arrows on the card backs point right so you know where to play your cards even when players are sitting across from you. The first card in the queue is the left-most card, so Raphael reveals this one first. He will then reveal the 2nd and 3rd cards.

The Cliff
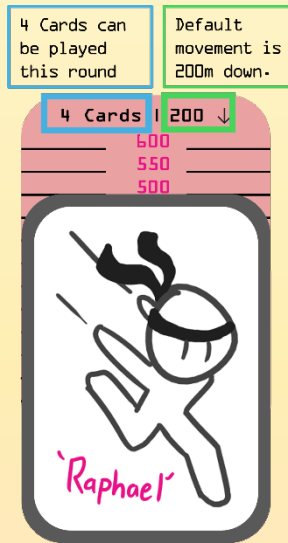
A racer's cliff card tracks their position. Cover the lines on the cliff card with a racer's character card such that the bottom-most number is their current position.

The position of the **1st-place racer** (racer farthest down the cliff) sets the Stage for all racers. There are 3 Stages, indicated by the Colors on the Cliff card. The Stage **determines the max number of cards racers can play per turn**, and **default movement**, which is the distance racers move down the cliff if they end Resolution with no cards in front of them.

> Stage 1: 2 Cards / Turn, 100 m ↓
> Stage 2: 3 Cards / Turn, 150 m ↓
> Stage 3: 4 Cards / Turn, 200 m ↓

For example, say Raphael is in 1st-place at a position of 500m up the Cliff. All racers can play 4 cards that round, and the default movement is 200m down the Cliff. This means that any player that ends Resolution with 0 cards in their queue moves 200m down.

Winning: The first racer to reach the bottom of the cliff, meaning their position is 0m, wins the game.

Tie-Breakers: Whenever racers are tied, they play Rock-Paper-Scissors to win 1st-place. A best-of-1 Rock-Paper-Scissors match breaks ties mid-game, and if racers end at the same position at the bottom of the cliff, they play a best-of-3 to determine the winner.

The Race Phase

Now racers, the moment you've all been waiting for, the Race phase! The Race phase lasts 30 seconds per round, the duration of our boppin' banjo music (see **cliffsandcactuses.github.io**).

During the Race phase, racers all play cards at the same time, in front of any racer. The max number of cards racers can play per round is determined by the stage of the 1st-place player, as explained in the Cliff rules. When a racer plays a card on a target racer, the card is added to the target's queue face-down with bottom edge toward the target.

Once racers finish playing their cards, they need to draw new ones before the timer runs out! Racers can draw until they have 5 cards in hand and cannot play cards after they start drawing.

Racin' Rumor: You may want to split the deck into multiple stacks to allow multiple people to draw at once. Remember, you can't draw once the music stops, which is a big disadvantage in the next round!

Once the banjo finishes, **EVERYONE MUST STOP!** No more playing cards, no more drawing, no more anything! It's time for the Resolution phase. But before we get into that, let's look at what cards you can play.
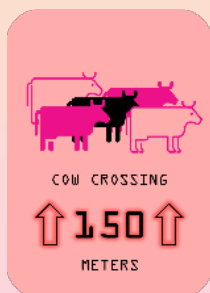
Card Types

There are 4 types of cards you can use to help get ya down the Cliff faster, and slow to others down.
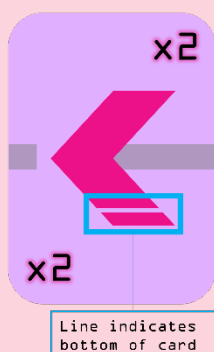
Bonuses (x36):
Bonuses help racers run farther down the Cliff. For example, this Nitroooooo! card makes racers run 200m farther when tallyin' distances.

Sabotages (x36):
Sabotages slow racers down. This Cow Crossing decreases the total distance a racer will run by 150m. And if this is the only card in their queue, they'll move *up* 150m.

Multipliers (x12):
Multipliers double the effect of the current target card. For example, this multiplier doubles the card to the left. If the card to the left was a Cow Crossing, it would make the racer go up 300m instead of 150m.

A multiplier card can end up doubling more than one card throughout the resolution phase, since cards can move around.

Racin' Rumor: If a card moves and is no longer the target of a multiplier, it is no longer doubled.

VAPORIZE

Special Cards (x42):
There are 6 types of special cards that all do different things. These have their own section in the rules. When special cards are revealed, they are lifted out of the queue and resolved immediately. After being resolved, they are discarded.

Raphael's
Reference Card

Raphael's Queue

Revealed Special
Card outside
queue

Raphael reveals the rest of his queue. His 3rd card is a Special Card, Vaporize. He lifts it up so he can remember where it was (position still matters) while also removing it from the queue. The Vaporize discards its target card, which is the right-most card in the queue, the Angry Beehive. Then the Vaporize card is discarded, and the only card left in the queue is Trail Skates.

Reading the Reference Card

Strugglin' to figure out what yer cards do? Use your reference card! The symbols on the reference card are used on both the special cards and the multipliers. Note "card" here refers to cards played in a racer's queue, not in a racer's hand.
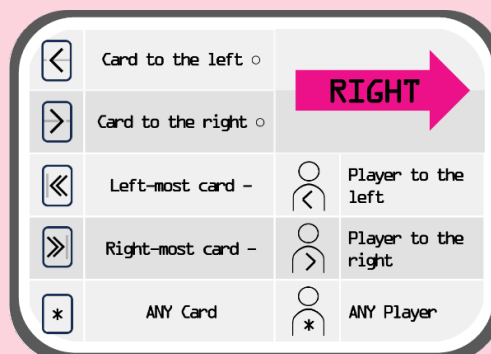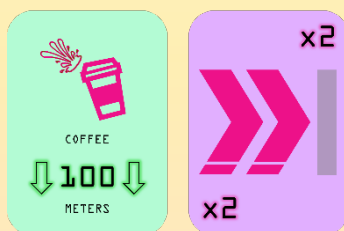
A few important clarifications about the reference card:
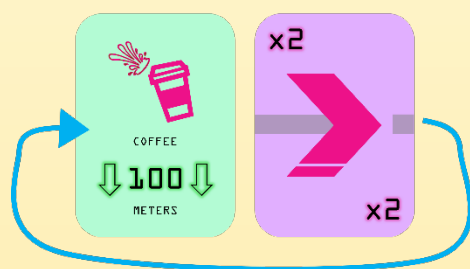
Relative directions treat the queue as circular! Relative left and right references wrap around the queue.

For example, even though this multiplier is pointing right, it does so circularly (as indicated by the "wrapping" grey line). The Coffee is the card to the right and gets doubled.

However, **absolute references** (left-most and right-most) still **refer to the first and last cards in the queue.**

For example, this multiplier targets the right-most card (<u>no</u> "wrapping" around here, as indicated by the vertical grey line which refers to the linear end of the queue) which… is the multiplier. So the coffee does <u>not</u> get doubled.

Finally, any **ANY (*)** is chosen by the revealing racer. The revealing racer selects the target card(s)/racer(s) when a choice is given.

Last-Ditch Larry: For the keen-eyed among you, you may have noticed that there is a very special card on the back of your reference. Last-Ditch Larry is the only card that can be played outside of the Race phase. A racer can play Larry once per game At ANY TIME to draw the top card of the deck into a target racer's queue.

Racin' Rumor: Larry is a risky play! You don't know if he will help or hurt. Use him when it counts.
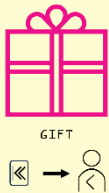
ONE-TIME USE ONLY!

LAST-DITCH

LARRY

PLAY ANYTIME
DRAW CARD INTO ANY
PLAYER'S QUEUE

Special Cards

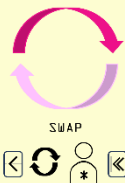**Vaporize:**
Discards target card.
This Vaporize allows the racer who revealed it to discard ANY card of their choice.

Gift:
Adds target card to target racer's queue.
This Gift adds the left-most card of the revealing racer's queue to the queue of the racer on the left.

Swap:
Swaps the position of target card with target racer's target card. Note, this is the only time a card entering a queue won't be put at the end.
This Swap swaps the card to its left with ANY racer's left-most card.

Steal:
Adds target racer's target card to the revealing racer's queue.
This Steal targets the racer to the right, adding their right-most card to the revealing racer's queue.

Draw:
Draw X cards from the target racer's *hand*. If there is no target racer, draw from the deck. NOTE: This is the only card in the game that affects racer's hands.
This Draw has the revealing racer draw two cards from the hand of racer to the right.
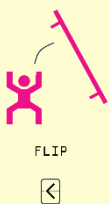
Flip:
Flips the target card upside-down. This reverses directions on a card (left/right), and turns Bonuses into Sabotages and vice-versa. A flipped card stays flipped unless flipped again.
This Flip flips the card to the left. Turn the target card upside down, even if it's unrevealed.

The Resolution Phase

Resolving Your Queue

Get ready for a rollercoaster Cliffracers, Resolution is where you reveal your cards and watch the chaos unfold!

Starting with the first-place racer (break ties before Race phase), reveal cards in the queue from left-to-right. Remember to resolve and discard Special Cards when they're revealed. All other cards remain in play until the end of Resolution, when all racers have resolved all their cards.

Once the first-place racer finishes resolving their queue, **play proceeds clockwise** and the next racer reveals and resolves cards in their queue from left-to-right. If an unrevealed card is added to a resolved queue, it doesn't get resolved until play circles back around to that queue.

Tallying Movement

Once ALL cards in ALL queues have been revealed and resolved, each racer tallies how far they've moved and updates their position on the Cliff.

A racer's movement is equal to the sum of their bonuses minus the sum of their sabotages, accounting for multipliers.

Raphael's Reference Card
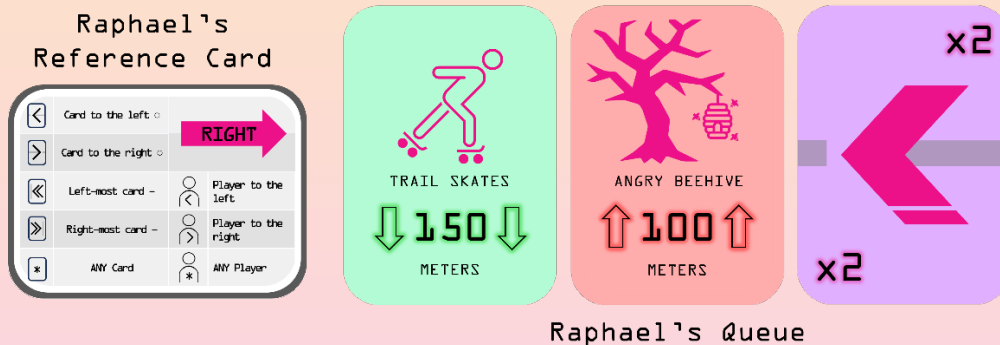
Raphael's Queue

For example, Raphael ends resolution with the queue shown. The Trail Skates moves him 150m down, and the Angry Beehive would move him 100m up—but the Angry Beehive is doubled, so Raphael's movement = 150 - 2*100 = -50m. Raphael moves 50m UP the Cliff!

If a racer ends Resolution with <u>no cards</u> in their queue, then and ONLY then do they move the **default movement.**

Racin' Rumor: Because Special Cards get discarded after being resolved, a racer can play Special Cards on themselves and still get default movement at the end of Resolution.

Setup

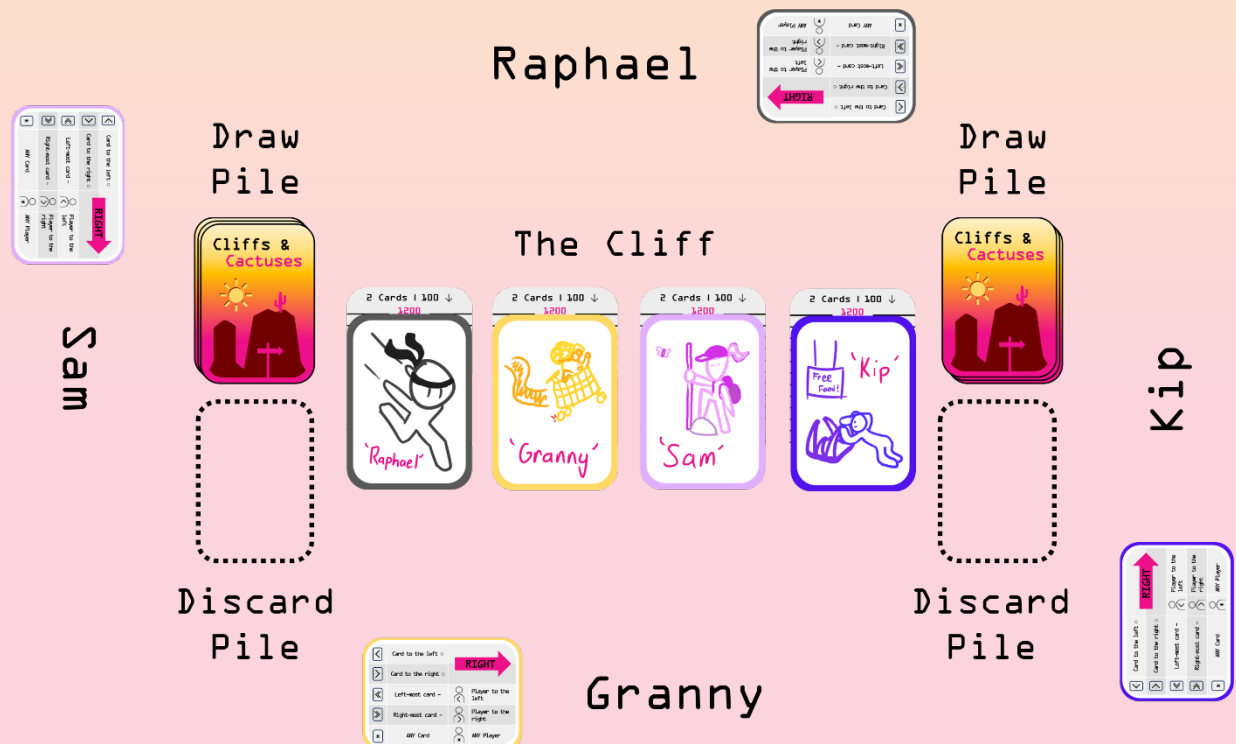Now that you've mastered the rules of Cliffs n' Cactuses, let's teach ya how to start the game!

First, y'all racers need to form a circle (or a close approximation). Everyone should be able to reach each other!

Give every racer a character card, a reference card with a matching color, and a cliff. The reference card will sit in front of them, indicating the start of their queue and showing who's who. The cliff cards and characters are all placed in the middle to show everyone's position on the Cliff.

Shuffle the deck and deal 5 cards to each racer. Place the remaining deck in the middle—you may want to split it into multiple piles so everyone can reach!
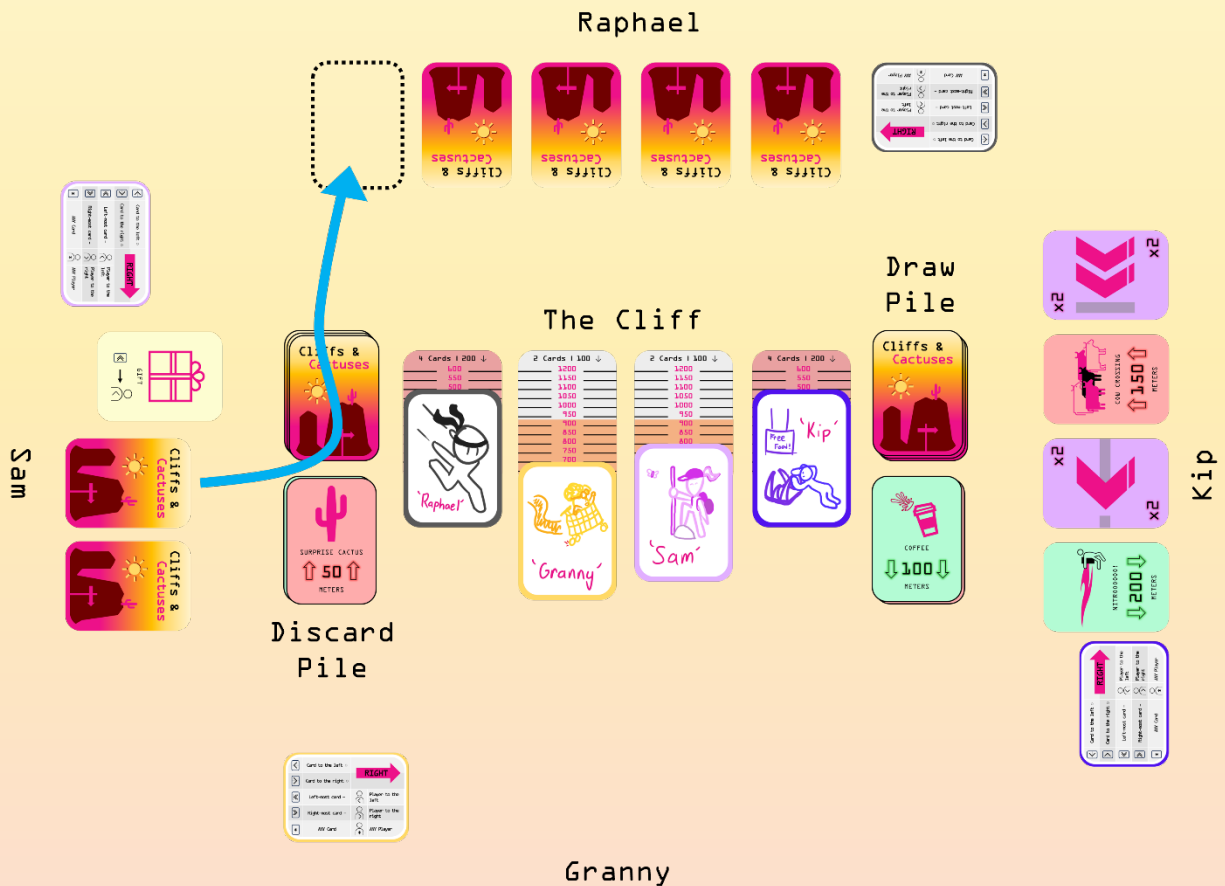
Now that everyone is ready to begin, it's time for a good ol' fashioned Rock-Paper-Scissors tournament! Everyone's tied for 1st-place at the start, so pair up and fight for 1st-place bracket style! *(Fine, if you're feeling boring you can just chose someone)*

Once a racer has established their dominance, start the timer and begin racin'! The game alternates between the Race and Resolution phases until somebody makes it to the bottom of the Cliff! Ready? GO!

Example Round

Raphael

Draw Pile

Cliffs & Cactuses

The Cliff

Cliffs & Cactuses

4 Cards | 200 ↓

2 Cards | 100 ↓

2 Cards | 100 ↓

4 Cards | 200 ↓

Cliffs & Cactuses

x2

Sam

'Raphael'

'Granny'

'Sam'

'Kip'

COFFEE

↓ 100 ↑ METERS

CON CROSSING

↑ 150 ↑ METERS

x2

x2

Kip

Cliffs & Cactuses

SURPRISE CACTUS

↑ 50 ↑ METERS

NITRO000001

↓ 200 ↓ METERS

Cliffs & Cactuses

Discard Pile

RIGHT

Granny

Raphael and Kip are tied at 500m on the Cliff. They play Rock-Paper-Scissors (no shoot!) and Kip wins meaning he'll resolve his queue first during Resolution.

Then the timer is started and the Race Phase begins! Because the 1st-place player, Kip, is in the 3rd stage of the Cliff, all players can play 4 cards during this Race Phase (and default movement is 200m down—this won't matter until Resolution).

Everyone plays cards on each other all at once. Sam and Granny play sabotages on Raphael and Kip to stop them from winning! Everyone draws before the timer runs out, except Granny who forgot! She won't have as many cards to use during the next round.

Kip is the first one to reveal his queue. His Nitrooooo! gets doubled by BOTH multipliers (left and left-most) so his total movement is 4*200m - 150m = 650m down the mountain! Unless something happens before the end of the Resolution phase, he'll win!

Granny has no cards in her queue, so she'll move down 200m (default movement this round) if nothing changes by the end of Resolution.

Sam reveals the first card in their queue. It's a special card, so they lift it up to remove it from the queue while remembering it's old position. It says Gift the left-most card to the player on the left. This adds the 1ˢᵗ card in Sam's queue to Raphael's queue.

Sam only has one remaining card which turns out to be a Multiplier pointing right. Because they have a card in their queue (the Multiplier), Sam won't move at the end of Resolution unless something changes.

Finally, Raphael reveals his cards and gets a bunch of Bonuses and Sabotages, with his total movement 250m down.

Now, before anyone moves their characters on the Cliff, Sam plays their Last-Ditch Larry. They draw the top card from the deck and place it at the end of their queue. They resolve it because no one else has unresolved cards and so it is their turn. In the **luckiest possible turn of events**, Sam gets Steal any card from any player, which they get to do twice because of the multiplier. Sam uses this to steal Kip's Nitrooooooo! and then his Multiplier pointing left.

Everyone else has already used their Last-Ditch Larry's this game, so everyone calculates their movement. Kip now moves <u>up</u> 300m, Granny down 200m, Raphael down 250m, and Sam moves 4*200m = 800m down the Cliff and wins the game!

Raphael

The Cliff

Draw
Pile

Sam

Discard
Pile

Kip

Granny
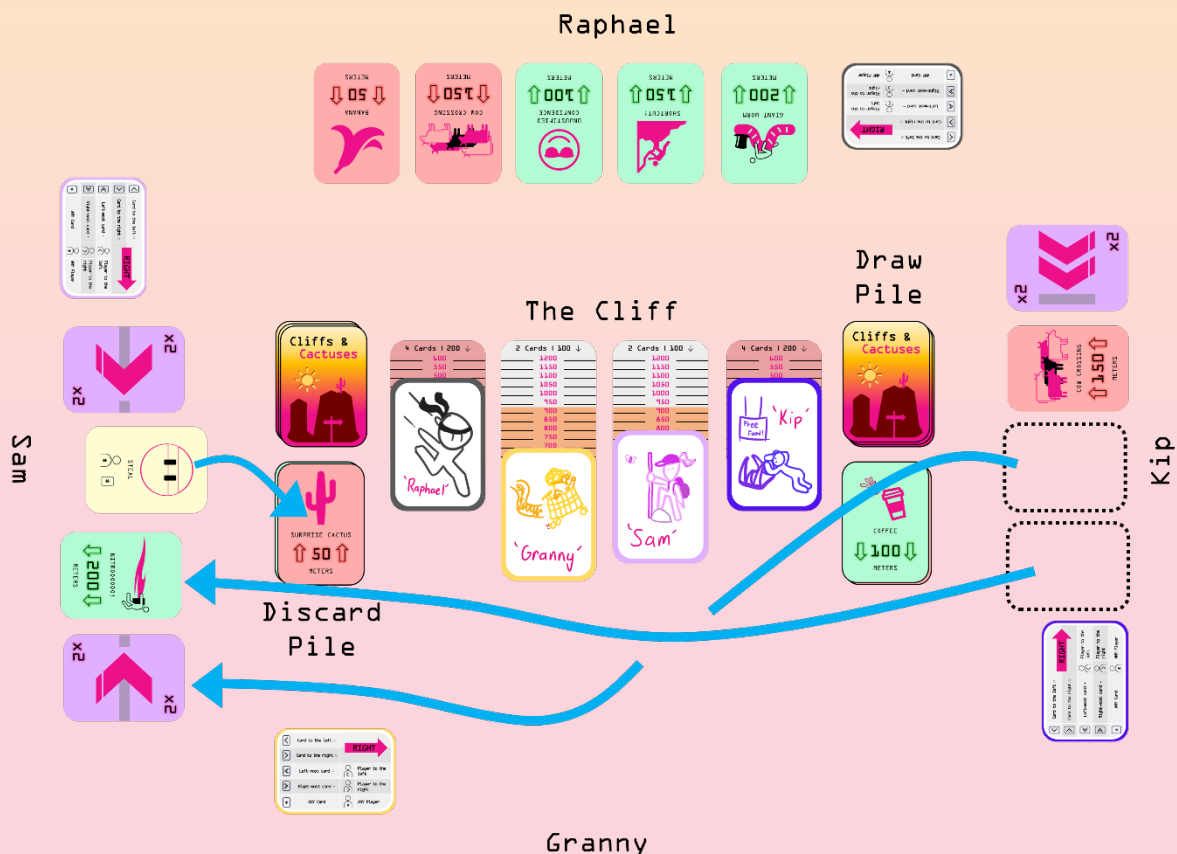
FAQ

Multiplying a special card

When a multiplier points at a special card, that special card triggers twice (but can have different targets).

For example, doubling Steal any card from any racer, the revealing player can chose any two cards, from different racers. Doubling Vaporize the card to the right discards 2 cards to the right (remember "right" may wrap around and be on the left of the special card).

Moving a flipped card

A card stays flipped when moved between queues. It only goes back to normal if hit with another Flip.

Stealing from yourself

ANY racer includes the revealing racer, which means technically you can steal from yourself.

Targeting an empty queue

A player who has no cards in their queue is considered to have an "empty card." This empty card can be targeted.

There were no cards left to draw

Guess you should've shuffled shouldn't've ya?

Multiplying a swap

If you swap the same two cards twice, it's like nothin' ever happened!

Alternative Rules

ALTERNATIVE RULE - Stack: You can also play by revealing cards right-to-left. This makes the game more reactive—you can play card in response to other players and the latest cards will trigger first!