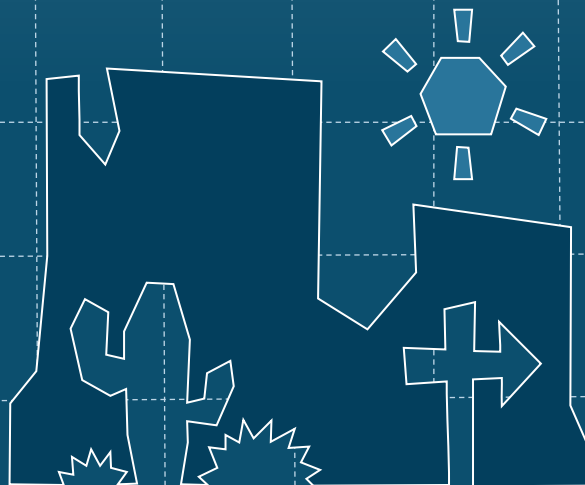


THE TIMER



PLAY AT YOUR SPEED! NO RUSH,
RACE PACE, OR PANIC MODE!

CLIFFS & CACTUSES THE RULES



CLIFFS & CACTUSES



Howdy partner! Welcome to Cliffs & Cactuses, the chaotic cliff racing card game. Get ready for the race of your life! Cliffs & Cactuses is a game about speed and wit—you'll sabotage your friends, setup clever combos, and do whatever it takes to be the first one down the cliff! Let's learn how to play!

Rules Video



Try watching this video first! Come back if you need extra help.

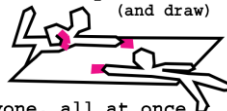
HOW TO PLAY

Start the timer



and enjoy our boppin' banjo music

Play cards
(and draw)



everyone, all at once

(Time's Up!)

Reveal your cards Tally your score



Left → Right

and wield the chaos



and move your character

REPEAT!

First one down
the cliff wins!

GAMEMODES

FREE-FOR-ALL (FFA)

Every racer for themselves!
Recommended for beginners

3-LEGGED RACE (3LR)

Race with a partner! Same rules as normal, but share movement.

Two players. One plan.

Infinite miscommunication.

Highly recommended!

KEY TERMS

THE QUEUE

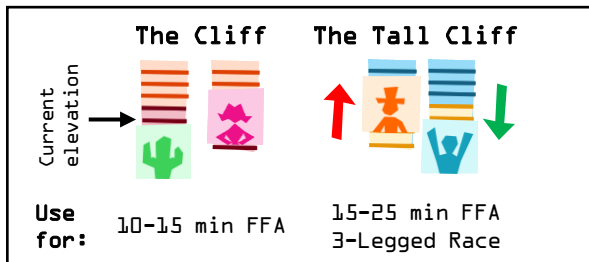
Cards are played into a racer's queue. The start of the queue is marked using the Queue card. Cards enter the queue on the right and are revealed from left to right, following the arrows on card-back.



THE CLIFF

Keep score using the cliff cards and character sleeves. Your elevation is the number above your character. Lowest racer is in 1st-place. **The first racer to the bottom wins the game!** Ties for 1st are settled via Rock-Paper-Scissors.

Choose your cliff to set the race length.



SETUP

Sit in a circle (try your best) so all racers can reach each other.

Give each racer

- a Cliff card
- their Queue card
- a character sleeve
- 7 starting cards

Place a phone in the center of the table and choose a timer ([see QR code on the back of this rulebook](#)). Cliff cards go next to the timer, with characters at the top. Place draw piles and discard piles where they can be reached by all racers. Lay out reference cards.

Finally, play Rock-Paper-Scissors and Crown the 1st-place racer by placing the Crown card above their Queue card.

EXAMPLE 4-PLAYER GAME



GAMEPLAY

THE RACE:

Press play on the timer. While the music plays, racers may **play up to 4 cards** into any queue. Cards must be played **one at a time, face-down, and right-side up**. Racers then may **draw** to replenish their hands to **7 cards**. Once the music stops, **EVERYONE STOPS!** Forgot to draw? Be faster next time!

RESOLUTION:

Starting with the 1st-place racer (marked with the Crown card), reveal the cards in each queue from left-to-right. Some cards move you up, some move you down, and the others bring the chaos! **Play proceeds counter-clockwise (follow the arrows)!**

THE TALLY:

Once all queues are resolved, all racers tally up their total movement. (Don't forget Racin' Spirit!)

Finally, all racers update their position on the cliff and discard the cards in their queue. Crown the new 1st-place racer. Any winners? No? Then it's time to go again!

THE QUEUE CARD

Each racer has a colored Queue card which marks the start of their queue. It also comes with 2 perks:



RACIN' SPIRIT

Every racer starts with a pure soul, full of Racin' Spirit: A flat, untouchable 100m DOWN added to your tally each round.

LAST-DITCH LARRY

Once per game, flip your Queue Card to play Last-Ditch Larry. Draw 1 card from the deck, look at it, and play it face-down into any queue. It will reveal during Resolution.

Larry breaks the rules. **You can play him anytime, even during Resolution!** Most racers save him for the very end, when all cards are revealed and the stakes are the highest. But beware, they don't call him Last-Ditch Larry for nothin'. When you play Larry, you lose your Racin' Spirit for the rest of the race!

MOVEMENT CARDS (x60)

Bonuses (x30):

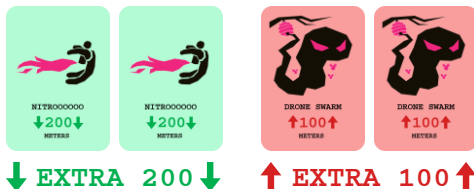
Bonuses add downwards movement to a racer's tally.

Sabotages (x30):

Sabotages add upward movement to a racer's tally.

Synergy/Annihilation:

When a movement card is adjacent to an identical card, the cards *synergize*, adding extra movement to the racer's tally equal to the value on the card.



But if a movement card is adjacent to a *flipped* copy of itself during the Tally, the two cards *annihilate* and are discarded.



SPECIAL CARDS (x45)

Special cards are the heart of Cliffs & Cactuses, enabling some truly chaotic combos. Each special card has an effect (what it does), and a target specifier (who/what it hits). **When revealed, special cards activate immediately, and are then discarded.**

There are 6 types of special cards:



VAPORIZE

Discard target card.



GIFT

Add target card to target racer's queue.



STEAL

Add target card to this racer's queue.



SWAP

Swap the positions of two target cards. This is the only time a card won't enter the queue on the right.



Flip

Flip the target card upside-down. This flips left/right and up/down, turning Bonuses into Sabotages and vice-versa. A flipped card stays flipped until flipped again.



Draw

The revealing racer looks at and draws 2 cards from the target racer's hand.

MULTIPLIERS (x15)

Multipliers double the effect of a target card, doubling movement, activating special cards twice, and stacking with other multipliers. Multipliers do not affect Synergy.

Unlike special cards, multipliers stick around after being revealed, meaning one multiplier may double several other cards in a single round.

The diagram illustrates the calculation of the total distance of the race. It shows 10 laps, each 200 meters long, divided into three groups:

- Group 1: 4 laps of 200m each, totaling 800m (4 x 200 = 800).
- Group 2: 2 laps of 200m each, totaling 400m (2 x 200 = 400).
- Group 3: 4 laps of 200m each, totaling 800m (4 x 200 = 800).

The total distance of the race is 800m + 400m + 800m = 2000m.

TARGETING

Special cards & multipliers specify their targets using these symbols:



Card to the Left/Right:

Left/right are circular, and "wrap around" the queue.



Left-most/Right-most Card:

Always the first or last
card. These are not circular.

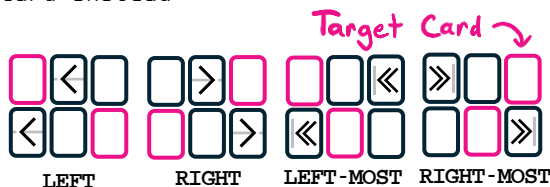


Any Card/Any Racer:

The revealing racer selects the target. If multiplied, a new target may be chosen each time a card activates.



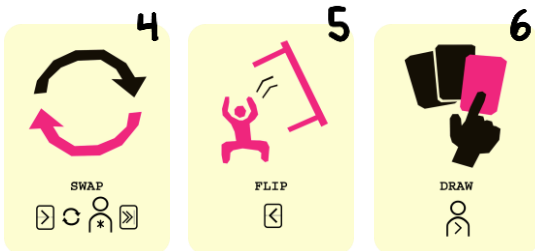
No self-targeting: A card can never target itself. If left-most/right-most would point to itself, use the closest card instead.



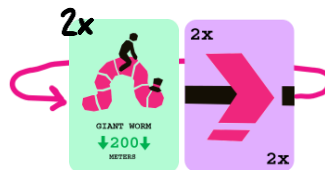
TARGETING EXAMPLES



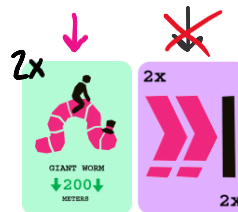
1. *Vaporize* ANY card (in ANY queue!).
2. *Gift* the left-most card (in THIS queue) to the racer on the left.
3. *Steal* ANY racer's left-most card.



4. *Swap* the card to the right with ANY racer's right-most card.
5. *Flip* the card to the left. If this is the left-most card, it will wrap around the queue and target the right-most card.
6. Look at the racer to the right's HAND and *draw* 2 cards.



Right "wrapping around" the queue



Right-most can't target itself



Right-most multiplier chain



Multiplier chain misses target!

RESOLUTION EXAMPLE

Queue filled with 4 unrevealed cards.
Racin' Spirit adds 100 DOWN to the Tally.

Cards reveal from left-to-right.
Vaporize (☒): Discard the card to the right.

Discard *Vaporize* and reveal the next card in the queue: Multiply (☒)

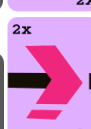
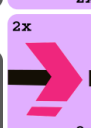
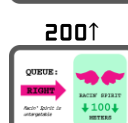
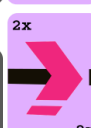
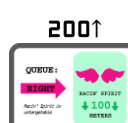
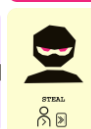
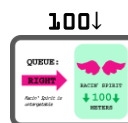
Steal (☒) is doubled. Steal the racer to the right's right-most card. Then do it again.

Discard *Steal* and reveal the next card.
Death Rays: adds 150 UP to your tally. This is doubled by the multiplier.
 $100 \text{ DOWN} + 2 * (150 \text{ UP}) = 200 \text{ UP}$

Flip (☒): Flip *Death Rays* upside down.

Death Rays is *flipped*, so instead of adding 150 UP to the tally, it adds 150 DOWN. The final tally is
 $100 \text{ DOWN} + 2 * 150 \text{ DOWN} = 400 \text{ DOWN}$

TALLY:
100↓



EXAMPLE ROUND

"Ready? GO!" The timer starts. Cards fly. Racers draw. The music stops.

Zac (1st-place) reveals: Multipliers, *Distracting Butter*, 4x on *Nitroooooo!*, that's big! Play moves right, Lee reveals next.

Lee: Two *Coffees*. Synergy!

Jen: *Gift* (☒ → ☑). Not to Bo! All that's left is a lone multiplier. (1)

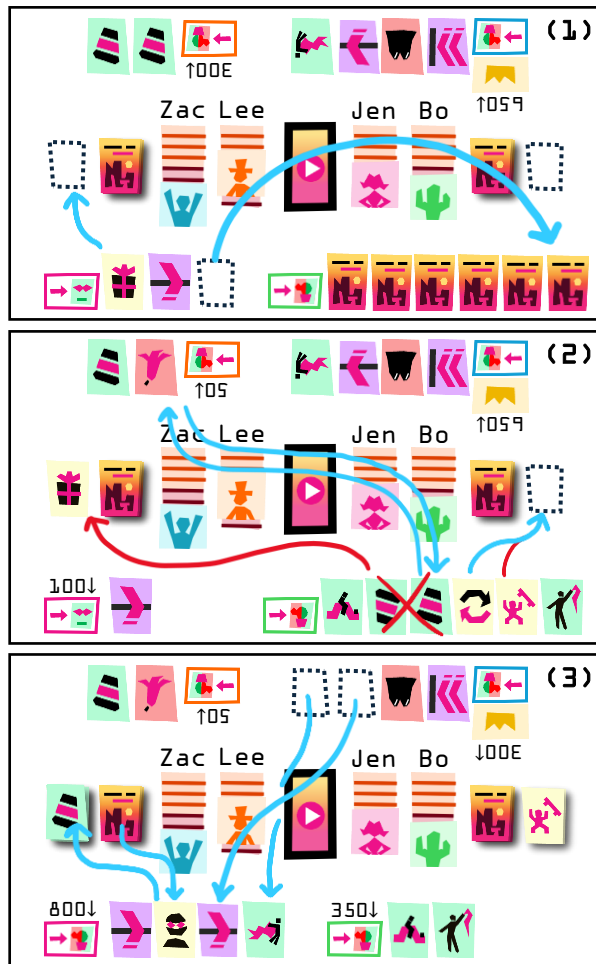
Bo's turn: *Giant Worm*, *Coffee*, *Banana Swap* (☒ ☐ ☑). Aha, Bo swaps his Banana with Lee's *Coffee*. Synergy stolen! Next, *Flip* (☒)—the *Coffees* annihilate! Finally, **MAGIC**. (2)

Zac is about to win! Jen plays **Last-Ditch Larry**: draws, grins, and plays at the end of her queue. She reveals *Steal* (☒), doubled by her multiplier. She steals first Zac's multiplier, and then his *Nitroooooo!*. (3)

They tally their queues and calculate their final positions.

Zac:450m **Lee:**600m **Jen:**-200m **Bo:**-50m

All Larrys are spent! The round ends, and Jen takes the win!



FAQ

No cards to draw during the Race?

I guess you should've shuffled, shouldn't've ya?

My special card is targeting nothing.

Unfortunately, in this case, your special card misses.

I have two multipliers targeting each other. What happens?

It's an infinite loop! Too bad it isn't targeting anything useful...

Does a card get revealed when targeted by a special card? Or added to a queue that's already revealed?

No. Cards only reveal in order during Resolution. Play continues counter-clockwise until all cards are revealed.

Can I *Steal* a card from myself?

Yes! You can choose yourself as the target for ANY player. This moves the target card to the end of your queue.

Can 3 multipliers *Lx* a card?

No. The card itself is doubled, so cards are only ever multiplied by powers of 2 (i.e. 2, 4, 8, 16...).

Two players finished in the same round. Who won?

Whoever is lower crossed the finish line "first." If they are at the same elevation, Rock-Paper-Scissors ftw!

Can I play Last-Ditch Larry before I choose the target of my special card?

Yes. But remember, play the card you draw face-down at the end of a queue.

3-Legged Race Questions:

Do we both get *Racin' Spirit*?

Yes, in 3LR, all players have their own hands and queues (and *Queue* cards!). The only difference from FFA is that you sit next to a partner and share your movement with them.

Who reveals their cards first?

The left partner reveals first. This handicaps the 1st-place team.

Can I look at my partner's hand?

Yep, I never said you couldn't! Work together to create some crazy combos!

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