1   Introduction

This is a mini solo racing game. Draw a map on a piece of paper, give each turn a difficulty rating, place your opponents and race!

2   Making the Map

2.1   Drawing

Draw any circuit you like!

2.2   Turn Ranking

Adjective	Value
Straight	1
Slight	2
Normal	3
Sharp	4
Banked	5
U	6

2.3   Setting Health

- Take the highest turn ranking and add two points.

- Add a point for every two opponents if playing with bumping.

2.4   Placing Markers

1. Place the start/finish using a solid line and a dashed line to indicate direction.

2. Divide the circuit into small segments using dashed lines.

3. Place tokens to represent you and your opponents.

3   Playing Your Move

3.1   Changing Speed

Increment or decrement your speed **before** moving.

3.1.1   Speed Ranking

Adjective	Value
Crawling	-2
Edging	-1
Cruising	0
Speeding	+1
Racing	+2
Tempting Death	+3

3.2   Making a Turn

Roll a d6. If your roll is greater or equal to the sum of the turn ranking and your speed ranking, then move normally. If not, take damage equal to the difference and, if not totalled, move one space less than normal.

3.3   Moving

If your Speed Ranking is:

negative move ONE space

cruising move TWO spaces

positive move THREE spaces

3.4   Damage

You begin with HP equal to two more than the max Turn Ranking of the cicuit. If your race has multiple laps, you can pitstop at the finish line for one turn, resetting your HP.

4   AIs

Slug Keep Speed Ranking at Crawling.

No Combat If a Normal turn is within your next movement, decrement speed then roll for movement. Otherwise, increment your speed and roll. If health below half, pitstop when possible.

Aggressive Same as before, but if possible, roll a 4 or higher to bump nearest player.

Beast Bump whenever possible, keep Speed Ranking at Speeding, never pitstop.

Deathwish Keep Speed Ranking at Tempting Death.

Lurker Keep Speed Ranking at Crawling, pitstop every lap, bump whenever possible.

5 Special Rules and Circumstances

5.1 Start Speed

When starting the race or when leaving pitstop, set speed to slow and ignore turn ranking.

5.2 Shortcuts (Optional)

Shortcuts are marked by dotted lines. They are treated like regular track but you need a 5 or 6 to enter.

5.3 Playing Rough (Optional)

To attempt to take out an opponent who is at most a unit away, roll your d6 to determine:

Success roll 4 or higher

Damage roll and add speed ranking

Distribution 1 you take all the damage; 6 you each take the total damage; 2-5 your opponent takes all the damage