Rules:

1. Each player rolls a four-sided die to move

2. Each player has a max of 2 cards per card type (8 in total)

3. Each player can only use one card per turn

4. Each player that goes over a card space they can pick up a card from the deck of that color. Player can decide to keep card or discard card and if at max amount for that type they can exchange it with a card they currently have.

5. Players can not back track

6. First player to finish all laps wins or player is the last one in commission

7. Player who loses all health is out of play for two rounds while their ship is in repair or wait one round and begin with half health

8. Teammates can share cards

9. Speed upgrade cards can be used twice per game (EX: drive upgrade and drive upgrade 3 are used and no others can be used)

10. Discarded cards are placed back into their decks and shuffled

11. Black spaces represent in-passable spaces meaning you must go around them.

12. Light blue spaces with a “H” in them represent hazards. If you land on a space you flip a coin to see whether or not a asteroid will land on you. Heads: asteroid misses and tails: asteroid hits and deals 50 points of damage

Directions:

1. Setup:

- Place gameboard in a place where every player can see and reach

- Separate cards into their receptive decks and shuffle

- Pass out Health trackers to each player

- Players start off with full health

- Separate players into teams of one, two or three and choose a color

- Place game pieces behind of finish line

- Each player draws 2 attack(red), 2 shield(blue), and 1 repair(green) card for starting card hand

2. Explanation of the cards:

- Attack cards are divided into subcategories and can be used during players turn

- Speed cards that allow users to move forward a certain distance or upgrade their drive

- Shield cards prevent damage from attack cards and are used when an attack is made by an opponent.

- Repair cards are cards that recover HP and can only be used once per player’s turn

- AOE (Area of Effect). The spaces surrounding the player is affected by the card.

- Direct. A straight shot attack. Player can choose whatever direction to attack.

- EMP. Freezes opponents for certain number of rounds.

- Seeker. Attack an enemy anywhere within the range of the weapon.

- Speed upgrades add a permanent boost to movement but only two boosts are allowed per game

- Instant cards are cards whose effects are used on user’s turn

- Boost cards add to movement count temporarily.

-Warp cards allows the player to switch place with another.

3. Gameplay:

- First turn is decided by last person to eat then turn order is clockwise

- Player either chooses to use a speed card or move. If player decides to use speed they can not attack or repair unless it is a hybrid card that says so. After moving player can choose to attack or repair

- Player must move full amount of spaces. Meaning they cannot stop on a space when they have extra move spaces left

- Cards that are discarded are put into the graveyard which is indicated by a skull and crossbone mark

- When a player decides to attack and chooses target player, the target player can choose to use a shield card to either prevent damage or reduce damage.

- When a player lands on a card space and they choose to take a card then that space becomes inactive for three rounds. If they choose to not take a card the space remains active.

- When a player crosses the finish line into the next space that lap is completed and the next lap begins. Players start on lap zero then start lap one as they cross the finish line in the beginning of the game. First player to finish his/her second lap wins the race.

4. Extras:

- Players may add more laps if they wish to play a longer game.

- Death Race:

- A secondary game can be played where players fight to the finish. Each player continues to play until health is completed and they are no longer in the game.