

# **Night at The Races**

2-4 players

## **Initial Setup**

- Each Player places a game piece(just choose one) at the start point of the map
- Shops are placed at the denoted areas on the map (players can decide to add more using game pieces if they choose)
- Use the associated digital menu to decide on the placement of the first checkpoint (use square tile to place it on the map)
- Each player starts with 0 fame (everyone's gotta start somewhere)

## **Gameplay**

- At the beginning of each turn, including the first, a minigame is played from the digital menu, everyone gains 2 fame
- The place you come in in the minigame determines the turn order for the turn
  - In addition, winning the minigame awards fame:
    - 1st = 5 fame
    - 2nd = 3 fame
    - 3rd = 1 fame
    - 4th = 0 fame
- When it's your turn you:
  - may play any cards you have
  - then roll a d6 to move
- When a checkpoint is reached, you may win the checkpoint by "purchasing" it for 10 fame
  - If a checkpoint is won, use the digital menu to choose the next checkpoint position. If a player has just won their third checkpoint, they win and the game is over

- Checkpoints don't need an exact roll to be landed on, just stop on your way and then continue your path once you're finished with the checkpoint
- If you land on a shop space, draw 3 cards from the shop pile and lay them out.
  - You can spend fame to purchase as many cards as you want and can afford out of the three available
  - Any unpurchased cards are reshuffled back to the pile
  - If your roll would take you past a shop, you can choose to stop and shop before continuing the remaining movement

### **Win Conditions/Goals**

- Be the first to reach + win(purchase) 3 checkpoints to win the game
- Checkpoints must be "purchased" with fame once you reach them, otherwise you simply pass by them
- Win minigames to gain fame and move up in the turn order

### **Notes**

- Amount of fame gained passively and checkpoint costs can be edited in the main menu



