

Don't Hesitate

Rules Book

Prospect:

This is a game designed for 6 players.

(if there are not enough players, you can control two tokens and play like two individual ones.)

Background:

A special auto racing event is held. In this event, participants are making gambles for the rest of their lives. Every player wants to make a change by winning the race.

The winners will be granted with great fortune which can free them from working and enjoying in the rest of their lives. However, the losers will be deprived of personal liberties and suffer from the heavy duties with mean wages until their death.

The autos are provided by the holder. But all the engines are not perfect. You have to stop from time to time and let the mechanics check your engine. There is a chance they can improve your engine and give you a boost until the next check point, but there is also a chance they screw it up and you have to go back so that they can restore the engine. However, you can refuse the service. If so, the mechanics will ask the next driver after you and give them more benefits. If everyone refuses, the mechanics are going mad and forcing you to let them check your auto with no benefit.

There can be 6 participants, and the slowest 3 players are the losers.

Rules:

General:

Everyone chooses a token as his/her racing auto.

For one's turn, roll the dice. If you get X, you move X steps forward. After you finish, the next player does so. You can decide who to begin and the sequence in your way.

Game ends when there are only 3 tokens left on the track.

However:

For anyone who can move past the stop sign, he/she must stop and make a choice:

Roll the bonus dice or not (check engine in background).

If not, the decision is passed to the player whose token is the closest behind. If there is a draw, who moves first after this gets the priority. The last place will pass to the first place before everyone makes the choice.

If no one wants, the player reaches the sign must roll with the initial requirement (see below).

The decision must be made every time when someone stops by the sign with a forward trend.

The bonus dice:

(you may use figure 1 as a support)

If you choose to roll the dice:

If you fit the requirement (see below), you can move forward 6 steps.

If not:

You have to go back $X+1$ steps. X is the number on the dice.

If you are the current last place, you only need to move back to the closet stop sign or start line.

Requirements:

The player who reaches the stop sign must roll a 6.

If he/she passes the chance to the next player, the requirement lowers to 5 and 6.

If passes again, it lowers to 4, 5, and 6. etc.

The lowest requirement is 2, 3, 4, 5, and 6.

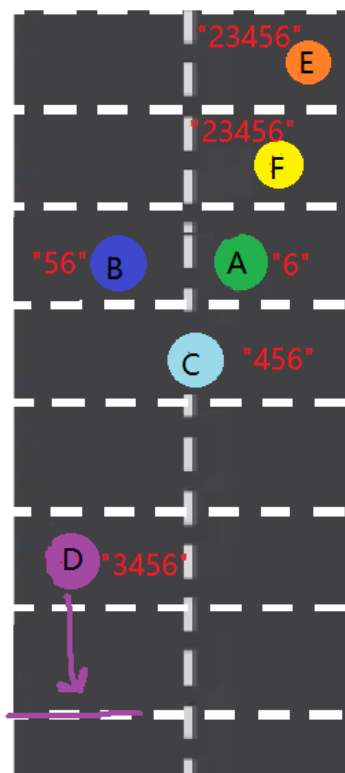
After the bonus dice:

If the penalty makes you go back and just past the sign, the next bonus dice round starts immediately because you have a forward trend right now.

(you may use figure 2 as a support)

Otherwise, no matter who reaches the stop sign, it treats as the bonus dice roller ends the turn and the next player in moving sequence continues.

← moving sequence
now green reaches the sign



red numbers are their requirements for the bonus dice

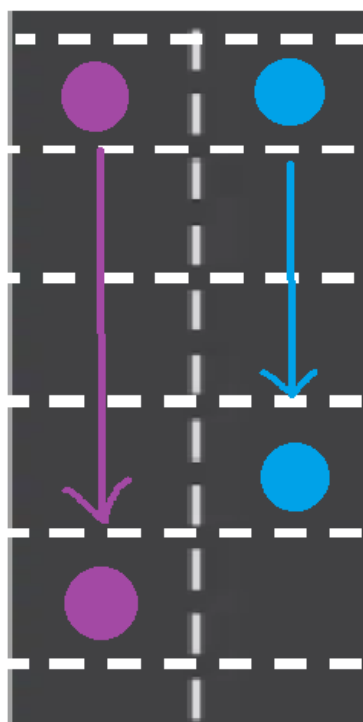


if green reaches the sign, the bonus dice sequence is ABCDEF

if purple (last place) rolls it and has to go back, he/she can stop by the sign



Figure 1



if blue (not the last place) moves back 3 steps, he/she meets the stop sign again, the next round of bonus dice decision begins at blue.



but if purple (not the last place) moves back 4 steps, keep playing, no bonus dice needed.

Figure 2