VARIANTS

2 Players

During the setup, each player chooses two Titans.

Take turns playing your Titans: Player A's first Titan, then Player B's first Titan, then Player A's second Titan, and finally, Player B's second Titan.

Each player chooses the order for her Titans.

She places the first Titan on the left, and the second Titan on the right.

Then place the Ability cards for the 4 Titans beside the circuit in order, so that their sequence is left-to-right (this helps remind you of the turn order during the game).

Determine the first player according to the usual rule.

Whenever you use the Ability of one of your Titans, flip its card face-down, as usual.

Play the game according to the normal rules.

Teams

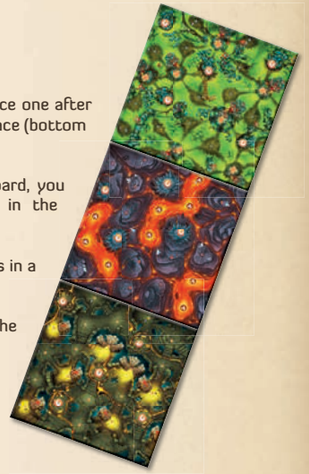
The players can agree to play in teams of two players for a 4-player game, or in teams of two or three players for a 6-player game.

Position yourselves around the table, such that players on the same team are not beside one another.

The rest of the setup and gameplay follow the normal rules.

As soon as a Titan crosses the finish line after his third lap, his entire team is declared victorious.

Grand Slam



String three circuits of your choice one after the other in the direction of the race (bottom to top).

When you leave the top of a board, you continue onto the next board in the circuit, in a new environment.

This way, each lap of the circuit is in a different universe.

The first Titan to exit the top of the third board wins the game.

Credits

A game by **Julian Allain**
Illustrated by **Djib**
Graphic design by **Funforge Studio**
Rules editing: **Nathan Morse**

The designer thanks:

Thanks to Solal, Arnaud, Jérémy, Leo-games, Awami, Jeuvalier Tony, the Funforge team, Patatore, la Cacahuète, the Rennes Gang of Game Designers, Jeuvalier Arnaud, Furyo San, the Gaming Hour café, Ewan Allain and all those who helped in the development of this game.

TTR01US

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JULIAN ALLAIN - DJIB

TITAN RACE

RULES OF THE RACE

FUN FORGE

CONTENTS

1. 3 two-sided boards (6 circuits)
2. 6 Action dice
3. 13 Bonus cards
4. 15 Trap tokens
5. 6 Life tokens
6. 6 Lap Counter tokens
7. 6 Titan figurines
8. 6 Titan boards
9. 6 Ability cards

- This rulebook



CONCEPT AND GOAL OF THE GAME

Pit your Titans against one another in a completely crazy, furious race! You play as a rider and his titanic mount, using your power, cunning, and all sorts of magical objects to try to win the race.

Ram into your opponents to weaken them, so you can cross the finish line first, and become the next legend of Neverworld™!

Combine your dice, your titan's special ability, and the bonus cards you collect on the circuit in order to perform the best actions, and stay ahead of your opponents. Complete three laps before the others and you will be declared the grand winner of the race.

SETUP

1. Choose a circuit from the 6 available.
2. Place the board in the center of the table, accessible to all players.
3. Shuffle the Bonus cards to form a face-down deck beside the board. Leave a little space beside the deck for a discard pile.
4. Form a supply of the Trap tokens beside the board, opposite the Bonus cards.
5. Each player chooses a Titan and takes the Titan board, the Titan figurine, and the corresponding Ability card. Place the Ability card beside the Titan board, and place the Titan figurine beside the circuit.
6. Take a Lap Counter token, and place it on space 1 of the Lap Counter on your Titan board. Then place a Life token, heart-side-up, on the highest space of the Titan's Life gauge.

Exception: Chtoolhoo does not start the game with all of his life points; he places his Life token on 4 instead of 6.

7. Each player receives a random Bonus card, without revealing it to the other players.
8. Take as many dice as there are Titans in the game, and place them beside the board.

Note: For a 2-player, team, or epic Grand Slam game, please refer to the Variants at the end of the rules for differences in the setup and gameplay.

BASIC CONCEPTS

Rules of the Game

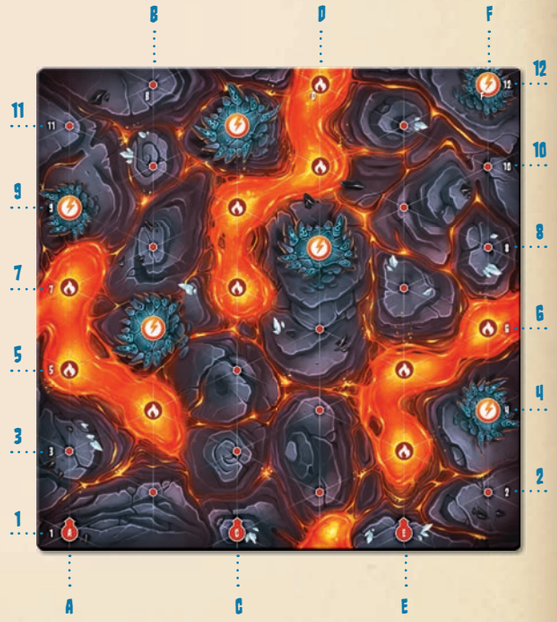
Each of the circuits in Titan Race represents the universe of one of the Titans.

The boards are infinite circuits that wrap around at the opposite sides.

They are composed of 12 rows (1–12) and 6 columns (A–F).

The Titans move from point to point, but we will call these points "spaces".

Each space of the board can be referenced by coordinates that are a combination of a letter and a number, which will help you keep track of your location while moving.

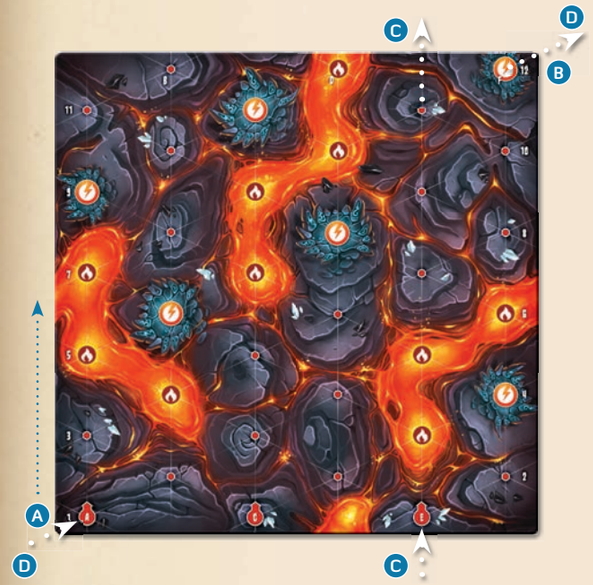


The players start the race at the bottom of the board (row 1) (A) and always advance toward the top of the board (row 12). (B)

Whenever you make a move that goes off the top of the board, you reappear at the bottom of the board (which completes a lap and increments your Lap Counter), and continue your action. (C)

In the same manner, if you make a move that goes off the side of the board, you reappear on the other side of the board, in the next row (only diagonal movement allows you to move off the side), and continue your action.

Note that a diagonal move from (D) 2 at the top of the board would end up in A1 at the bottom of the board.



Example:

If you are on space B10 and move 2 spaces straight ahead, you leave the board and finish your action at the bottom in B2.

If, instead, you were to choose to move diagonally 3 spaces, you would end up in E1 (whether you moved left or right).

Movement Rules

1. You are required to advance, and cannot move backward (except as the result of an Ability card or a Bonus card).

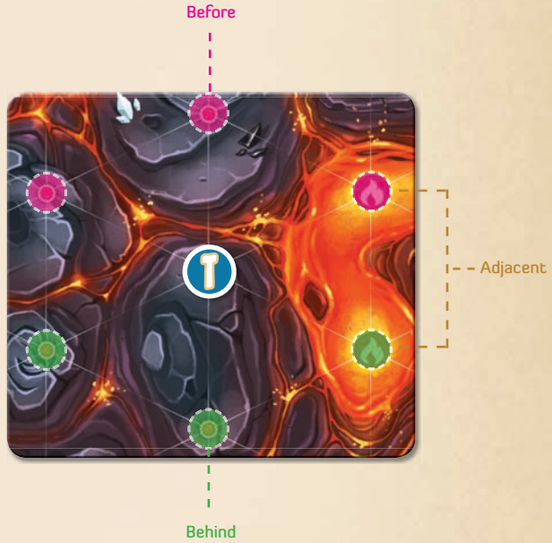
2. We define three zones around each Titan:

- Before: This refers to the three spaces in front of the Titan.

- Behind: This refers to the three spaces in back of the Titan.

- Adjacent: This refers to the six spaces surrounding the Titan, including the ones before it and the ones behind it.

3. There can never be more than one Titan on a space. If you enter a space where there is already another Titan, you push it and trigger a Chain Reaction (see Chain Reactions).



GAME TURN

In order to determine the first player, roll a die.

The color of the die's face indicates the Titan that will play first.

If that Titan is not in the game, reroll the die until you get a Titan that is in the game.

Players take turns in clockwise order.

First Turn

At the start of the game, the Titans are just below the bottom of the board.

The first player rolls as many dice as there are Titans in the game. She chooses the action she wishes to take from those available on the dice, takes the corresponding die, and then places it on her board in the space provided for this purpose.



The player then chooses the space where she will start the race, from among the three spaces of the first row (A1, C1, E1), and then performs the action on her die.

At the end of her action, she gives the rest of the dice to her left neighbor, who takes them WITHOUT rerolling them.



The second player chooses which of these actions he wishes to take, as well as the space where he will start the race.
Then the third player, and so on, until there is only a single die left.
The last player rerolls all of the dice (the last die remaining as well as the ones the other players chose), and chooses from these results.

Once all the players have started the race, the second turn commences.

During the first turn, the players can neither play Bonus cards nor their Ability cards.

Subsequent Turns

The following turns work the same way:

The first player rolls all the dice and chooses one, then the next player chooses one, and so on until the last player, who rerolls all the dice and chooses one.

Starting with the second turn, each player:

- MUST take the action of the chosen die (see Actions)

- MAY use the Ability of her Titan (see Abilities)

- MAY play a Bonus card (see Bonus)

You can take these actions in any order you wish; however, you must complete each action before starting another.

Thus it is impossible to interrupt your movement in order to use your Ability or a Bonus card.

Actions

The special dice have six faces of different colors, each of which corresponds to an action.

The colors of the faces also correspond to the six colors of the Titans (yellow, blue, brown, red, green, and purple).

When you choose a die, if you choose a die of the color of your Titan, you immediately gain a Life Point before taking your turn.

Exception: When Chtoolhoo chooses purple, he does not gain a Life Point.

If you do not choose a color corresponding to your Titan, you do not gain a Life Point.



Move 2 spaces straight ahead.



Move 1 space straight ahead AND before or after your move, place a Trap token on one of the three spaces behind you (see Traps).

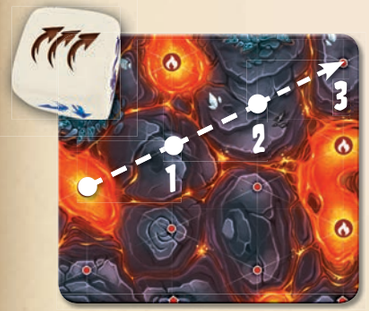


Move 1 space straight ahead, then 1 space diagonally (to the left or right; whichever you like); or move 1 space diagonally, then 1 space straight ahead.



Move 2 spaces diagonally in the same direction (either left-left or right-right; whichever you like) AND before or after your move, inflict 1 point of damage to a Titan in one of the three spaces before you. This causes that Titan to lose 1 Life Point.

Remember: You cannot inflict the damage in the middle of the move.
Note: It is possible to use this action in order to destroy a trap that is on one of the three spaces in front of you. In this case, the Trap token has no effect, and is discarded.



Move 3 spaces diagonally in the same direction (either left-left-left or right-right-right; whichever you like).



Choose the action from any one of the other five faces of the die, AND before or after your move from the chosen face, you must lose a Life Point.

Exception: Chtoolhoo does not lose a Life Point for using this face. This action bears no penalty for him.

Abilities

Each Titan has an Ability that he can use once per turn, before or after his movement (but never in the middle of it).

When you use your Ability, flip your Ability card face-down to remind yourself that it has been used this turn.

When your turn comes back around, flip the card face-up again; you can use your Ability again in this new turn.

Note: A Titan's Ability always acts on the spaces immediately surrounding the Titan (before, behind, or adjacent, depending on the Titan's Ability), and it depends on the other Titans being nearby on the circuit.



She'ena & Grinder

Grinder can place a trap on an **adjacent** space.



Olaf & Ragnarok

Ragnarok can move an **adjacent** Titan 1 space in any direction.



Salah & Rassik

Rassïk can kick off of a Titan in one of the spaces **behind** him to advance 1 space (either straight or diagonally).



Captain Braglix & Craken

Craken can swap places with an **adjacent** Titan.



Lord Greed & Slaugg

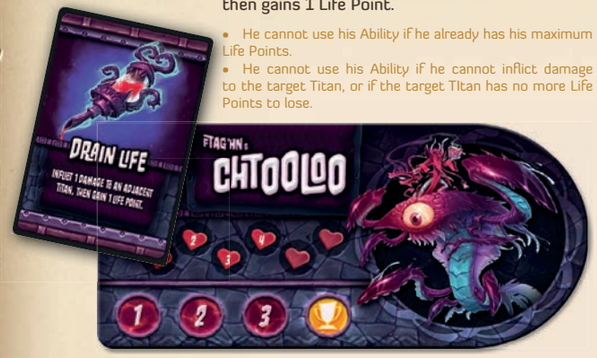
Slaugg can inflict 1 point of damage on **each** of the three spaces **before** him.

- If he inflicts damage on a trap by using his Ability, the trap is destroyed; discard the Trap token.

Hag'hn & Chtooloo

Chtoolhoo inflicts 1 damage to an **adjacent** Titan, then gains 1 Life Point.

- He cannot use his Ability if he already has his maximum Life Points.
- He cannot use his Ability if he cannot inflict damage to the target Titan, or if the target TItan has no more Life Points to lose.



Bonus

Bonuses are unique objects that the players can pick up by passing through the Bonus spaces on the circuit.

The Bonus spaces are indicated by this symbol as well as by decorative elements specific to each circuit.

Whenever you traverse a Bonus space during a movement, during a chain reaction, or as the result of a card effect, you draw a Bonus card (whether during your turn or another player's turn).

You can have **at most 2 Bonus cards in your hand**. If you already have two cards when you traverse a Bonus space, you cannot draw a card.

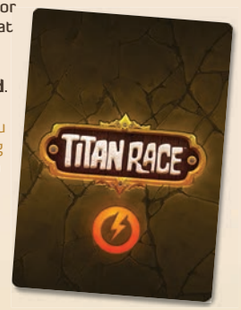
You can play Bonus cards during your turn or during an opponent's turn, according to what is indicated on the cards.

On your turn, you can play **only one Bonus card**.

Note: You can discard a Bonus card that you do not want; however, this counts as playing a card for the turn, so you will not be able to play another card during this turn.

After you have played your Bonus card, discard it.

Whenever the deck is exhausted, shuffle the cards from the discard to form a new deck.



Chain Reactions

Whenever you enter a space with another Titan, this creates a chain reaction.

In this case:

1. You push the Titan that was already in the space as many spaces as you are moving toward that Titan (depending on the die you choose).
2. The pushed Titan loses **1 Life Point**.

- If you push several Titans in the same movement, the chain reaction affects all of them this way: Each pushed Titan is moved in direction you moved to push it, and each pushed Titan loses 1 Life Point.
- If during a chain reaction, the pushed Titan leaves the side of the board, it immediately wraps around to the other side of the board on the next row.
- If during a chain reaction, the pushed Titan leaves the top of the board, it counts as completing the lap, and the Titan reappears at the bottom of the board. As a result, this Titan increments its Lap Counter one lap as usual. If this completes its final lap, that Titan wins the game.
- If during a chain reaction, the pushed Titan leaves the bottom of the board, it has backed up over the finish line, and reappears at the top of the board. As a result, decrement its Lap Counter one lap.

Clarifications:
- No matter how many spaces a single movement pushes a Titan, it only loses one Life Point, not one Life Point per space pushed.
- The Titan doing the pushing does not lose a Life Point.

Traps

The red face of the die, Grinder's Ability, and the "Tribal Trap" Bonus card allow you to place traps on the circuit.

The die allows you to place a trap on one of the three spaces behind you, whereas Grinder and the Bonus card allow you to place a trap on any adjacent space.

It is possible to place a trap:

- On **an empty space**, which has neither a Titan nor a trap. Whenever a Titan enters a space with a trap in it, the Titan loses a Life Point, and discards the Trap token.
- On **a space with a Titan in it**. The trap triggers immediately, and the Titan loses a Life Point. Do not put the Trap token on the circuit; discard it.

Traps can be destroyed by die actions, the abilities of certain Titans, or by certain Bonus cards that inflict damage (except those that only target Titans).

Clarification:
It is impossible to place a trap on a space that already has a trap.

K.O.

Whenever your Life Point gauge reaches zero, this is a K.O.

Flip your Life token to show its "skull" side, and lay your figurine down on the board.

If you are knocked out while moving, you do not finish your movement, and instead stop where you lost your last Life Point.

On your next turn, you choose a die to place on your board (allowing you to restrict your opponents' options, as usual) when it is your turn, but pass your turn (you neither use the chosen die, nor any Bonus card, nor your Ability).

Flip your Life token back to show its "heart" side, in order to remember that you have already passed your turn to recover.

Then, on your next turn, you return your Life token to the maximum space on your Life gauge, and stand your figurine up again (Chtoolhoo restarts with four Life Points).

You can then choose a die and take your turn as usual.

A KOed Titan can be the target of Abilities and Bonus cards, and can be pushed by the other Titans; however, it is immune to all damage (including those inflicted by the elements of the circuit).

If a KOed Titan is pushed over the finish line, it increments or decrements its Lap Counter as usual.

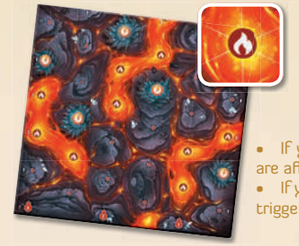
END OF THE GAME

The game ends immediately as soon as a Titan completes its third lap, and places her Lap Counter token on the trophy.

This Titan is the winner!

Note: It is possible to win the game while KOed.

Kaldheira – the pools of doom



Effects of the Circuit

As soon as you enter a lava space, indicated by the illustration of a lava flow on the circuit, you immediately lose 1 Life Point.

- If you are pushed onto a lava space, you are affected by it, and lose 1 Life Point.
- If you place a trap in a lava space, the trap triggers and the token is discarded.



Grinder is on C3, and moves 3 spaces diagonally to F6, traversing 2 lava spaces (E5 and F6). He loses 2 Life Points as a result.

Dead Man's Lagoon



Effects of the Circuit

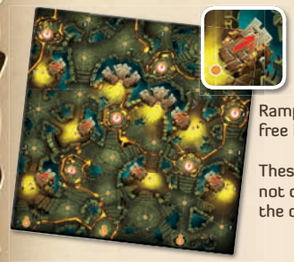
Whenever you traverse a Pirate space, the pirates attack you and you must make a choice: either discard a Bonus card, or lose 1 Life Point (if you have no Bonus cards, or just wish to keep them). If you traverse several Pirate spaces in the same movement, the pirates attack you in each of these spaces.

- If you are pushed onto a Pirate space, the pirates attack you.



Chtoolhoo is on A7 and has only 1 Bonus card. He moves three spaces diagonally to the right. He reaches B8 and discards his Bonus card, then he loses 1 Life Point in C9, and ends his movement in D10.

Moltenchest – the forbidden foundry

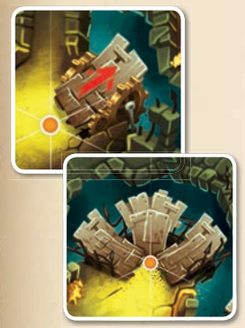


Effects of the Circuit

Whenever you are on a Ramp space and you move in the direction of the Ramp, you jump over one or more spaces for free before continuing your move.

These extra spaces over which you jump do not count toward the movement granted by the die.

There are two types of Ramp:



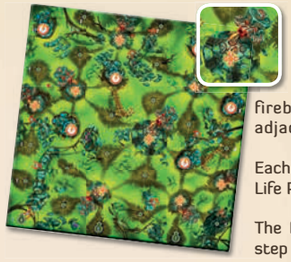
- SUPER-Ramps: These Ramps jump in only one direction (left or right), but allow you to jump over two spaces in a single bound. If you make a movement from this space in a direction that differs from this Ramp, you do not jump, and just make a normal movement, instead.

- MULTI-Ramps: These Ramps jump in all three directions. Whenever you make a straight or diagonal move from this type of Ramp, you jump over one space, then continue your movement as usual.



Slaugg is on A3. He attempts to move one space diagonally to the right, and one space straight. He takes the Super-Ramp from A3 to the right, jumps over B4 and C5, lands in D6, and ends his movement on D8.

The ruins of Ban-Kog



Effects of the Circuit

Whenever you move onto a Fire Statue space, it triggers a fireblast that inflicts damage to the six adjacent spaces.

Each Titan in one of those spaces loses 1 Life Point.

The fireblast is triggered the moment you step into the space, even if you end your movement on another space.



- If you are pushed onto a Fire Statue space, the fireblast is triggered.

- If by moving onto a Fire Statue, you push a Titan off of that Fire Statue, you trigger the fireblast. The pushed Titan is now adjacent to the Fire Statue, and suffers the damage from the fireblast, but you are OK.

- Placing a Trap token on a Fire Statue space does not activate either one.

- If a triggered Fire Statue space damages a space with a Trap token in it, the Trap token explodes and is discarded.



Example: Rassik is on B4 and moves 2 diagonally to the right.
When he steps into D6, it triggers the fireblast, inflicting 1 damage to each adjacent space (C5, D4, E5, C7, D8, and E7).

Ang'lieh – The Eye of the unfathomable void of the Deep One



Effects of the Circuit

Whenever you end your movement on the pentacle, you can reroll your die to perform an additional action. Rerolling the die costs 1 Life Point, but gives you an additional movement.

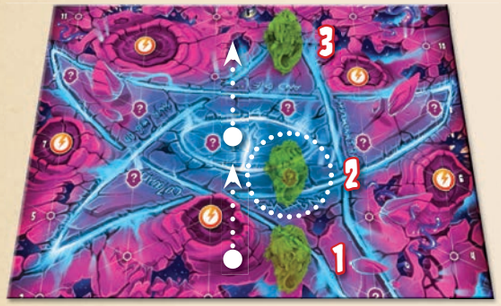
Once the die is rerolled, you **must** execute its movement.

If after this movement is complete, you end up once again in the pentacle, you can again sacrifice a Life Point in order to reroll the die for another movement.

Important: You can neither use your Ability nor a Bonus card once you have rerolled the die, even if you end your movement outside the pentacle. If you want to use one of them, you must do so before using the pentacle to reroll.

- If you are pushed onto a pentacle space, you cannot benefit from its effect.
- If you decide to use the effect of the pentacle, you lose 1 Life Point before rerolling the die.
- If you get a face of your color when you reroll, gain 1 Life Point (except for Chtoolhoo).

Note: Rerolling the die means accepting the risk of rolling purple, which makes you lose an additional Life Point



Example: Grinder is on E4 and moves one space straight ahead. He ends his movement on E6, and decides to use the pentacle. He immediately loses 1 Life Point and rerolls the die. His roll says he must move straight ahead 2 spaces, and he does so. He ends his movement on E10, and decides not to use the pentacle to reroll the die.

The icy plains of Estengaard



Effects of the Circuit

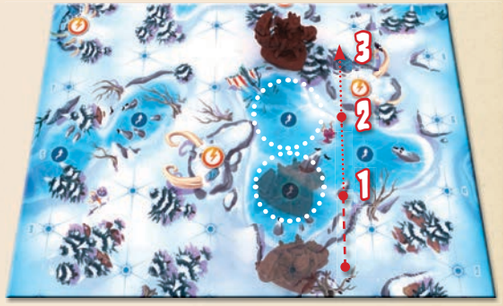
As soon as you enter an ice space, you slide and stop your movement on the first space that is not an ice space (in the direction you were moving).

These extra ice spaces you traverse do not count toward the movement granted by the die.



- If you are pushed onto an ice space, you slide as usual.

- It is possible to place a trap on an ice space; the trap does not slide.



Example: Craken is in D2, and he moves one space straight ahead.
He enters D4, slides to D6, then slides again to end his movement on D8.