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OUTSPEED

GOODIES

RULES FOR GOODY TILES



This Goody Track tile offers new experiences. Below are the rules governing this tile.

SET UP

When playing with this tile, game set up is modified slightly. Replace step 2 on page 6 of the rulebook with the following text:

Take the **12 Track tiles**, *as well as the Goody Track tile,* and make sure that they all have the correct side for the number of players facing up. Shuffle them and place them in a stack next to the Progression board.

RESOLUTION

This tile is resolved in the same way as any other Track tile. However, some new symbols do appear and some old symbols show up in unexpected places in the cockpit.

TRACK TILE SYMBOLS



The number of Player Silhouettes on this line shows the minimum number of spaces that must be occupied to take the route in question. When you reveal your controller, if the number of players having chosen this route is **greater than or equal** to the number of silhouettes, these players pay the cost and gain the benefits of this route as normal. If the number of players is **less** than the number of silhouettes, all players having chosen this route lose their turn. They pay nothing and they gain nothing. They are still counted as having made that choice, however, in case other routes take that into account.



If this symbol is in the costs line, **discard as many Bonus tokens as indicated** by the number in front of the symbol. You can only choose this route if you have enough Bonus tokens to discard. Gain whatever is shown in the Benefit line.



If this symbol is in the costs line, **move back as many zones as indicated** by the number in front of the symbol. You can only choose this route if this choice would not make your Ship move back further than the last zone on the board. Gain whatever is shown in the Benefit line.

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STADIUM™

GOODIES

RULES FOR GOODY TILE

This Goody Trial tile gives the opportunity to compete in a new sport, played more often in the winter games than in the summer games. Below are the rules governing this tile.

SET UP

When playing with this tile, game set up is modified slightly. Replace step 1 on page 6 of the rulebook with the following text:

Take the 9 Standard Trial tiles, mix them up, and keep 5 randomly. Put the remaining 4 tiles back in the box. Add the Goody Trial tile to the 5 kept tiles, mix them up again, and place these 6 tiles randomly face-down as shown in the illustration.

CURLING

Communication between players is **allowed** during this Trial.

Starting with the first player and proceeding clockwise, each player takes their turn until all players have taken **2 turns**. The Trial then ends.

Pick up **2 cubes of your color**: the cube from your score track and the 3rd cube remaining in the console. Leave the cube on your Energy track as well as the neutral cubes on the Medal board where they are.

On your turn **throw one cube of your color** such that it lands as close as possible to the center of the target on the Trial tile. This cube can bounce any number of times, or even move other cubes already on the target. It doesn't matter whether the cube lands on the Trial tile, next to it, or falls off the table completely. Don't touch it until all players have thrown both cubes.

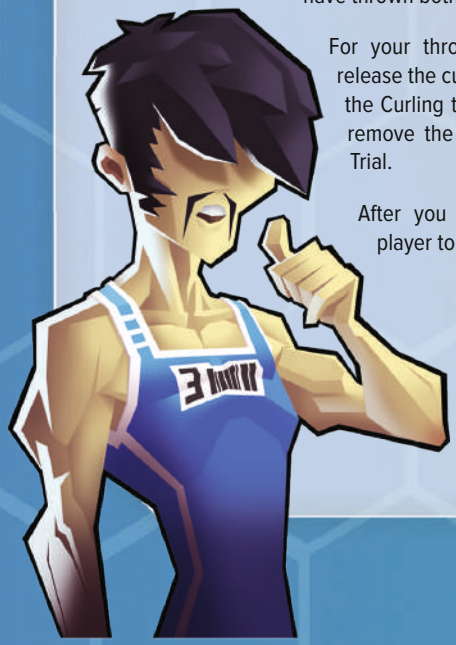
For your throw to be valid, you much release the cube no less than **50 cm** from the Curling tile. If the throw is not valid, remove the cube in question from the Trial.

After you have thrown a cube, the player to your left takes their turn.



***Tip:** If the surface of the table is slippery enough you can slide your cube just like in real-life curling instead of throwing it, so long as you release it more than 50 cm from the tile.*

When all players have thrown both of their colored cubes, each player removes their cube which is the furthest from the target. Only one cube per player is counted. The players are ranked from the cube that's closest to the target to the one that's furthest away and awarded medals following the **3 Medals rule** (see the rulebook, page 6).



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GOODIES



CHEAT CARDS



It's very likely that all of the possible rules interactions created by these cards will not be laid out in this short document. Afterall, what you're doing right now is cheating so you shouldn't be surprised by a few glitches in the game. You're on your own for any impromptu debugging. And if your fellow players accuse you of cheating, who's to say they're wrong?



PIXOID

If over the last 4 turns you first moved ↑, then →, then ↓, and finally ←, you may pull this card out of your sleeve during this turn's 2 MOVEMENT phase.

If you do, you can ignore (and thus move through) any walls you encounter during your next movement so long as you end your movement on a Pix.





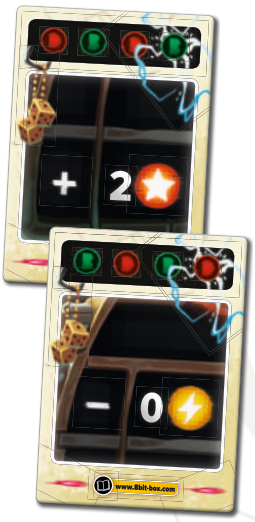
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- If over the last 4 turns you chose the routes 🔴, then 🟢,then 🔴 and finally 🟢, you may pull this card out of your sleeve during this turn's 3 RESOLUTION phase. Apply the following effect:

  In addition to the effects of your chosen route, take the top 4 Bonus tokens ⭐ from the stack and look at them. Keep 2 of them face down in front of you, and put the other 2 face down on the bottom of the stack.

- If over the last 4 turns you chose the routes 🟢, then 🔴, then 🟢 and finally 🔴, you may pull this card out of your sleeve during this turn's 3 RESOLUTION phase. Apply the following effect:

  If the costs line of the route you just programmed contains any ⚡, costs you (and only you) can treat this cost as 0 ⚡.





STADIUM

If your team hasn't won any Gold Medals over the last 3 Trials you may pull this card out of your sleeve during this turn's 1 REVEAL phase

Immediately gain up to 3 ⚡. You are limited to 30 ⚡. This method of doping is different from the one used during the **ANTI DOPING TEST** tile and is undetectable.





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