David Short

AUTOMOBILES™



AEG™



AUTOMOBILES™

Number of Players: 2–5
Play Time: 45 minutes
Age: 14 and above

Contents

Introduction 2
Goal 2
In This Box 2
The Cards 3
Setup 4
How to Play 5
Standard Turn - Racing 6
Action Phase 6
Buy Phase 7
Car Phase 8
Decline Phase 8
End Phase 9
Alternative Turn - Pit Stop 10
Removing Cubes 10
Drawing Cubes 10
Winning the Game 11
Rules Clarifications 11
Suggested Card sets 11
Card Clarifications 12
Credits 15
Reference Sheet 16

Introduction

Will you cross the finish line first? Now is your chance to find out! Automobiles is a deck-building game where the fun is cubed. Instead of cards, you'll be building your collection with cubes. Your cubes not only allow you to race your car around the track, but they will also allow you to improve your handling, optimize your pit crew, and boost your speed, which are your keys to victory!

Goal

The goal of the game is to cross the finish line first! You accomplish this by customizing your race car and surrounding yourself with the best crew. Your race car and crew are represented by a collection of cubes garnered from various options that will be available to you. Starting with the same small set of cubes, each player will build their collection as you play the game. Use these cubes to enhance your performance, train your pit crew, and ensure your race car runs as effectively as possible. Be the first to cross the finish line and watch that checkered flag wave!

In This Box

- 1 Double–Sided Game Board
- 5 Wooden Race Car Tokens
- 5 Double Sided Player Sheets
- 5 Wooden Lap Markers
- 1 Starting Player Card
- 1 Wear Card
- 4 Gear Cards
- 4 Garage Cards
- 4 Pit Cards
- 4 Handling Cards
- 4 Performance Cards
- 4 Engine Cards
- 5 Draw Bags
- 30 White 3rd Gear Cubes
- 28 Light Gray 4th Gear Cubes
- 24 Dark Gray 5th Gear Cubes
- 16 Black 6th Gear Cubes
- 80 Brown Wear Cubes
- 40 Yellow Garage Cubes
- 16 Purple Pit Cubes
- 16 Red Handling Cubes
- 16 Green Performance Cubes
- 16 Blue Engine Cubes



Double–Sided Game Board



Lap Markers



Race Car Tokens



Starting Player Card





Wear Card



Wear Cubes



3rd Gear Cubes



4th Gear Cubes



Gear Cards



5th Gear Cubes



6th Gear Cubes



Garage Cards



Garage Cubes



Pit Cards



Pit Cubes



Double–Sided Player Sheets



Handling Cards



Handling Cubes



Performance Cards



Performance Cubes



Engine Cards



Engine Cubes



Draw Bags

The Cards

First, let's get to know the cards. We'll look at things like the board and the pieces soon, but most of the detail is on the cards, so that's a good place to start.

Card Basics



1. **Name:** Descriptive title of this card.
2. **Cost:** Amount of money needed to pay to acquire a cube associated with this card.
3. **Type:** Overall label of this card.
4. **Color:** Alternate indicator of this type:
   - Yellow = Garage
   - Purple = Pit
   - Red = Handling
   - Green = Performance
   - Blue = Engine
   - Black = 6th Gear
   - Dark Gray = 5th Gear
   - Light Gray = 4th Gear
   - White = 3rd Gear
   - Brown = Wear
5. **Value:** Amount of money the cube associated with this card is worth when buying new cubes.
6. **Effect:** Ability granted to the cube associated with this card.
7. **Cube:** Graphic representation of the cube associated with this card.



Setup

1. Choose which side of the game board to use and place it in the center of the playing area. Each side features a unique track to race on.

Note: *For your first game, we suggest using the Daytona Beach track.*

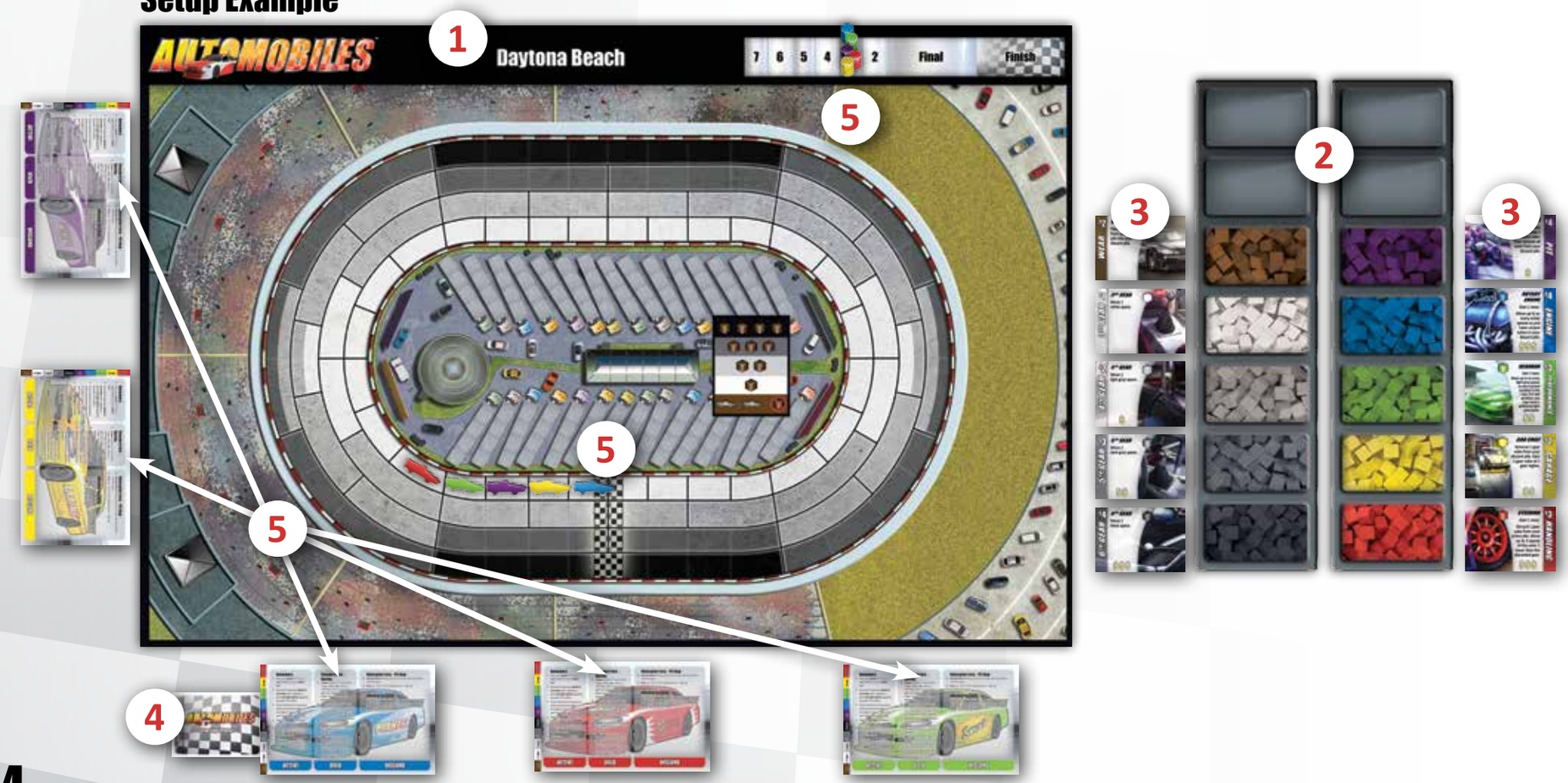
2. Place the cube tray next to the board with room for cards to be placed on both sides of it. These cubes are referred to as the **stock**. Place the Gear cards and the Wear card next to their respective color cubes.
3. Separate all remaining cards by type. Shuffle each type, then randomly select one from each color/type to be placed next to its respective color cubes. Return any unused cards back into the box, they will not be needed this game.

Note: *For your first game, we suggest using the following set of cards:* Manager, Crew Chief, Suspension, Gearbox, Hybrid Engine. *For more suggested card sets, see page 11.*

4. Choose a random player and give that player the Starting Player card. This card will remain with that player for the entire game. Play will proceed in clockwise order beginning with this starting player.
5. Each player selects a race car, and takes the matching player sheet and lap marker. The race cars should be placed on the track in player order (P1, P2, P3…). The player sheets should be placed in front of each player, and the lap markers should all be placed on space 3 of the lap track.

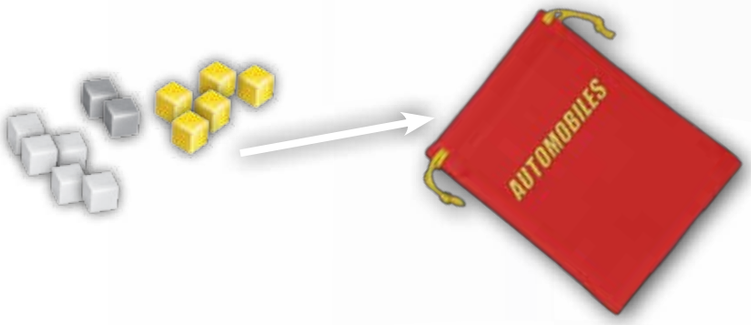
Note: *Experienced players may adjust the starting position on the lap track as they wish. Select more laps for a longer, more strategic game, or fewer laps for a shorter, more accessible game.*

Setup Example





6. Each player also receives a draw bag and 12 starting cubes: 2 light gray 4th Gear cubes, 5 white 3rd Gear cubes, and 5 yellow Garage cubes. The players place these starting cubes into their bag.



7. Beginning with the starting player, then continuing clockwise, each player buys one or more cubes from the stock using the allowance stated on their starting space on the track. Any allowance money not used is lost.



8. Once all players have bought from the stock, then each player puts their bought cubes into their bag and randomly mixes all the cubes in their bag.
9. Each player randomly draws 7 cubes out of their bag to place in the active pile on their player sheet.
10. The game is ready to begin!

How to Play

A game of Automobiles is played over several rounds, with each player taking one turn per round.

Beginning with the starting player and proceeding clockwise, players will either take a **standard turn** using their active cubes to customize their car and race around the track, or to take an **alternative turn** making a pit stop and removing wear from their car.

When a player has completed their turn, the next player in clockwise order takes their turn, and so on, until the game ends with one player crossing the finish line victorious!

Important Note About Rulebook Examples

All of the illustrated examples found in this rulebook will be using the following card set. For instance, whenever a green cube is referenced in an example, that green cube is considered a Gearbox cube.



Please reference this card set when viewing the examples:
Car Chief, Crew Chief, Steering, Gearbox, Rotary Engine



Standard Turn - Racing

During a standard turn, you must take the following five phases in order:

1. **Action:** Select one or more cubes in your active pile. One at a time place each in your used pile, then apply its effect. Move cubes to the track as appropriate.
2. **Buy:** Use any leftover cubes in your active pile as money to buy one or more cubes from the stock. Add cubes you buy to your used pile.
3. **Car:** Move your race car according to your cubes placed by actions on the track.
4. **Decline:** Gain wear according to the highest color track space you moved on.
5. **End:** Move all of your cubes from the track, active pile, and used pile to your discard pile. Then randomly draw seven new cubes for your active pile (put all the cubes from your discard pile into your bag only if it is insufficient).

Action Phase

During this phase, you may use one or more cubes in your **active pile** for their effect. To do this, select one cube at a time. Place this cube in your **used pile**, then perform the effect as stated on its respective card. If you choose to apply the effect of the cube's card, you must apply it in full. The effects on the card are applied from top to bottom. If some of the card's effects cannot be applied, you cannot apply any of the effects.

Note: *There is a single exception to this rule, in that if a card requires that you gain wear, and there are no wear cubes left in the stock, you may still apply the other effects.*

After applying the effect of your first chosen cube, you may choose another and another and another. The only limit is the quantity of cubes you have in your active pile.

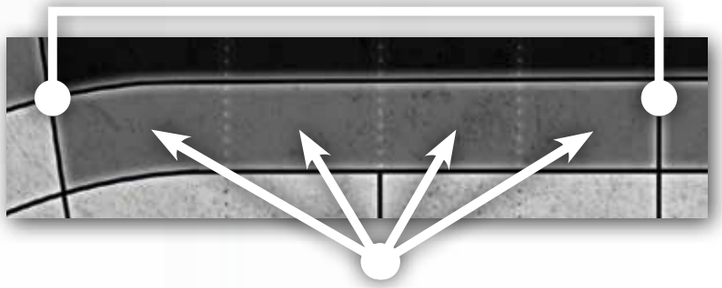
If an effect requires you to gain cubes from the stock (including wear cubes), place these gained cubes in your **used pile**.

When a cube affects the movement of your race car on the track, don't actually move your race car yet, instead use that cube to mark the progress on the track. If such an effect requires you to gain wear, it's helpful to place that wear cube on the track with the affected cube. This aids in remembering this step, plus it shows your opponents that you have completed this part of the effect.

Note: *All cubes on the game board are still considered to be in your used pile for the purpose of card effects.*

How to Move on the Track

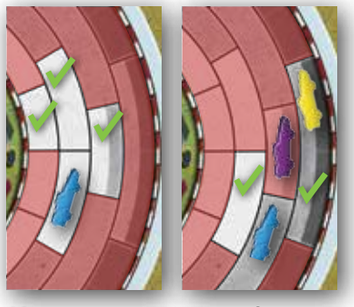
Single dark gray space



Smaller segments in the space

A **space** of movement is defined as being from one bold line to the next and may contain several smaller **segments**. For instance, a single dark gray space often contains four segments as shown in the diagram above. These smaller segments are only needed when multiple race cars occupy the same large space.

Each cube placed on the track must begin its movement in a space **adjacent** to your own race car or another cube (diagonal spaces count as adjacent). Also this space, or segment, *must* progress your race car forward on the track. You cannot move sideways or backwards, and you cannot place a cube on a segment that is occupied by an opponent's race car.



Here are two examples of movement options for the blue player. In both examples, the green checkmarks are possible next steps for him, while the red highlighted spaces are not available to him.

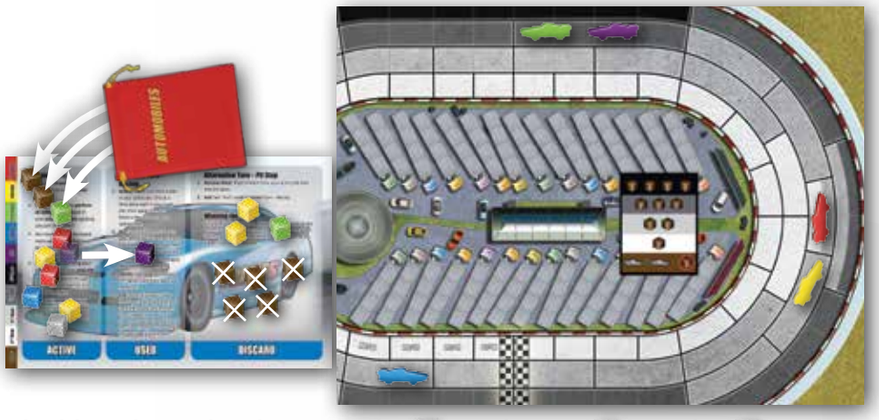
Example Start of Turn



This is how everything looks at the start of the blue player's turn. He's currently in 4th place on his way to completing the second lap.



Action Phase Example Part 1



The blue player decides to use his . He draws a , another , and finally a . Then he removes all 5 from his discard pile and places them back into the stock. Note – the 2 that he just drew are not able to be removed, since those reside in his active pile.

Action Phase Example Part 2



Later on in the same turn, after the blue player used a red and a yellow cube, he continues using more actions during the Action Phase. He activates his 2 to place them in his discard pile. Then, he uses his to move 4 white spaces on the track. Note, he gains a and places it next to his on the track. As his last action, he uses his to move 2 light gray spaces, while also gaining a . Note, he could have moved up to 4 light gray spaces, since he is currently in 4th place, but he wanted to draft the purple player and be prepared to move on a black space next turn (see "Drafting" on page 8).

Buy Phase

During this phase, you may use one or more cubes in your active pile as money to buy one or more cubes from the stock. You start each Buy Phase with a pool of zero money. After your Action Phase, all cubes remaining in your active pile will now be used as money. For each cube, you gain as much money as the value stated on its respective card. This creates your pool of money for this turn.

With this pool of money, you may buy one or more cubes from the stock. You can buy several cubes if you wish, including multiple copies of the same cube, as long as you have enough money to pay for them. Keep in mind, cubes are limited to their quantity in the stock. Once they are gone, they are gone and you won't be able to buy them anymore.

Any cubes that you buy are placed directly into your **used pile**.

Note: *Money is only valid for the current turn, so either you use it or you lose the unspent money at the end of your turn.*

Buy Phase Example



After the Action Phase, the blue player progresses to the Buy Phase. He uses the and the leftover in his active pile as $5. He decides to buy another for $4 from the stock and places the new in his used pile. He decides not to buy anything with the $1 he has left and concludes his Buy Phase.



Car Phase

During this phase, you will get to see the results of your actions as your race car speeds around the track. To do this, move your race car from its current space to the space occupied by the **farthest cube** you placed on the track this turn. If you pass the finish line during this movement, move your lap marker forward one space. If your lap marker is now on the Finish space, the game ends after the current round is completed.

Note: *You cannot drive through other race cars. You must maneuver around them. Keep this in mind, when placing your movement cubes during your Action Phase.*

Car Phase Example



During the Car Phase, the blue player's race car zooms forward to his farthest cube on the track! Since he passed the finish line, he also moves his lap marker forward one space on the lap track.

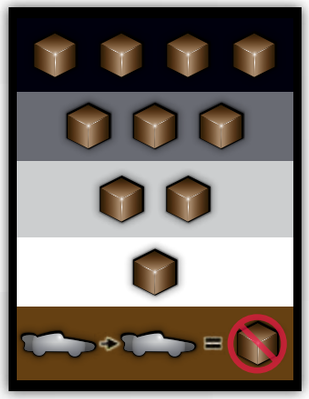
Decline Phase

During this phase, you will see the adverse effects racing has on your car. Please reference the Wear Chart found below and on the game board. You must gain wear cubes equal to the **highest** color track space you moved on this turn. Black is considered the highest color and white is the lowest. This is based only on the color of space you moved on, not the color of cubes you used. For instance, if you moved on four light gray spaces and one dark gray space, you will gain three wear cubes.

Note: *This quantity is not cumulative. You only gain wear equal to* ***one*** *line of the Wear Chart (the highest moved on this turn), not multiple lines.*

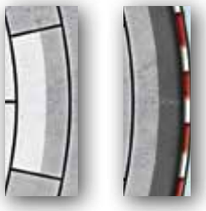
Place any gained wear cubes into your used pile. If you didn't move this turn, you don't gain any wear cubes.

Wear Chart



- **Black:** Gain 4 wear cubes.
- **Dark Gray:** Gain 3 wear cubes.
- **Light Gray:** Gain 2 wear cubes.
- **White:** Gain 1 wear cube.
- **Drafting:** Gain 0 wear cubes. (See "Drafting" below).

Note: *If you moved on a space with more than 1 color, you always gain wear for the higher color.*



Drafting

Alternatively, if you ended your movement this turn in a space or segment directly behind another opponent's race car, you are considered to be **drafting**. If drafting, you do not collect any wear despite what color spaces you moved on this turn. Drafting is good!



Decline Phase Example



In the Decline Phase, the blue player avoids gaining 2 for moving on light gray spaces this turn, because he is drafting the purple player. If he wasn't drafting, 2 would have been added to his used pile.

Drafting Example



Here are a couple of examples of drafting:

- ***The purple player is drafting in the segment behind the green player.***
- ***The blue player is drafting in the space behind the purple player.***
- ***The red player is NOT drafting anyone.***
- ***The yellow player is drafting in the space behind the red player.***

Note: This example is only an illustration. Normally, drafting is only checked during each individual player's Decline Phase.

End Phase

During this phase, you will place all your cubes from the track, active pile, and used pile into your discard pile. Then randomly draw **seven** new cubes out of your bag to place in your **active pile**.

Note: *If your bag is empty see "Drawing Cubes" on page 10.*

This ends your turn. Play then continues with the next player clockwise.

Note: *Since you draw your new cubes into your active pile at the end of your turn, this gives you the entire time during other players' turns to plan out your strategy for your next turn. While their plans may disrupt yours somewhat, you can usually make the game move along at a nice pace if you plan ahead!*

Momentum

At this time, all race cars automatically move forward to fill any vacated **segments** within the space they currently occupy. This means at the beginning of each turn, you will either be in the front segment of a space, or in a segment directly behind another race car.

End Phase Example



This is how everything looks at the end of the blue player's turn. He put all of his cubes from the track and his used pile into his discard pile. Then he drew out 7 new cubes for his next turn. He smiles knowing he drew his as he had hoped!



Alternative Turn – Pit Stop

Instead of performing a standard turn, you can opt to perform an alternative turn. If you choose to do this, you cannot use any of the effects of your cubes in your active pile, you cannot buy any new cubes from the stock, and your race car cannot move.

To perform an alternative turn, otherwise known as a **pit stop**, you may remove all wear cubes from your active pile. If you choose to do this, you must remove **all** the wear cubes in your active pile, you cannot remove only some of them.

After removing your wear, proceed to the End Phase as described on page 9. This ends your turn. Play then continues to the next player clockwise.

Note: *You cannot perform an alternative turn if you have already started performing a standard turn.*

Removing Cubes

Over the course of the game you will have several opportunities to customize your race car by removing cubes you do not want anymore. When you are called to **remove** a cube, either during an alternative turn or by a card's effect, you simply place the removed cube back into the stock. This means that it is available to all players for buying and gaining as usual.

Drawing Cubes

Over the course of the game, you will draw cubes from your bag many times. When you are called to draw a cube, either during your End Phase or by a card's effect, your bag may be empty or become empty.

If this happens, first verify that your bag is actually empty by feeling it with your fingers. Do **not** look in your bag. If it is indeed empty, and you need to draw more cubes, place all the cubes from your discard pile into your bag, mix them, and then draw the rest of your required cubes. Keep in mind, you only do this if you need to draw cubes from an empty bag, not merely if your bag is empty.

Pit Stop Example



The green player has had an unfortunate draw. So, to make the best of future turns, she decides to take an Alternative Turn – Pit Stop. She removes all 5 from her active pile. Note, she does not get to remove any from her discard pile, and she must skip the Action Phase, Buy Phase, Car Phase, and Decline Phase. She completes her turn by proceeding to the End Phase.

Next Turn Example



The purple player's turn is next in clockwise order. Since the green player didn't move during her turn, the purple player must move from his current position. This means during his Action Phase, any movement he does must start with either the light gray space near the inside lane, or the black space on the outside lane. He does not have the option of starting his movement by driving through the green car to the next dark gray nor light gray space.

Note: If the green player did move on her turn, then the purple player would have started his turn at the front segment of his current dark gray space (see "Momentum" on page 9).



Winning the Game

If a player's lap marker is on the **Final Lap** space and their race car crosses the finish line, the game ends after the current round is completed. This means that each player will have the same number of turns in the game. The winner is the player whose race car went the farthest past the finish line. Ties are broken by whichever race car is in the innermost lane on the track.

Finish Line Example



All players have crossed the finish line after completing their final lap. The green player finished first, clearly racing further than all other players, and winning the game. The red and yellow players tied for second place. However, since the red player occupies the inside lane, the red player grabs second, which means yellow takes third. Purple takes fourth place. Lastly, the blue player finishes a very close fifth.

Rule Clarifications

- During the Decline Phase, you gain waste based on the highest color track space you moved on, not the color of gear that you used.
- Unless specifically stated otherwise, effects only last until the end of your turn.
- You may feel the contents of your own bags in order to estimate the number of cubes remaining. However, you may never look inside your bag. You cannot check other players' bags.
- You may not move your race car backwards (clockwise around the track).
- When a card says "up to" in its effect, zero is a valid choice.
- You cannot place a cube on a segment that is occupied by an opponent's race car. However, you can place a cube on an unoccupied segment even if an opponent's race car occupies another segment in that space.

Suggested Card Sets

The following card sets focus on a central theme to create a distinctive play experience. Players should agree upon which card set to use at the start of the game.

First Game

Manager, **Crew Chief**, **Suspension**, **Gearbox**, **Hybrid Engine**

This set is all about giving new players loads of fun, while maximizing flexibility, and showing off what a game of Automobiles is capable of.

Fine Tuning

Engineer, **Pit Captain**, **Aerodynamics**, **Nitro**, **Supercharged**

This set is the ultimate culling machine, allowing players to whittle down their race cars to exactly what they want. We suggest using five laps for this set.

Broken Down

Car Chief, **Pit Team**, **Suspension**, **Boost**, **Diesel Engine**

These race cars will be all running on their last leg. Which player can outlast the wear to victory?

Money, Money, Money

Car Chief, **Pit Team**, **Tires**, **Boost**, **Rotary Engine**

As it's named, this set provides a big wallet for players to buy buy buy to their heart's content.

Rainbow Road Warrior

Engineer, **Pit Team**, **Suspension**, **Nitro**, **Rotary Engine**

The players will be handling diversified cars in this set. These race cars will have options, but will they have speed?

Rev'd Up

Car Chief, **Crew Chief**, **Aerodynamics**, **Boost**, **Hybrid Engine**

This set will have the players overflowing with cubes. Who can make the most of their pile of actions?

Expert Invitational

Mechanic, **Pit Crew**, **Steering**, **Turbo**, **Hybrid Engine**

This set is aimed at the expert players. It's very interactive between the players with some high powered potential moves. We suggest using five laps for this set.



Card Clarifications

Reminders:

- Any cube **drawn** from your bag is placed in your **active pile**.
- Any active cube you **perform an action** with is placed in your **used pile before** applying any part of its effect.
- Any movement on the board starts with a space that must be adjacent to your race car or your previously placed cube.
- Any cube placed on the game board is still considered to be in your used pile.
- Any cube **gained** during your turn is placed in your **used pile**.
- Any cube **removed** during your turn is placed back into the **stock**.



Aerodynamics: When you get to the Decline Phase of your turn you will not gain any wear despite what color spaces you moved on, because you are considered to be drafting. Note that this card does not prevent you from gaining wear cubes during your Action Phase.

Suggestion: Place this red cube on the Wear Chart on the board to remind you that you have activated this card's effect. Don't forget to place it back into your discard pile during your End Phase.



Boost: Draw up to 3 cubes from your bag. You may draw these cubes one at a time and may stop when satisfied. Gain 1 wear cube from the stock for each cube that you drew. After this, all other players have the choice to draw 1 cube from their bag or not. The other players do not gain wear for this.



Car Chief: Remove any white, light gray, dark gray, or black gear cube from your discard pile. If you removed a white cube, then gain a light gray cube. If you removed a light gray cube, then gain a dark gray cube. If you removed a dark gray cube, then gain a black cube. If you removed a black cube, then you don't gain anything.



Crew Chief: Draw 1 cube from your bag. If you draw a wear cube, then draw again. Stop drawing cubes when you draw any cube other than a wear cube. After this, remove all wear cubes from your discard pile. Keep in mind any wear cubes that you drew during this card's effect will not be able to be removed with this card's effect, since those wear cubes are placed in your active pile, not your discard pile.



Diesel Engine: Gain 2 wear cubes from the stock. Count how many dark gray cubes you currently have in your discard pile. Then move your blue cube up to that many consecutive dark gray spaces on the board. For example, if you had 3 dark gray cubes in your discard pile, then you could move up to 3 consecutive dark gray spaces with your blue cube.



Engineer: Choose up to 3 cubes from your active pile. Place the chosen cubes into your discard pile. If you chose 1 cube, then remove 1 cube from your discard pile. If you chose 2 cubes, then remove 2 cubes from your discard pile. If you chose 3 cubes, then remove 3 cubes from your discard pile. Keep in mind, the removed cubes may be the very cubes you just placed in your discard pile.



Gearbox: Gain 1 wear cube from the stock. Determine what position in the race your race car is currently in. Remember, your position is always determined by where your race car is at the beginning of the Action Phase, not where it will be during your Car Phase. If tied for a position, the innermost lane is leading. Then move your green cube up to that many consecutive light gray spaces on the board. You may move 1 more light gray space, if you are currently in last place. For example, if your race car is currently in 3rd place of a 4 player game, then you could move up to 3 consecutive light gray spaces with your green cube. Alternatively, if you were in 4th place of a 4 player game, then you could move up to 5 consecutive light gray spaces.





Hybrid Engine: Gain 1 wear cube from the stock. Count how many blue cubes you currently have in your active pile, used pile, and discard pile collectively. Compare that total against blue cubes found in each other player's discard pile. Make this comparison with each other player individually, not all other players as a group. If you have more than any other player, then move your blue cube up to 2 consecutive spaces on the board. These 2 spaces must be the same color. For example, if you had 1 blue cube in your active pile, 1 on the track, and 2 blue cubes in your discard pile, then you could move 2 spaces of any color as long as no other player had 4 or more blue cubes in their discard pile.



Manager: You have the option of removing a cube from your active pile. Whether you opt to remove a cube or not, you may choose 1 cube from your active pile, or your discard pile, and place it back into your bag.



Mechanic: Choose a cube from your active pile and place it in your used pile. This chosen cube's effect will not be applied. Then remove up to 2 cubes from your discard pile.



Nitro: You must draw exactly 2 cubes from your bag. After drawing these 2 cubes, choose 1 to place in your active pile and 1 to place into your discard pile.



Pit Captain: Choose up to 6 cubes to remove from your discard pile. These cubes can be any combination of cubes including, but not limited to, wear cubes.



Pit Crew: Choose one of the following. You may either remove all of the wear cubes in your discard pile, or you may remove any 2 cubes of your choice from your discard pile including, but not limited to, wear cubes.



Pit Team: Choose up to 3 cubes to remove from your discard pile. These cubes can be any combination of cubes including, but not limited to, wear cubes. Add the costs, not the value, of the removed cubes. Use that total cost as money to buy exactly 1 cube from the stock. After this, any leftover money gained from this card's effect is lost.



Rotary Engine: Gain 1 wear cube from the stock. Count how many unique colors of cubes you currently have in your discard pile. Then move your blue cube up to that many consecutive white spaces on the board. For example, if you had 1 white cube, 3 light gray cubes, 1 blue cube, and 2 wear cubes in your discard pile, then you could move up to 4 consecutive white spaces with your blue cube.



Steering: Gain 1 wear cube from the stock. Then choose 1 gear cube from your active pile to place into your discard pile. Move your red cube up to 3 spaces on the board matching the color 1 lower than the chosen gear cube. For example, if you chose to discard a black cube from your active pile, then you could move up to 3 consecutive dark gray spaces with your red cube. Note: the chosen gear cube stays in your discard pile.





Supercharged: Gain 1 wear cube from the stock. Choose up to 2 cubes in your discard pile. Place these chosen cubes into your active pile.



Suspension: Gain 1 wear cube from the stock. Then choose 1 gear cube in your discard pile. Place your red cube onto a space on the board matching the same color of that chosen gear cube. For example, if you chose a dark gray cube in your discard pile, then you could move on a dark gray space with your red cube. Note, the chosen gear cube stays in your discard pile.



Tires: Choose 1 gear cube in your active pile. Then place your red cube onto a space on the board matching any color lower than the chosen gear cube. For example, if you chose a dark gray cube in your active pile, then you could move on a light gray space or a white space with your red cube. Note, the chosen gear cube stays in your active pile.



Turbo: Gain 2 wear cubes from the stock. Move your green cube up to 2 consecutive light gray spaces on the board. Then you may continue moving up to 1 more light gray space for each green cube that every player, including you, has in their discard piles. For example, if you had 2 green cubes in your discard pile, and two other players had 1 green cube each in their discard piles, then you could move up to 6 consecutive light gray spaces with a green cube from your active pile.



3rd Gear: Place this white cube on a white space on the track. This white space must be adjacent to your race car, or adjacent to the last cube previously placed on the track earlier this turn.



4th Gear: Place this light gray cube on a light gray space on the track. This light gray space must be adjacent to your race car, or adjacent to the last cube previously placed on the track earlier this turn.



5th Gear: Place this dark gray cube on a dark gray space on the track. This dark gray space must be adjacent to your race car, or adjacent to the last cube previously placed on the track earlier this turn.



6th Gear: Place this black cube on a black space on the track. This black space must be adjacent to your race car, or adjacent to the last cube previously placed on the track earlier this turn.



Wear: In general, you do not want wear cubes in your bag. This effect gets you a step closer to removing it, by allowing you to place it directly into your discard pile. Keep in mind, only wear cubes originating from your active pile may use this effect. See “Action Phase Example Part 2” on page 7 for example.



Credits



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His Creator for keeping the track clear. His wife, Eileen, for her endless love, support, and encouragement in this endeavor. You're amazing! Everyone at AEG for their dedication to produce tabletop fun, and for trusting him with this project. His family and friends for the joy they bring him. His local F5 gaming group for all the laughs and support. And especially, the JumpStart design group for all the playtesting and comments. You guys went all out yet again.

And to everyone that sits down to play this, thanks for allowing this game to grace your table. Hopefully it will be a great excuse to gather friends and family around the table for an enjoyable time.

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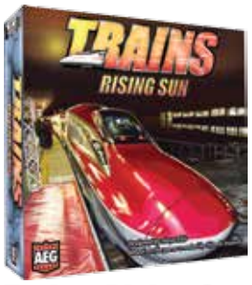
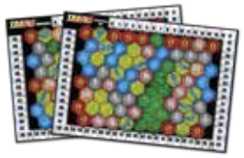
Trains



Trains: Rising Sun



Trains: Map Pack 1



Trains: Map Pack 2

Now Boarding!



Planes

You and your party are ready to head to the airport to catch your flight. The only problem is that getting to your flight gate is easier said than done. You must check your luggage, pass security and grab some food, all the while avoiding getting bogged down by the hustle and bustle of the terminal. Make sure to not leave anyone in your party behind and... don't miss your plane!



Reference Sheet

Setup

1. Choose which side of the game board to use and place it in the center of the playing area.
2. Place the cube tray next to the board. Place the Gear cards and the Wear card next to their respective color cubes.
3. Separate all remaining cards by type. Shuffle each type, then randomly select one from each color/type to be placed next to its respective color cubes.
4. Choose a random player and give that player the Starting Player card.
5. Each player selects a race car, and takes the matching player sheet and lap marker. Place race cars on the track in player order. The player sheets should be placed in front of each player, and the lap markers should all be placed on space 3 of the lap track.
6. Each player receives a draw bag and 12 starting cubes: 2 light gray 4th Gear cubes, 5 white 3rd Gear cubes, and 5 yellow Garage cubes. The players place these starting cubes into their bag.
7. Beginning with the starting player, then continuing clockwise, each player buys one or more cubes from the stock using the allowance stated on their starting space on the track.
8. Each player puts their bought cubes into their bag and randomly mixes them.
9. Each player randomly draws 7 cubes out of their bag to place in the active pile on their player sheet.
10. The game is ready to begin!

Reminders:

- Any cube **drawn** from your bag is placed in your **active pile**.
- Any active cube you **perform an action** with is placed in your **used pile before** applying any part of its effect.
- Any movement on the board starts with a space that must be adjacent to your race car or your previously placed cube.
- Any cube placed on the game board is still considered to be in your used pile.
- Any cube **gained** during your turn is placed in your **used pile**.
- Any cube **removed** during your turn is placed back into the **stock**.

Standard Turn – Racing

1. **Action:** Select one or more cubes in your active pile. One at a time place each in your used pile, then apply its effect. Move cubes to the track as appropriate.
2. **Buy:** Use any leftover cubes in your active pile as money to buy one or more cubes from the stock. Add cubes you buy to your used pile.
3. **Car:** Move your race car according to your cubes placed by actions on the track.
4. **Decline:** Gain wear according to the highest color track space you moved on.
5. **End:** Move all of your cubes from the track, active pile, and used pile to your discard pile. Then randomly draw seven new cubes for your active pile (put all the cubes from your discard pile into your bag only if it is insufficient).

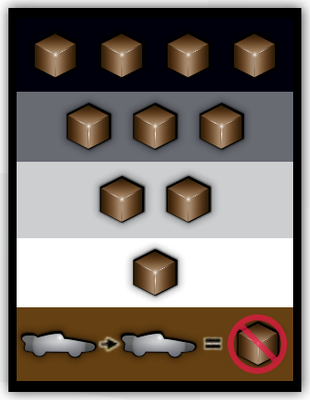
Alternative Turn – Pit Stop

1. **Remove Wear:** Place all wear from your active pile back into the stock.
2. **End:** See “End” under Standard Turn – Racing.

Winning the Game

If a player’s lap marker is on the Final Lap space and their race car crosses the finish line, the game ends after the current round is completed. This means that each player will have the same number of turns in the game. The winner is the player whose race car went the farthest past the finish line. Ties are broken by whichever race car is in the innermost lane on the track.

Wear Chart



- **Black:** Gain 4 wear cubes.
- **Dark Gray:** Gain 3 wear cubes.
- **Light Gray:** Gain 2 wear cubes.
- **White:** Gain 1 wear cube.
- **Drafting:** Gain 0 wear cubes.