RUSH N' CRUSH

A racing game by Frédéric Henry, Charly Cazals and Guillaume Blossier
For 2 to 6 players from 12 years old (duration: about 1 hour)

I. Theme & Objective

In a post-apocalypse future (à la Mad Max), with scarce resources and few individuals, the survivor clans resolve disputes through ritualised racing instead of open warfare. You are one of these mad drivers. Only the first place counts, and no holds are barred… so it is high time to Rush'n'Crush.

II. Contents

Modular board composed of 10 double-sided modules representing sections of sand tracks in a canyon.
6 dashboards
6 vehicles of different colours
6 tokens "gear shift lever"
6 tokens "temperature"
36 tokens "armour"
36 tokens "tyres"
36 tokens "brakes"
36 tokens "turbo"
6 tokens "nails"
2 tokens "lines" (start and finish)
54 cards "Equipment"
5 dice with six faces

III. Preparation

The players build a course by placing the various modules end-to-end on the table in order to represent the track (not necessarily a closed loop) and then placing the start and finish lines where they wish. Initially, we recommend not exceeding ten modules for the course.

Examples:
- open circuit of 10 different modules (but that takes a lot of space)
- closed loop of 5 modules (with the race done over two laps)
- closed loop of 6/7/8 modules with start and finish at two different places.

Note: all combinations are possible so do not hesitate to change the circuit each time, and even shorten it or lengthen it according to your requirements.

Each player takes a dashboard, two wooden tokens of the same colour (gear shift lever and temperature) and another 6 tokens of each type (6 armour, 6 tyres, 6 brakes and 6 turbos). Each player then places his gear shift lever token on the bubble P (neutral) of his dashboard and his temperature token on the white bubble at the bottom of the thermometer.

Finally, a player mixes the Equipment cards then distributes 6 of them face-down to each player. The players look at their cards (keeping them hidden), then a short phase of trading is possible if players wish to exchange Equipment cards (the effects of the special equipment is clearly explained on the cards).

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IV. Playing the game

The order on the starting line is determined by chance, e.g. with a die, or by placing all the vehicles in a bag (or another container) and drawing the vehicles one by one. The player whose vehicle is drawn first places it immediately on a space of his choice behind the starting line and so on until all the players have placed their vehicle. The race can then begin.

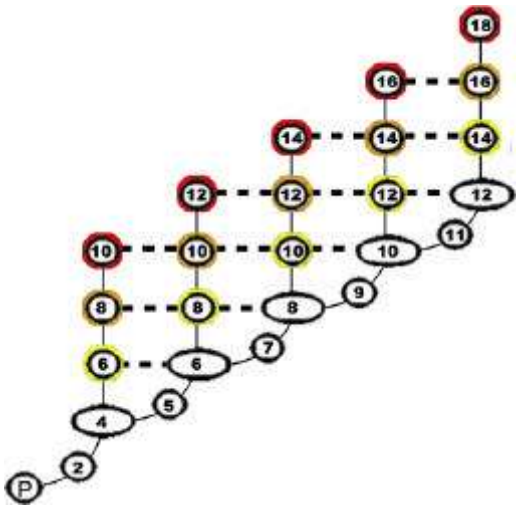
Turn of play

The player whose vehicle is at the front of the race begins each turn. Order of play then follows racing positions and not the order of the players around the table.

A. Dashboard

Each turn, a player may undertake one of the three following actions on his dashboard: to accelerate, decelerate or change gear.

- **Acceleration :** move the gear shift lever token one bubble upwards or towards the right following the solid lines.
- **Deceleration :** move the gear shift lever token one bubble downwards or towards the left following the solid lines.
- **Gear change :** move horizontally, when possible, the gear shift lever token as far as you wish (towards the right or the left) while following a dotted horizontal line.



Braking

In addition to these three possibilities, a player may decide to brake sharply to rapidly slow down. To achieve this, a player must use one or more of his brakes tokens and can then carry out a number of decelerations (in addition to his normal action, probably a deceleration or a gear change) equal to the number of brakes tokens used.

Turbo

A player can also decide to engage the turbo to accelerate more strongly. To do this, a player must use one of his turbo tokens and can then perform an additional acceleration. Note that a player cannot use more than one turbo per turn, and this only after a normal acceleration. The gear shift lever must therefore be moved along a solid line during this turn (i.e. not along a dotted line).

Heat

When a player moves his gear shift lever onto a yellow, orange or red bubble, that means he has exceeded normal operating limits and that his engine is consequently likely to overheat. He must therefore perform immediately a test for overheating by throwing a number of dice depending on the colour of the bubble with a threshold of 3 for each thrown die (the result of the throw must be equal to or higher than this value).

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Test	Throws of dice		
3+	1	2	3

Note: this is shown on the dashboard (black squares on colourful backgrounds).

If the test is successful (i.e. if all the throws of dice are successful), nothing occurs. If the test is unsuccessful (i.e. a result of 1 or 2 on one or more dice), the engine dangerously overheats and the player must move his temperature token upwards on the thermometer a number of bubbles equal to the number of missed throws. If this token reaches the black bubble at the top, the engine explodes and the vehicle is immobilised, thus the race is over for this player.

B. Driving

Each turn, a player can move his vehicle forwards a number of spaces equal to the number indicated in the bubble on which his gear shift lever is located (thus from 2 to 18 spaces). However, the difficulty of driving is closely related to the speed at which a vehicle moves. Thus, if a vehicle runs at a speed lower than or equal to 50 (bubble 5 or less), the player is free to move as he wishes. On the other hand, if a vehicle runs at a speed higher than 50, its driver (the player) must perform a driving test before his move in order to determine his possibilities (number of possible lane changes) for this turn.

Driving test

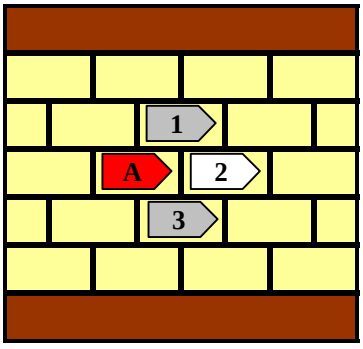
According to his speed, a player throws a number of dice equal to the figure indicated in the white or black square located to the right of his speed on his dashboard.

Speed	60	70	80	90	100	110	120	140	160	180
Throws of dice	5	4	3	2	1	2	3	4	5	0
	Use the highest result					Use the smallest result				

If his speed is lower than or equal to 100 (white squares), he takes into account only the highest of the results on all the thrown dice.

If his speed is higher than 100 (black squares), he takes into account only the smallest of the results of all the thrown dice.

The result obtained (between 1 and 6) corresponds to the maximum number of lane changes (see diagram) that he can carry out during his move this turn.



For the red vehicle A, a lane change is towards 1 or 3 but there is no lane change towards 2.

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If this number of lane changes is not enough for him to carry out his move normally (without collision), the player must then immediately use a tyres token to achieve an additional lane change, or try to force the way (see later rule). If a player has no more tyres token, he cannot carry out any additional lane changes and must thus advance straight on until the end of his move, which will certainly have some consequences (collisions with obstacles/vehicles).

Note: we recommend counting the number of lane changes on the fingers of the hand which is not moving the vehicle, because there are effectively two calculations at the same time - the movement spaces and the lane changes. Do not worry, it is just a matter of getting used to it.

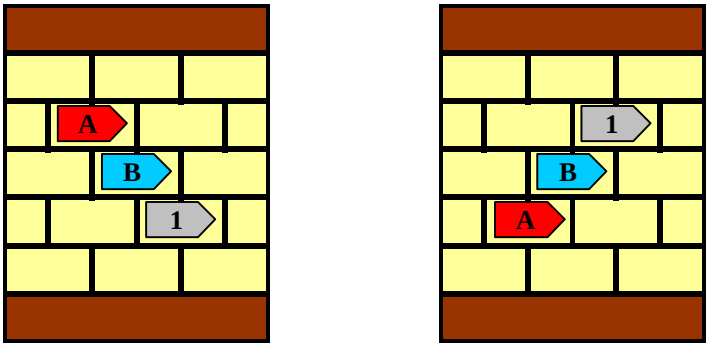
C. Collisions

1. Test of armour

A test of armour must be carried out in the event of collision with other vehicles or natural obstacles. This test of armour consists of one or more throws of a die with a threshold of 3 (thus a throw is unsuccessful on a result of 1 or 2). If the test of armour is successful, nothing happens. If it is unsuccessful, the player loses a number of armour tokens equal to the number of missed die throws. A vehicle which has no more armour tokens and which is subject to a shock is thus destroyed and the race is over for this player.

2. Side impacts between vehicles

These side impacts occur in the event of a "Push". There are two possible situations:



In both situations, A can try to push B towards space 1.

a) Resolution of the push

Attacker A throws two dice and keeps only the highest result. Defender B throws one die to try to resist then the two results are compared:

B>A or B=A: Despite A making contact with B, the power of the impact is not sufficient to push B and the two vehicles remain in place. However, the two players must carry out a test of armour to see whether the vehicles are damaged in the contact.

A>B: A is successful in his push and B is pushed into an appropriate empty space. The two players must of course carry out a test of armour. A can continue his movement as he wishes. He is not obliged to enter the space released by B, but if he does go there, the rules of movement apply normally (one point of movement and one change of lane or a tyre).

Note: it is always necessary to move at least one space between two pushes, which makes it possible to once again push the same vehicle in the event of a successful push but not in case of a failed push.

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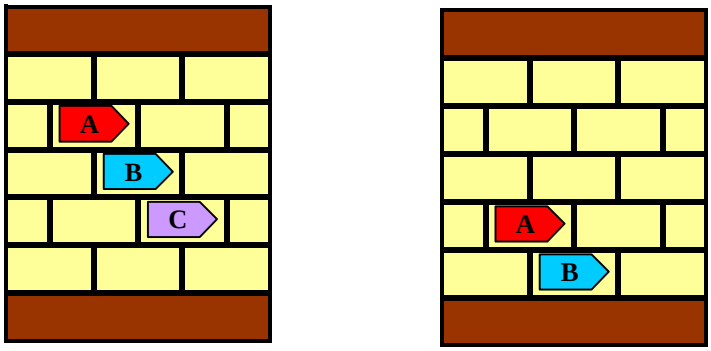
b) Pushes against another vehicle or a natural obstacle (rock face)

Same resolution as before, by replacing result A>B by the following outcome:

A>B: As a result of the success of his operation in pushing B against another vehicle C or the wall, which therefore prevents B from moving, all the vehicles remain in place but the involved players must carry out a number of tests of armour equal to the number of contacts which they undergo (1 throw for A and C and 2 throws for B wedged between the two vehicles or between one vehicle and the rock face).

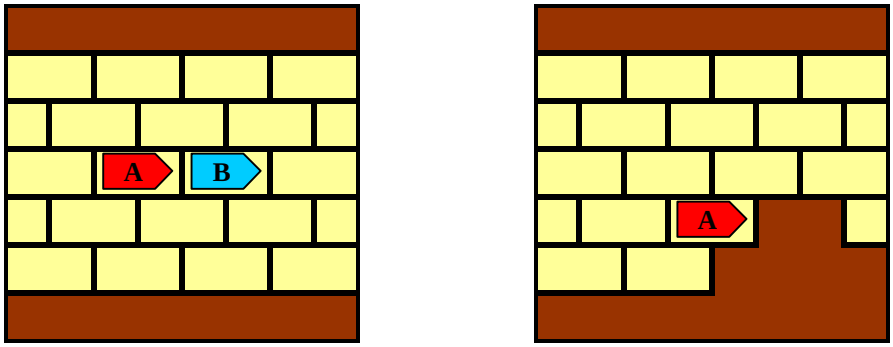


A can try to push B onto C or onto the rock face.

3. Front/Rear collision between two vehicles

The number of tests of armour to be carried out by the two players involved in a front/rear collision is equal to the number of movement points remaining to be carried out by the vehicle causing the collision.

Remaining movement points	1	2	3	4	5	6
Number of tests of armour	1	2	3	4	5	6



Collision between two vehicles A and B. *Head-on collision against a rock face.*

Note: If a vehicle reaches a space occupied by the "wreck" of another vehicle (destroyed at the time of a collision or following an overheating of the engine), this rule of head-on collision does not apply. The player must just make one difficult test of armour (success on 5 or 6 only) and can then continue his movement if his vehicle is not destroyed in the shock.

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4. Head-on collision against a natural obstacle

The damage caused by a head-on collision against a natural obstacle is related to the speed of the vehicle at the time of the impact. Refer to the following table (or the column " driving dice" on the dashboard) to know the number of dice to throw by the player making the head-on collision with a natural obstacle.

Speed	60	70	80	90	100	110	120	140	160	180
Throws of dice	5	4	3	2	1	2	3	4	5	0
	Use the smallest result					Use the highest result				

If his speed is lower than or equal to 100 (white squares), he considers only the **smallest** of the results of all the thrown dice.

If his speed is higher than 100 (black squares), he considers only the **highest** of the results of all the thrown dice.

The result obtained (between 1 and 6) corresponds to the number of armour tokens lost in the collision.

Note: a vehicle running with 180 is automatically destroyed in a head-on collision against a rock face thus the race is over for this driver (who however escapes safely thanks to his ejector seat !!!).

5. Forcing the way

After having sustained the damage due to a head-on collision against a natural obstacle, a vehicle can, if it is not destroyed, continue its movement while changing on a free lane (one change of lane only, other changes must be resolved normally). This is called forcing the way.

6. Rush'n'Crush

The Rush'n'Crush technique is particularly effective to demolish an adversary but is also very dangerous for the vehicle carrying out this operation. This technique consists of accelerating to gain speed before ramming a vehicle in the rear.

Example: A and B are nose-to-tail at 140. A goes first and plays safe in preparation for the next turn by decreasing his speed to 120. B decides to try a Rush'n'Crush thus he voluntarily accelerates to 160 then carries out his movement but instead of going alongside A, he rams him from the rear (with his 4 remaining points of movement). The two players must thus both carry out 4 tests of armour because of the 4 points of movement sacrificed by B. There is little chance that the two vehicles will escape without loss of armour.

V. Victory

The winner of the race is the player whose vehicle crosses the finish line first. There are no other places so the drivers must do absolutely everything to try to cross the line first.

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