THUNDER ALLEY

RULES OF PLAY



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1.0 OVERVIEW

Thunder Alley is a game where two to seven players control racing teams competing to score the most points in a single race or series of races.

1.1 Components

- 4 Race Tracks
- 42 Car Counters
- 56 5/8" Counters
- 80 ½" Counters
- 84 Race Cards
- 26 Event Cards
- 7 Team-Specific Player Aid Sheets

1.2 Objective

The player who manages their team to the highest score is the winner of the game. A team's score is the total of all of the team's cars' scores. Each car receives points for the position of its finish and earns bonus points if it leads at least one turn and if it leads the most turns in the race. You should always keep in mind that you are running a team of cars. Simply winning the race with one car at the expense of others is not guaranteed to be a winning strategy in the game as a whole.

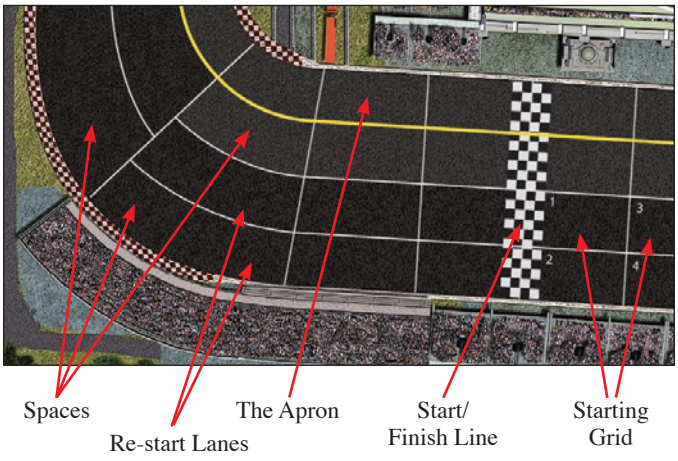
1.3 Tracks

The tracks are of different sizes and shapes but each track uses these same rules.

Spaces: Each enclosed rectangle is called a space. On the track only one car may be in a space.

The Apron (Pit Lane): The Apron is the inside lane that runs the length of the track. The Apron may only be entered while pitting. On the apron, multiple cars may be in each space and are stacked up as they enter the space so if any sort of tie arises, the car on the bottom of each stack is considered to be ahead.

Start/Finish Line: This is the line that the cars line up behind at the start of the race. It is also the line that the lead car must cross, after completing the specified number of laps, to finish the race.



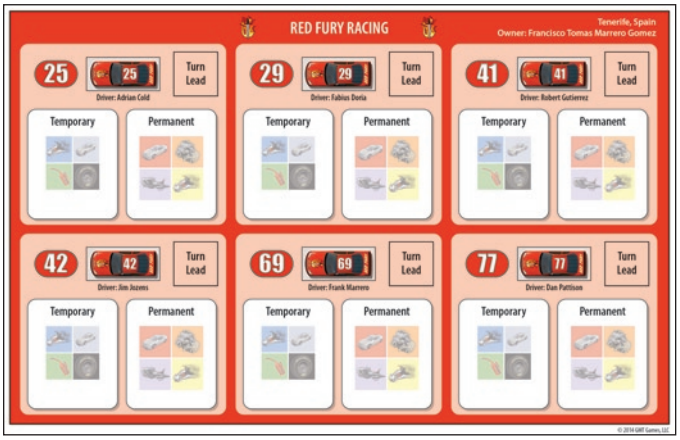
Starting Grid: These spaces are used at the beginning of the race to setup the cars before play begins. The pole-sitting car is placed on space 1 and the next car is placed on space 2, etc. Cars placed on the starting grid should be facing the Start/Finish Line. The first crossing of the Start/Finish line has no bearing on the number of laps completed.

Restart Lanes: The darker lanes are used for restarts. When a restart is required, place the lead car on the innermost restart space on the sector that it occupies. Then proceed to fill in the restart lanes inside/out and front to back in the same formation as at the start of the game (second car goes outside the lead car, the third goes behind the leader and so on).

Green Restart Line: The green line 8 spaces before the Start/Finish Line indicates the line that restarts must be started behind on the last lap. If a yellow flag happens and the lead car is beyond that line in the last lap, the restart is backed up behind this line (9.6, 9.7).

1.4 Team Sheet & Cars

The Team Sheet maintains the status of the team's cars by providing a holding box for each car on the team. When a car receives a Wear Marker or Turn Leader Marker, the marker is placed in the appropriate area of the holding box associated with the car. The left area marked "Temporary" holds wear markers that can be removed during a Pit Stop. The right area marked "Permanent" holds wear markers which represent permanent damage to the car which can not be removed during a Pit Stop.



1.5 Cars

Cars are represented by counters which show a top-down view of a race car. All cars have a unique number. Car counters are double-sided—one side has a light background, and the opposite side has a dark background. All cars should start a turn on their background side which matches the color of the First Player Marker's background. As cars are activated, they are flipped to their opposite side to show they have been activated this turn.



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2. SETUP

1. Select a Track: Select one of the four tracks.

2. Select a Team: Each player selects a Team and takes the appropriate Team Sheet and matching cars.

3. Select your cars: Each player selects a number of cars from their team based on the number of players involved.

PLAYERS	*CARS PER TEAM*
2	6 cars
3	5 cars
4	4 cars
5-7	3 cars

4. Prepare Card Decks: Shuffle separately the Event Card and Race Card decks and place them beside the board.

5. Place Cars on Track: Draw one card from the Race Deck. Refer to the Team Bar which appears across the bottom of the card. To place the first car for each team on the Starting Grid, read the Team Bar from left to right. Place a car from a participating team that appears first in the #1 (Pole) position on the Starting Grid. Continue reading across the Team Bar and place a car from the next participating team into the #2 position. Repeat until all teams have placed one car on the Starting Grid. To place the second car for each team on the Starting Grid, use the same card from the Race Deck but read the Team Bar from right to left. *So in a three team race, if the first 3 cars were Black, Red, Blue, the 4th through 6th cars will be Blue, Red, Black*. Continue alternating reading left to right and then right to left to place the remaining cars on the Starting Grid. All cars should be placed with their light background up to start the race.

6. Place Markers:



POSITION MARKERS: Place the Current Lap Marker on the #1 space on the Lap Track. Place out enough of the Position markers so that there is one marker for each car in play (i.e. tiles 1st through 12th in a 12-car race). Line them up in order with 1st Place on the left and the last place tile used in this race on the right. Return unused Positional Point Markers to the box.



1ST PLAYER MARKER: Give the player with the car in the Pole Position the First Player marker. The marker should be placed in view of all players with the light background side turned face up.

OTHER MARKERS: Place all of the Wear Markers and Turn Leader Markers in the infield of the track for use by all players. Place the Current Lap marker on the Lap Track.

7. Deal Cards: Deal out a number of Race Cards to each player equal to the number of cars they start with +1.

Let's Race!

3. SEQUENCE OF PLAY

3.1 Action Segments vs. Turns

A full Turn consists of each player activating all of their cars once. After the last car's activation is over, the Turn is over. An Action Segment is an individual player's card play that activates one of their cars.

3.2 Sequence of Play for Each Turn

1. Fill Hands (3.3)
2. Perform Action Segments (3.4)
3. Perform End of Turn Sequence (3.5)
   a. Determine the Leader and award a Turn Leader marker to the lead car (3.5.1).
   b. Draw and resolve one Event Card (3.5.2).
   c. Perform Pit Stops (3.5.3).
   d. Determine First Player (3.5.4).
   e. Remove Lapped Cars (3.5.5).
   f. Discard unwanted Race Cards (3.5.6).

3.3 Fill Hands

At the beginning of each Turn, each player draws enough cards from the Race Deck to fill their hand. Each player's hand size is the number of cars each team started the race with plus 1. *For example, if each team started with 4 cars, each player's hand size would be 5*. Hand size is not reduced due to eliminated cars. Therefore, all players will have the same number of cards at the start of a turn. The First Player fills their hand first and the other players fill their hand in clockwise order around the table. If at any time the Race Deck is empty and a card needs to be drawn, reshuffle all the Race Card discards to form a new Race Deck.

3.4 Action Phase

This phase consists of a number of action segments. The first Action Segment of a turn is performed by the player holding the First Player Marker. Once their Action Segment is complete, the player to their left performs an action segment. This continues until all cars have been activated for an action segment once.

The Active Player does the following:

1. Chooses one of his cars that has not yet been activated—a car may only be activated once per turn and this is indicated by flipping the car over.
2. If the car chosen is already out of the race, this is referred as "Passing Your Turn." Go to step 7 below.
3. If the car chosen has six or more Wear Markers in its holding box on the team sheet, the car is retired from the race (7.2). Go to step 7 below.
4. The car chosen may be voluntarily retired from the race. Place the retired car on the Team Sheet and award it the Position Marker on the right side of the Position Marker line (the one with the lowest point value). Go to step 7 below.

   PLAY NOTE: A player may decide to do this especially when a car has a lot of permanent wear markers. This provides them with more card play options on future turns for their cars remaining in the race.

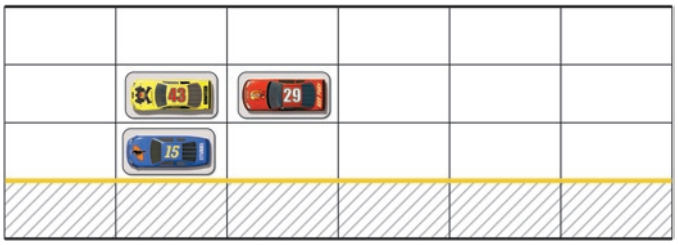
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5. Play one Race Card for the activated car, which moves based on the card's speed, movement type, and text. It is penalized some amount of its movement if it starts the segment with three or more Wear Markers (temporary or permanent) already in its holding box on the Team Sheet (7.4).
6. After moving the activated car, place the appropriate Wear Marker indicated on the played Race Card in the holding box for the activated car on its Team sheet. Note: a Race Card with a white background does not generate a Wear marker.
7. Turn the activated car over. The Active Player's segment is complete. Move to the next player's segment.

3.5 End of Turn Sequence



(3.5.1) Award Turn Leader Markers: The car marked with the Leader marker is given a Turn Leader marker which is placed in its holding box on the Team Sheet. If multiple cars are tied for the lead, all cars in the leading Sector receive a Turn Leader marker. (In this case, the normal tie-breaker that states the inside car is in the lead is not used.) This represents multiple cars battling back-and-forth for several laps.



EXAMPLE: Cars #43 and #15 are both "leading" the race and would both get Turn Leader markers. Car #15 has the inside lane so blue would be the First Player next turn.

(3.5.2) Draw and Resolve Event Card: The First Player draws the top Event Card and reads it to all players. The event is then resolved. Ignore this step if any cars have finished the race. Details on how to read and perform Event Cards are covered in 8.0.

(3.5.3) Perform Pit Stops: The First Player decides which, if any, of their cars will pit. Next, the player on the left of the First Player decides which, if any, of their cars will pit. Continue changing players to the left until everyone has made the decision on whether to pit or not. See Pit Stops for details on what this entails and how to handle pitting cars. If there is a new Leader after all pit stops are made, give that car a Turn Leader marker.



(3.5.4) Assign First Player: Give the First Player Marker to the player whose car has the Leader marker on it. Flip the First Player Marker so that the background color matches the Leader's (and all other) car's background color.

(3.5.5) Remove Lapped Cars: Remove lapped cars from the track and award them the lowest value remaining Position marker based on the order of their finish. If there has been a Yellow Flag, there will be no cars with Lap-Down Markers on them (9.6).

(3.5.6) Discard: Players may discard any or all unwanted Race Cards in their hand.

4. IMPORTANT CONCEPTS

4.1 The Current Leader & Running Order

Throughout the race it is important to know which car is in the lead. The car that has both completed the most laps and is the fewest sectors from crossing the Start/Finish line again is considered in the lead. To keep this clear, place the Leader marker directly on the lead car. As soon as the lead changes, the Leader marker should be moved to the new leader. If multiple cars are on the same lap and in the same sector, the Leader marker is placed on the car closest to the inside of the track.

Running Order is important when multiple lapped cars are removed on the same turn and at the end of the race to assign Position Markers. The same procedure as determining race leader is used but every car is assigned a position based upon:

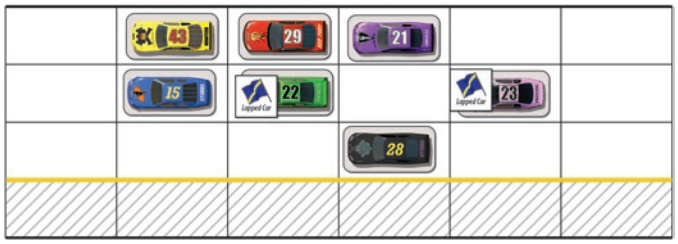
1. Most Laps Completed
2. Closest space to reaching the Start/Finish Line again
3. Inside to Outside within a sector.

As cars are taken off the board as they cross the finish line at the end of the race, continue to assign the "Current Leader" token to the car still on the track closest to crossing the finish line (this is important when considering the "Clean Air" card).

4.2 Lapped Cars



When the car possessing the Leader marker moves into the same sector as another car(s), that car(s) is considered lapped. Place a Lap-down marker on the lapped car(s). If a car with a Lap-down marker moves into a sector in front of the leader, the Lap-down marker is removed. If a car ends a Turn with a Lap-down marker still on it, the car is removed and awarded the lowest value Position Marker remaining based on the order of its finish.



EXAMPLE: Car #15 is the leader and cars #22 & #23 have been passed and are now a lap down. At the end of the turn both cars will be removed and #23 will get the lowest Position marker remaining and #22 will get the next highest.

4.3 Losing a Car (Retirement & Elimination)

As a race progresses, players are likely to lose one or more of their cars through the accumulation of wear markers or being lapped. When this happens, a player simply removes that car from the Track and takes the lowest-place Position marker remaining in the game. Instead of playing a card for an activated car a player may voluntarily retire that car from the race and take the lowest-value Position marker remaining.

If a player loses a car, they still receive the same number of cards to start the next turn. Cars that are retired should be placed on

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the Team Sheet. Here, they can be flipped to indicate a "pass" by the player, as desired. A player may pass one time per turn for each car they have retired from the race.

STRATEGY NOTE: This rule means that players with fewer cars will have a better chance of getting useful cards, because they can hold onto more cards at the end of the turn (they are not forced to play all their cards). This is a desired effect in the design of the game.

4.4 Using the Team Bar

The Team Bar is a strip of colors and symbols at the bottom of each Race Card. This bar is used to resolve various situations when more than one team qualifies for an event (breaking a tie), when randomness is needed, and for setting the starting order. Read the Team Bar from left to right. When searching through the team bar, only look for cars that currently have cars on the track. Skip teams not used in the game or that have all cars retired.

PROCEDURE: To determine which team is affected, turn over the next Race Card from the top of the deck. Going from left to right, identify which team's color appears first on the bar. Ignore any colors that are not being used for this race, so, if Yellow is first on the bar, but there is no Yellow team participating, ignore yellow, and use the next color.

Important: Once the team is determined, the affected car must come from that team. If two or more cars from that team equally qualify, the owner decides which car is affected.

4.5 Corners

(4.5.1) In General: Besides having fewer lanes, there are no special rules about corners—cars may change lanes, displace cars (6.7, 6.8) and do Pit Stops (9.0) while in a corner.

(4.5.2) Entering Corners: At some point on each track, the straight-aways will funnel down to fewer lanes going into the corners—these are called Converging Lanes. If there is a choice, the Active Player decides which lane is moved into when entering the corner. See 6.9 if the active car is part of a Draft Line.

(4.5.3) Exiting Corners: When exiting a turn, some lanes will have two eligible spaces ahead of them—these are called Diverging Lanes. If there is a choice, the Active Player decides which lane is moved into when exiting the corner. See 6.9 if the active car is part of a Draft Line.

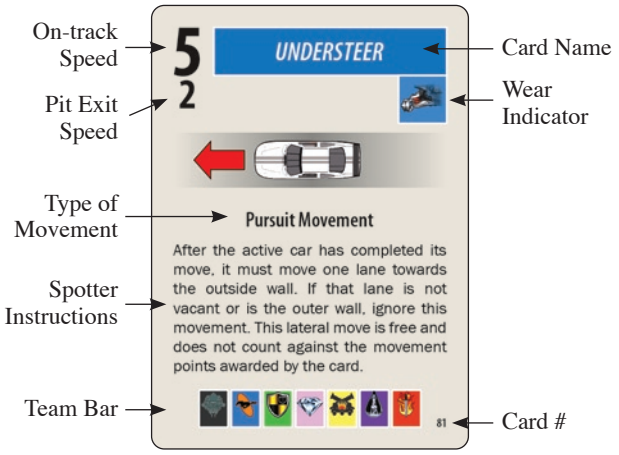
*PLAY NOTE: Every time there is a choice to be made the **Active Player** gets to make that choice.*

4.6 Laps

The number of laps for each race is indicated by the Lap Track located near each race track. Keep track of the current lap with the "Current Lap" marker. After the race has started, each time the leader of the race crosses the start/finish line, move the lap marker one space higher. If the leader crosses the finish line and there is no higher number to move to, the race is over (10.1).

5. RACE CARDS

The Race Cards are the heart of *Thunder Alley*. These cards are used to move the cars around the track. The diagram below shows what each section of the card represents.



Card Name: This gives some indication of what possible special action or restriction the card represents and serves mostly as flavor text. If this area is colored, it indicates the car activated with this card will incur a Wear Marker matching the color.

On-track Speed: The card's Movement Point value. This value may be modified by a car's current Wear (7.4).

Pit Exit Speed: The card's Movement Point value if used for exiting the Pits.

Type of Movement: The type of movement a car activated with this card will use (unless exiting the Pits).

Wear Indicator: This shows the specific Wear marker the car activated with this card incurs. Cars with a white name background do not have a wear indicator as the card does not cause the activated car to incur any wear.

Spotter Instructions: Some cards have special effects. These are given by the Spotter Instructions text on the card. The use of the card must follow any restrictions given by the Spotter Instructions. If any rules in this book are contradicted by the Spotter Instructions, the Spotter Instructions take precedence.

Team Bar: See 4.4.

Card Number: Only used to identify the card in case of loss.

RESHUFFLE: If at *any* point in the game a card needs to be drawn from the Race Deck and that Deck is empty, shuffle all of the discards together and create a new draw pile.

See the back of this rules booklet for a complete list of Race Cards.

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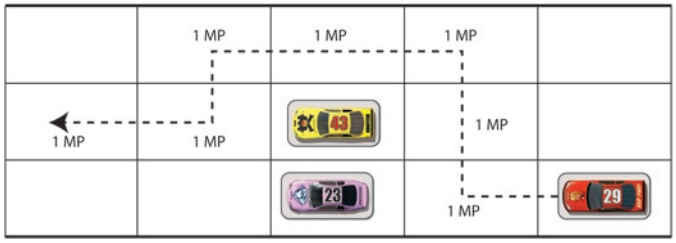
6. MOVEMENT

6.1 Basics of Movement

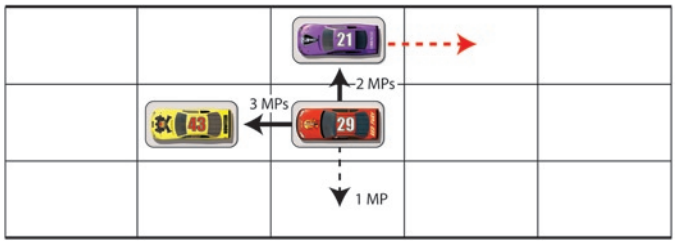
When a player activates a car not on the Apron (i.e. not in the Pits) and plays a Race Card, the car receives a number of Movement Points (MPs) equal to the card's On-Track Speed value minus any Speed Penalty the car has (7.4). Cars may move forward or laterally (i.e. sideways) depending upon restrictions of the Race Card played. Cars may *not* move diagonally unless Spotter Instructions on the played Race Card allow it. The activated car may not move backwards; cars might be forced backwards due to Lateral Displacement (6.7) or play of *Working the Pack*. The activated car may not enter the same space more than once during an Action Segment.

PLAY NOTE: This rule prevents a player from intentionally burning MPs by moving left, then right, then left, then right between two spaces. Players are expected to maintain a spirit of racing while playing.

Movement Cost: It costs 1 MP for the Active Car to enter each *empty* space on the track—whether moving forwards or sideways. It cost 2 MPs to move laterally into an occupied space (see Lateral Displacement [6.7]). It cost 3 MPs to move forward into an occupied space (see Forward Displacement [6.8]). *Note that due to the mechanics of Linking (6.2), spending 3 MPs for Forward Displacement only occurs in Solo and Lead Movement.*



Red car #29 moves seven spaces paying 1 MP per space.



Forward Displacement costs 3 MPs, Lateral Displacement costs 2 MPs, lateral movement into an empty space costs 1 MP.

Restrictions: The activated car must spend *all* its available MPs. During Solo and Lead Movement a car is never required to take the path of least resistance—it may spend all its MPS on Forward and Lateral Displacement even if a clear lane is available. *See also the Bumping Example on page 14.*

Choices: There are never any choices for non-active cars regardless of the movement type. All choices are made by the active player.

There are four types of movement in *Thunder Alley*:

- Solo Movement (6.3)
- Draft Movement (6.4)
- Pursuit Movement (6.5)
- and Lead Movement (6.6)

Some of these movement types rely on a concept called Linking (6.2).

6.2 Linking

Cars in the same lane and adjacent to one another are considered in line, or racing nose-to-tail, and may become Linked during Lead, Pursuit, or Draft Movement. A Link can consist of anywhere from two cars to all the cars in the race. A Link can include cars in corners and in straight-aways. When a Linked Active Car moves, all the Linked cars move also. Only the Active Car spends MPs.

6.3 Solo Movement



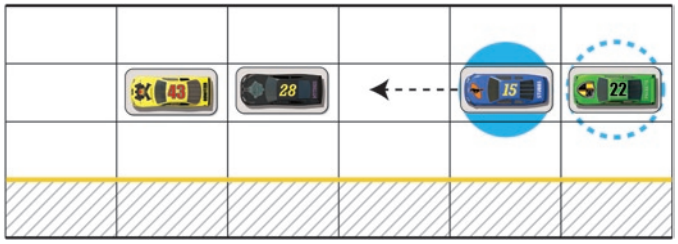
The Active Car is the only car moved unless it uses Lateral or Forward Displacement. The Active Car *never* moves Linked cars during this action segment. An Active Car using Solo Movement may move into any eligible space provided it has the required number of MPs.

6.4 Draft Movement



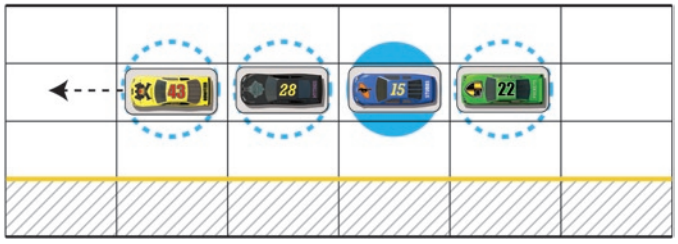
(6.4.1) The Basics: Draft Movement is the most common method of movement in *Thunder Alley*. It can allow multiple cars in front of and behind the Active Car and Linked with it to be moved at the same time.

PROCEDURE: When a car using a Draft Movement card moves forward and there are cars linked to it (in front and/or behind), the whole line of linked cars will be moved. This is called a Draft Line. If the Draft Line encounters more cars in its path, they become part of the Draft Line and are moved with it for the remainder of the action segment. Once a Draft Line is formed, there is no choice to be made by the non-active cars. Cars that are linked or become linked must move. Once forward movement begins, there is no way for a Draft Line to change lanes or be broken until the Active Car uses all of its MPs and finishes movement for the action segment.



EXAMPLE: Assume car #15 in Blue has already been activated with a draft Movement card. The green car behind it is linked and will move along with it. Since the blue car starts the example with a Draft Line established, it may not change lanes. The blue car is moved forward one space and links with cars #43 and #28.

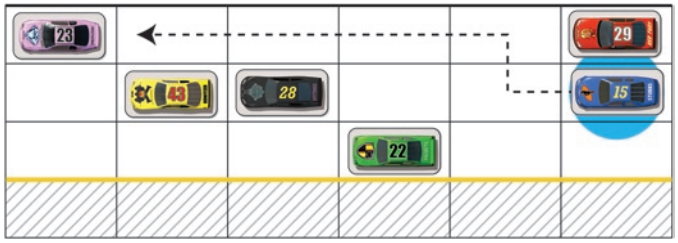
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EXAMPLE CONTINUED: The four cars are now all linked together and move with the blue car as a group (a Draft Line). The blue car cannot pass or detach any cars in the linked group.

(6.4.2) Lateral Movement: A car activated with Draft Movement may move laterally (and displace cars) as much as desired *before* beginning forward movement. During this initial lateral movement cars ahead and behind are not considered linked. Once forward movement begins linkage to cars to the front and rear is automatic and lateral movement is no longer allowed.

A car activated with a Draft Movement card that is not Linked moves in the same manner as a car using Solo Movement. Once the Active Car moves forward it will link with any car it moves directly behind or it moves in front of, and then lateral movement is no longer allowed.



If there is no Draft Line behind blue car #15, it is allowed to change lanes. In this example it moves forward one space then switches lanes to link up with red car #29. The two cars then move forward and link up with pink car #23. If the blue car has MPs remaining, all three cars can continue to move.

Draft Movement and Corners: See 6.9.

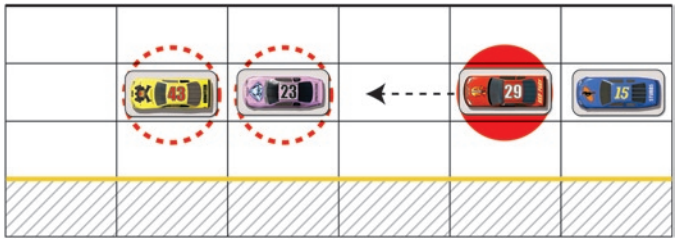
6.5 Pursuit Movement



Pursuit Movement works in much the same way as Draft Movement with one small difference—cars behind the Active Car are never considered to be linked, and are not pulled along with the Active Car as it moves forward. Like Draft Movement, the Active Car moves like Solo Movement until it links with a car in front of it. Once it is linked, it may not change lanes during that activation.

PLAY NOTE: Pursuit Movement is often thought of as "push" movement. The Active Car attaches to a line and pushes all the cars in front of it just like a draft and it leaves all cars behind it unaffected.

As the Draft Line is pushed forward, all cars it encounters along its path also join the Draft Line.



Red car #29 is activated with Pursuit Movement. It moves forward and picks up car #23 and #43. Car #15 is left behind.

6.6 Lead Movement

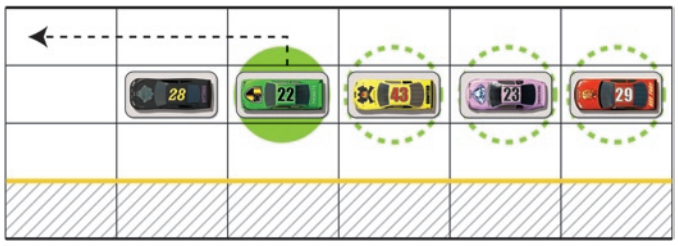


As the name suggests, Lead Movement leads other cars. When Lead Movement is used, the activated car moves, and any cars linked behind the leader will "follow the leader." When the Active Car moves, the car linked behind it will move into the space the Active Car just left, and the third linked car moves into the now vacant space the second car left, etc., to the end of the line. In other words, the active or "lead" car "pulls" any cars that started behind it. If the Active Car moves laterally, the car directly linked to it moves into the space it just left, and continues to follow into the spaces the Active Car vacates.

If there are no cars behind the activated car at the start of its activation, then Lead Movement works exactly the same way as Solo Movement.

Circumstances Unique to Lead Movement

- Linking is determined *only* at the start of a movement and not reassessed. It will never "pick up" cars that were not Linked with it at the beginning of the Activation.
- Lateral movement will not "unlink" cars behind the Lead Car.
- Cars linked behind the leader must follow. They may not refuse to move.



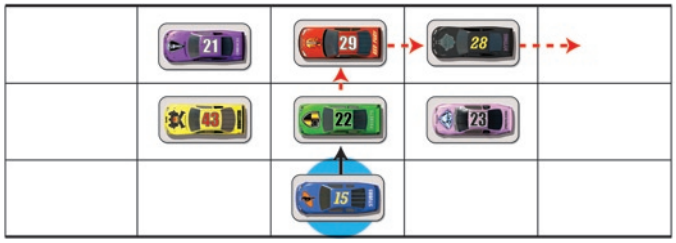
EXAMPLE: Car #22 is activated using Lead Movement. Cars #43, #23 and #29 will follow directly behind #22 move for move. Car #28 is not affected by the movement.

6.7 Lateral Displacement

This occurs when the Active Car moves laterally into space that contains a car. The car originally in the space is displaced by moving it one lane in the same direction as the Active Car moved. If the car being displaced is already adjacent to the wall or the Apron, it is moved back one space instead of going into the wall or Apron. Any cars that are behind the affected car are also pushed back one space as well. It is possible to displace multiple cars by Laterally Displacing one car which displaces another which displaces another. Lateral Displacement may be

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used multiple times in an action segment, continually displacing the same car or different ones.

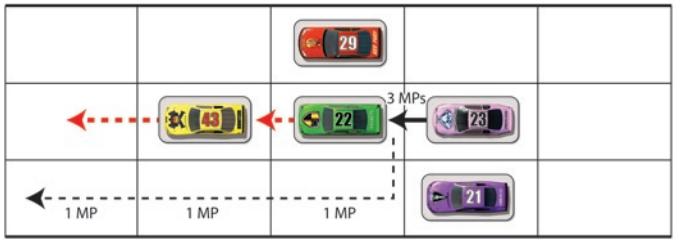


EXAMPLE: The blue team plays a Draft Movement card and activates car #15. Before moving forward it laterally moves two spaces to the right (at the cost of 4 MPs), displacing three cars. Green car #22 is pushed to the right one space and then back one space. The green car's displacement also displaces cars #29 and #28 back two spaces. The blue car then moves forward taking with it car #21, #22, #29 and #28 in the Draft Line.

6.8 Forward Displacement

This occurs when the Active Car moves *forward* into a space that contains a car. The car originally in the space is displaced by moving it one sector forward. If the car being displaced enters or exits a turn, the active player chooses which lane it enters if there is more than one choice. Any cars that are in front of the affected car are also pushed forward one space as well. It is possible to displace multiple cars by Forward Displacing one car which displaces another which displaces another. Forward Displacement may be used multiple times in an action segment, continually displacing the same car or different ones.

PLAY NOTE: If you can push one car ahead, you can push any number of cars linked in front of that car as well.



EXAMPLE: Pink car #23 pushes cars #43 and #22 forward one space for 3 MPs. It then changes lanes and moves forward paying 1 MP for each vacant space.

6.9 Drafting and Corners

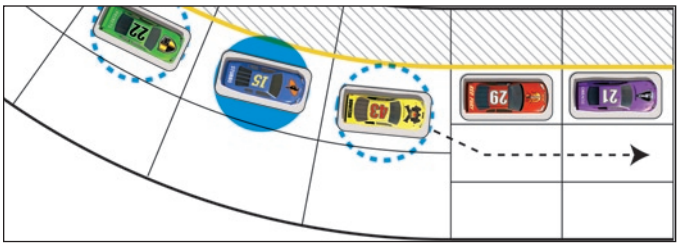
(6.9.1) Drafting into a Corner: When a Draft Line enters a corner and there is a choice of which lane of the corner to enter, the active player chooses which lane the entire Draft Line will enter. Whatever choice is made, it must push all of the cars in the Draft Line through the same lane. You may not split some cars off into other lanes.

(6.9.2) Drafting out of a Corner: When a Draft Line exits a corner and has an option of multiple lanes to enter, the active player decides which lane the Draft Line will enter. Once a lane is selected, all cars that make up the Draft Line must enter that lane—you may not split some cars off into the other lane.

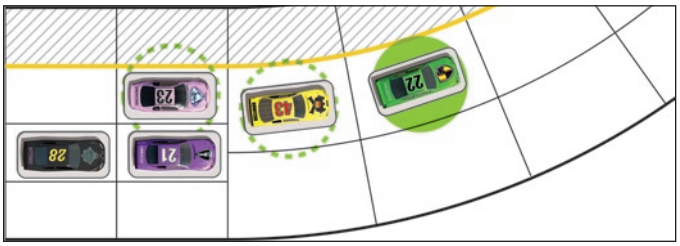
(6.9.3) Anomalies with Diverging and Converging Lanes

CASE #1: If at the time of activation, a line of cars linked to the Active Car extends forwards or backwards, out of or into a curve, and there is a choice as to which lane of cars is considered part of the Draft Line, the active player chooses. This may include an empty lane even if there are cars in the other lane.

CASE #2: Same situation as above, except the choice of two lanes occurs during movement. The active player may elect to push the Draft Line to either lane—even if one lane has cars and the other doesn't.



EXAMPLE: Blue car #15 is activated in a corner with Draft Movement. It is moved forward linking with #43 and #22, but the Blue Team can choose the empty lane outside the corner as the Draft Line to avoid pushing cars #21 and #29.



EXAMPLE: Green car #22 is activated in a corner with Lead Movement. Car #43 must be linked, but the Green Team can choose either lane outside the corner for the Draft Line. In this case they pick the lane with car #23.

7. WEAR MARKERS

The accumulation of these markers represents the general wear and tear placed on the car throughout the race.

7.1 Basics of Wear Markers

Wear Markers are acquired when Race Cards are played or Events are resolved. The Card Name background color and Wear Indicator of a Race Card shows which type of Wear Marker the car activated by play of this card receives. The Wear Marker is placed in the Active Car's holding box *after* the car has been moved. Race Card Names with a white background color and no Wear Indicator do not cause wear to the Active Car. The number of wear markers included in the game is not a limit to the number that may be used. All Wear Markers have the same effect, but some events will specifically target cars that have accrued certain Wear Markers.

NOTE: Wear Markers caused by resolving an Event are placed immediately.

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Permanent Wear Markers

- Yellow – Suspension
- Lavender – Transmission
- Red – Serious Body
- Orange – Engine



Temporary Wear Markers

- Black – Tires
- Blue – Suspension
- Gray – Body
- Green – Fuel

7.2 Six Wear Markers

If a car aquires six or more Wear Markers, the car is retired from the race. Place the retired car on the Team Sheet and award it the lowest Position Marker still available.

PLAY NOTE: The car is not removed when it receives the 6th marker, but the next time it activates and has 6 Wear Markers already on it.

7.3 Removing Wear Markers

Temporary Wear markers may be removed by making a Pit Stop (9.0). Permanent Wear markers can not be removed from a car once they have been received. They remain in the car's holding box for the remainder of the race.

7.4 Speed Penalties

When a car is activated and already has three or more Wear markers (Temporary and/or Permanent) in its holding box, it suffers a Speed Penalty. The chart below shows the effects to the On-track Speed caused by Wear Markers:

Wear Marker Effects Chart
0 markers = No effect
1 markers = No effect
2 markers = No effect
3 markers = –3 MPs
4 markers = –4 MPs
5 markers = –5 MPs
6 markers = Eliminated from the race

EXAMPLE: A car with three Wear Markers and an On-track Speed of 7 would have a modified speed of 4 MPs (7 – 3 = 4).

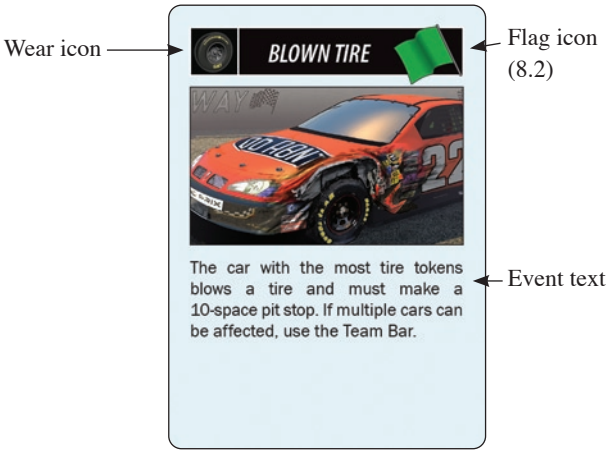
A car's On-track Speed may never be reduced to less than 0 due to Speed Penalties. Cars with a Speed Penalty still earn Wear markers from a Race Card even though their MPs have been reduced. Cars exiting the Pits do not suffer speed penalties as they are using the Pit Exit Speed not the On-track Speed.

*PLAY NOTE: A car's On-track Speed is only affected when it is the **Active Car.** A car being moved during another car's activation, during draft movement, for example, does not have its movement affected.*

8. EVENT CARDS

8.1 Event Card Basics

After all cars have been activated in a turn, an Event Card is drawn by the player possessing the First Player Marker. The text on the card is read aloud, and the result of the card is determined. If no car meets the requirements listed on the card it is treated as a non-event. If multiple cars owned by different players all qualify equally for an event, use the Team Bar to resolve the tie (4.4). If the card will affect certain cars depending on the wear previously accumulated, the icon on the upper left of the card will show which wear markers are important to the card. If no car in the race has any of these markers, then that event has no effect and no car suffers the consequences.



8.2 Yellow, Green and Red Flag Icons

Each Event card has a flag icon that determines if the event causes a restart (Yellow Flag), no restart (Green Flag) or ends the race (Red Flag). This affects how pit stops are handled. Restarts for Yellow Flags are discussed under Pit Stops.

9. PIT STOPS

9.1 Pit Stop Basics

After the event is resolved, each team may elect to pit. The choices begin with the player holding the First Player marker and proceeds to the left once around the table. Once a team has chosen to pit or not, the choice may not be changed. Each player may pit however many of their cars they want to pit between zero and all. If the event indicated that the race is under caution, the Yellow Flag pitting process is followed; otherwise, the Green Flag pitting process is followed. If any car has completed the race, no pit stops are allowed, because the race is over.

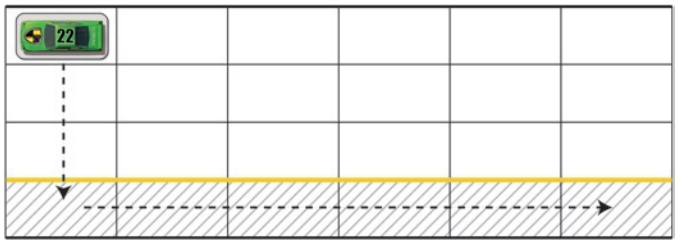
9.2 Benefits of Pitting

Any car that pits removes all of the Black Tire, Green Fuel, Blue Suspension and Gray Body Damage markers from the pitting car's box on the Team Sheet. These are placed back in the general stock.

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9.3 Green Flag Pitting

When pitting under green, move the car being pitted to the Apron in the sector it is in. Then move the car back 5 spaces staying in the Apron. The player then removes all eligible Wear Markers.



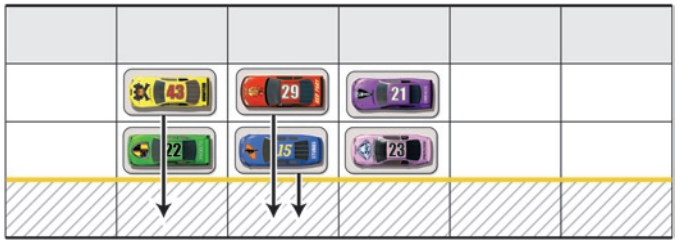
Green car #22 elects to pit under a green flag. The car drops straight to the apron and then moves backward five spaces.

9.4 Exiting the Pits from a Green Flag Pit Stop

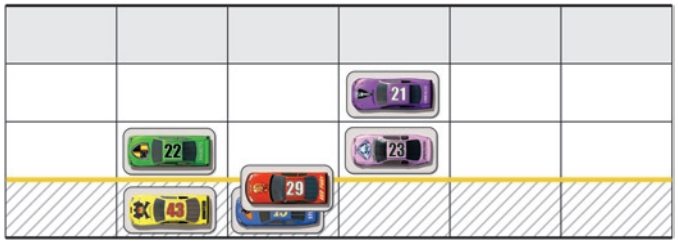
After a Green Flag Pit Stop, cars return to the track during the next Movement Phase by being activated as normal, and moving back onto the track. The car exiting the pits uses the "Pit Exit Speed" value of the card being played (the smaller value), and spends that many MPs re-entering the track. The Movement Type and text on the card are ignored—cars always use Solo Movement when exiting the pits. Also, speed is not modified due to remaining wear markers (there is no penalty when exiting the pits). Finally, cars do not receive wear markers when exiting the pits, regardless of the Wear Type indicated by the card being played. The first move must be laterally out of the pit even if it requires 2 MPs to displace a car already on the track.

9.5 Yellow Flag Pit

If a yellow flag has come out and the field has been lined up for a Yellow Flag Restart (9.6) you are considered to be pitting under yellow. To pit under yellow move all cars that want to pit straight down to the apron. If two cars from the same sector choose to pit—place the outside car on the top and the inside car underneath it in the same space in the apron. The player then removes any eligible Wear Markers.



Cars #43, #15 and #29 pit under a yellow flag.



Since blue car #15 and red car #29 are in the same sector, they are placed in the same pit with red car #29 on top.

9.6 Yellow Flag Restart Procedure:

To restart after a yellow flag, follow the procedure below:

1. Line up the cars on the track. Place the leader in the inside restart lane in the sector the race leader occupied.
2. Using on-track positions, place all the other cars in the same manner as was used during setup. Thus, the second place car is put in the outside lane, the third place car is placed behind the leader, etc. All cars with a "Lapped Car" marker are lined up at the end of the pack in their respective order.
3. Remove any "Lapped Car" markers from cars still on the track. (Note—this prevents the car from being removed for being a lap down.)
4. Conduct any Yellow Flag Pit Stops (9.5).
5. Move all cars that stayed on the track up to fill in the holes on the grid left by pitting cars.
6. Next, the cars that pitted in step 4 exit the pits and are placed back in the restart lanes. Use their position on the Apron to determine their order on the track, but all pitted cars are placed behind the cars that stayed out. If two cars are in the same Apron space, the car on the bottom is considered to have come out first.
7. If there is a new lead car, using the tie-breaker of the inside lane, award that car a Turn Led Token.



Following from the previous example, cars #21 and #23 move up and then the three cars that pitted are lined up in the order they had on the Apron. Car #15 is placed on the inside lane since it was stacked under car #29.

9.7 Green Restart Line

If a restart is called for and the leader is currently beyond the Green Restart Line (and it is the last lap of the race), once the restart line is created, move it back behind the green restart line. Keep all cars in their relative order.

10. ENDING THE RACE & WINNING

10.1 Crossing the Finish Line



The first car that crosses the Finish Line after completing the required number of laps is the winner. Give this car the 1st Place marker and a Turn Leader marker and place the car on the team sheet. The race will end when the current action phase is completed.

If additional cars cross the Finish Line, award them the highest available position marker from the top of the Victory Point stack and place the car on the team sheet. They do not receive a Turn Leader marker.

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When the Perform Action Segment of a turn has been completed by all players and all of the cars have either been activated or crossed the start/finish line, award any car(s) that have not crossed the finish line a position marker based on running order.

If any car has crossed the Finish line and been removed from the race, and has yet to be activated it may be selected as a "Pass" option instead of activating a car on the track. This follows the same rule as retiring and eliminating a car.

10.2 Scoring



- Award a Bonus Point marker to each car with at least one Turn Lead marker in its holding box. A car is *not* awarded a point for each Turn Led marker.



- Award the Most Laps Led marker to the one car with the most Turm Leader markers in its holding box. If multiple cars have the same number of Turn Leader markers, award the marker to the car among those tied that has the better finish Position marker.



- Each player adds up their team points, which is the Position markers for all their cars and any Bonus Point markers their cars were awarded.

The winner is the player with the highest combined team total. Any ties among players are resolved in favor of the player that has the car closest to 1st Place.

11.0 SEASON RULES

You may wish to play *Thunder Alley* as a series of races. This is in fact the most enjoyable and fulfilling way to play the game. There are a few special rules as follows:

11.1 Set the Schedule

All players need to be informed of the number of races that will constitute the season. If one person is organizing the event, that person will likely make that decision. If the event is more of a group endeavor a decision by consensus should be reached.

When the schedule is determined the order of tracks should also be set. You are free to use any track more than once.

11.2 Starting Grid Alteration

In the first race use the starting grid setup as indicated in the rules. Starting with the second race moving forward, the team that had the winning car in the previous race moves up one space on the team bar in the following race.

EXAMPLE: Blue wins the first race. The team bar for the setup in race #2 is Green-Black-Red-Pink-Blue-Purple. Blue would get to change places in the setup with Pink.

11.3 Scoring

There are no changes in the scoring for cars or teams. The total is now kept from race to race with the season winner being the team with the most overall points.

If a season is spread over multiple sessions, it is possible that a team (player) will not make it to a race. There are two alternatives that may be taken depending on the situation.

- **Option #1:** A substitute player may take control of a team for a race where there is a missing player. If this option is taken the team suffers a –5 VP penalty after all scores are tallied.
- **Option #2:** The team will not race and will receive 5 points fewer than the last place team that was involved in the race.

12. OPTIONAL RULES

The following are rules suggested by playtesters and are not part of the standard game. They are offered for players wishing to try something new with the game. These rules should not be used on your first play or in any game where one of the players is new to the game. These rules are listed in order of ease of integration.

12.1 Variable Pit Stop Lengths

On Green Flag pit stops, instead of moving back 5 spaces, move back 2 spaces plus 1 space for each marker removed from this car. On Yellow Flag Pits, remove all tire and fuel wear markers without moving the car. Each blue (suspension) and gray (body damage) wear marker moves the car back 1 space.

12.2 Determining Start Order

Draw a card and place cars in the start grid based on order as explained in Setup. However, skip the serpentine setup explained in the Setup section. Instead use the Team Bar to determine how to place all cars. To do this, draw one card. Place one car from each team on the starting grid, as indicated by team order on the Team Bar. Then, draw another card, and place one car from each team on the start grid. Repeat this process until all cars (3-6 per team) are on the grid. Alternately, you can draw one card per position, with the first matching team with cars available placing a car.

12.3 Race Size

You are free to choose any number of cars to run the race as long as each player starts with the same number of cars. The Position markers included only support 21 cars, but nothing prevents you from playing with as many cars as you wish. The game was designed to be best with between 12-16 cars on the track at the start. We make no promises about your game experience when playing with more than that.

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RACING CARDS LIST

84 RACE CARDS

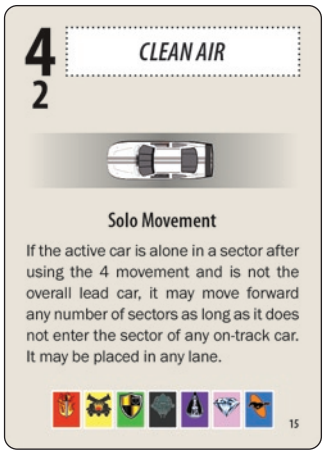
Card # *MPs* *Event*

1-3 **4/3** ☐ **Rubbin' is Racin':** DRAFT MOVEMENT—Any lateral movement will cost the Active Car 0 MPs. It is also possible to change more than one lateral lane in a turn and the special move may be used as many times as it is legal and desired.

4-6 **4/2** ☐ **Teamwork:** DRAFT MOVEMENT—The active player will move the Active Car 4 MPs and then follow that movement with a second car of the Active player that also moves 3 MPs with draft movement. If the active player has only one car remaining ignore the second movement action.

7-12 **4/2** ☐ **Riding the Draft:** DRAFT MOVEMENT—The Active Car may make no direct lateral movement at any point during the segment. If there is a choice of lanes entering or exiting a corner the active player may still choose which of these lanes to enter.

13-15 **4/2** ☐ **Clean Air:** SOLO MOVEMENT—At the end of movement, if no other car is in the same Sector as the Active Car, pick up the Active Car and place it in the sector behind the car in front of it in Running Order. The Active Car must be placed in a linked position behind any car in the sector in front of it. This can move the Active Car any number of sectors and it can end in any lane. Cars on pit road (i.e the Apron) are not considered when making this placement. If the active car is the lead car among of all of the cars not in pit lane, that the Spotter Instructions are not to be used.



16-18 **4/2** ☐ **Working the Pack:** SOLO MOVEMENT—If the Active Car is linked behind another car it may simply swap spaces with that car at the cost of 1 MP. This swapping can be done for each MP and can occur multiple times in an activation.

19-23 **5/2** ■ **Chasing the Race:** DRAFT MOVEMENT—The Active Car may make no direct lateral movement at any point during the segment. If there is a choice of lanes entering or exiting a corner the active player may still choose which of these lanes to enter.

24-27 **5/2** ■ **Oversteer:** PURSUIT MOVEMENT—This card behaves like any other Pursuit Movement card with the exception that after the Active Car has completed its movement it must move inside one lane. If that lane is not vacant or is the Apron, ignore this move.

28-32 **6/2** ■ **Making a Move:** LEAD MOVEMENT

33-40 **6/2** ■ **Watch the Gauge:** DRAFT MOVEMENT

41-45 **6/2** ■ **Staying with the Pack:** PURSUIT MOVEMENT

46-49 **6/2** ■ **Dirty Air:** SOLO MOVEMENT

50-52 **8/4** ■ **Set the Pace:** LEAD MOVEMENT

53-55 **8/4** ■ **Top Gear:** SOLO MOVEMENT

56-58 **8/4** ■ **Follow the Leader:** LEAD MOVEMENT

59-61 **8/4** ■ **Floor It:** SOLO MOVEMENT

62-64 **8/4** ■ **Fast Pace:** PURSUIT MOVEMENT

65-68 **7/3** ■ **Charge:** SOLO MOVEMENT

69-72 **7/3** ■ **Slingshot:** LEAD MOVEMENT—The Active Car may make one diagonal move at some point during the turn The diagonal move must be into a vacant space and still costs 1 MP. The cars being led by the Active Car all make the same slingshot move as the active (lead) car.

73-76 **7/3** ■ **Out in Front:** LEAD MOVEMENT

77-78 **7/3** ■ **Outside Line:** DRAFT MOVEMENT—The Active Car may only choose to move outside. Inside movement is not allowed. If there is choice to be made either entering or exiting a corner the outside lane must be chosen.

79-80 **7/3** ■ **Inside Line:** DRAFT MOVEMENT—The Active Car may only choose to move straight ahead or inside. Outside movement is not allowed. If there is choice to be made either entering or exiting a corner the inside lane must be chosen.

80-84 **5/2** ■ **Understeer:** PURSUIT MOVEMENT—This card behaves like any other Pursuit Movement card with the exception that after the Active Car has completed its movement it must move outside one lane. If that lane is not vacant or is the outer wall, ignore that extra move.

NOTE: Cards without descriptions have no special effects.

WEAR MARKER KEY:

☐ = No Wear marker
■ = Blue (Suspension)
■ = Green (Fuel)
■ = Lavender (Transmission)
■ = Orange (Engine)
■ = Black (Tire)
■ = Red (Body Damage)

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EVENT CARD LIST

26 EVENT CARDS

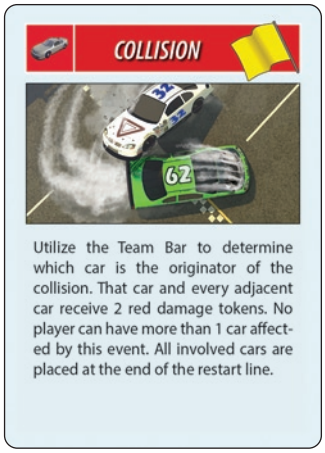
(x1) **Blown Engine:** The car with the most engine markers blows an engine. If tied, check the Team Bar. A ***Yellow Flag*** restart is initiated. The affected car is retired from the race.

(x2) **Blown Tire:** The car with the most tire markers blows a tire and must make a 10-space pit stop. If multiple cars can be affected, use the Team Bar.

(x1) **Blown Transmission:** The car with the most transmission markers blows its transmission. If multiple cars can be affected, use the Team Bar. A ***Yellow Flag*** restart is initiated. The affected car is removed from the race.

(x1) **Brush the Wall:** A car that is adjacent to the outside wall receives 1 Red damage marker. If multiple cars can be affected, use the Team Bar.

(x1) **Collision:** Adjacent cars collide. If more than one player has cars adjacent check the Team Bar to determine which team. That player chooses one of their cars as the originator of the Collision. That car, as well the cars adjacent to it may receive two Red damage markers. Each player will only have one car affected. A ***Yellow Flag*** restart is initiated. All cars involved in the collision restart at the rear of the pack in their respective Track Running Order. Those cars may then pit as normally during the yellow flag.



(x3) Debris Caution: A ***Yellow Flag*** restart is initiated.

(x1) **Engine Damage:** Give the car with the most engine markers an additional engine marker. If multiple cars can be affected, use the Team Bar. If no cars have engine markers, no car receives the marker.

(x1) **Front-End Damage:** One car with a car directly in front of it receives 1 damage marker. Utilize the Team Bar of the next Racing Card to determine which car receives the damage. A ***Yellow Flag*** restart is initiated.

(x1) **Fuel Miscalculation:** The car with the most fuel markers receives 1 more fuel marker. If multiple cars can be affected, use the Team Bar.

(x1) **Gear Box Damage:** The car with the most transmission markers receives an additional transmission marker. If multiple cars can be affected, use the Team Bar. If no car has a transmission marker ignore this Event.

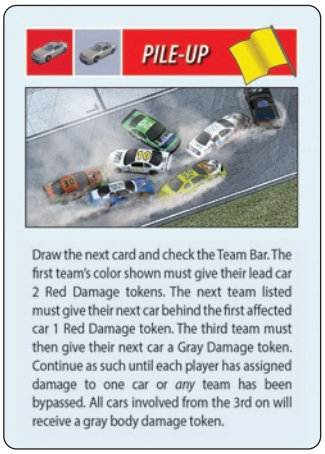
(x1) **It's Getting Worse:** The car with the most Blue and Yellow Suspension markers receives 1 more Blue Suspension marker. If multiple cars can be affected, use the Team Bar.

(x2) **Loose:** The car with the most Blue suspension markers turns in one of their Blue Suspension markers in exchange for one Yellow Suspension marker. If multiple cars can be affected, use the Team Bar.

(x2) **Marbles:** Each player's lead car receives one tire marker.

(x1) Overcast: Each player may remove and return to stock one tire wear marker from any one car on their team.

(x1) **Pileup:** Draw the next card and check the Team Bar. The first team's color shown must give their lead car 2 red body markers. The next team listed must give their next car behind the first affected car 1 red marker. The third team must then give their next car a gray body marker. Continue as such until each player has assigned damage to one car or all have been bypassed. A ***Yellow Flag*** restart is initiated.



(x2) Rain: If this is the first time this card is drawn, set it aside the track. Rain is entering the area. If this is the second time this card is drawn and at least 1 lap has been completed, the race ends immediately due to rain.

(x1) **Spinout:** The car with the most tire markers moves straight back 10 MPs and then down to the inside lane. If multiple cars can be affected, use the Team Bar. Add 1 tire marker to that car.

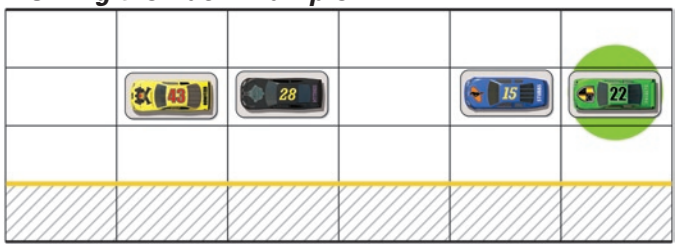
(x1) **Sun on the Track:** Each player must place one tire marker on any one car on their team. The car chosen must be in play (not already Retired from the race).

(x2) **Tight:** The car with the most suspension markers turns in one of their Blue Suspension markers in exchange for 1 Yellow Suspension marker. If multiple cars can be affected, use the Team Bar.

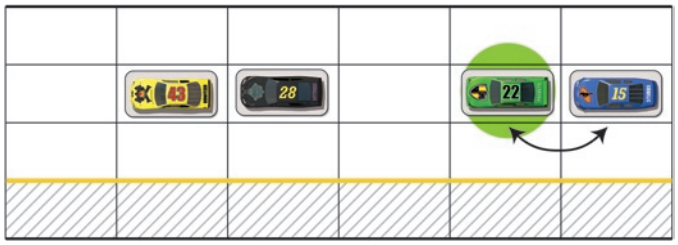
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ADDITIONAL EXAMPLES

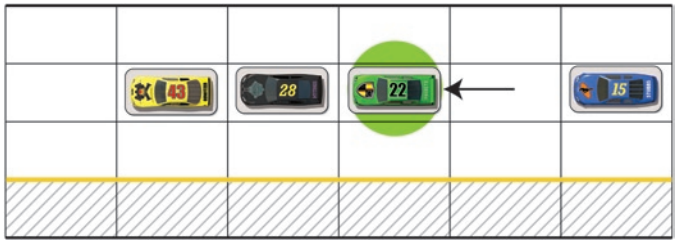
Working the Pack Example



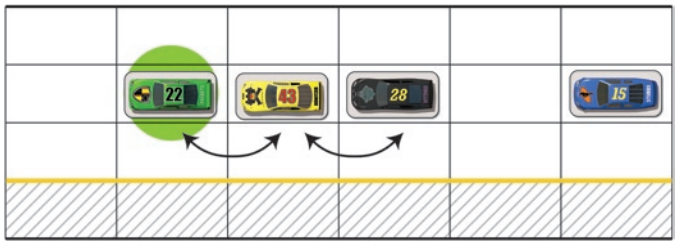
Car #22 is activated using a "Working the Pack" card.



For the first Movement Point car #22 swaps positions with car #15.



For the second Movement Point car #22 moves ahead leaving #15 behind.

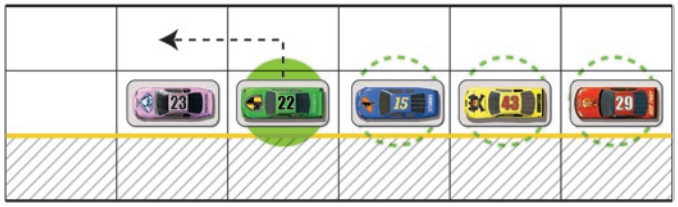


For the last 2 MPs car #22 swaps positions with car #28 and then #43 to move to the front of the pack.

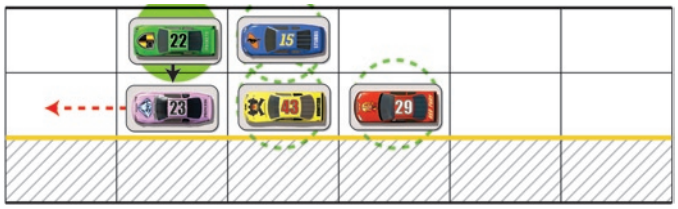
A NOTE FROM THE DESIGNER

The game is intended to be quick and easy once the basic concepts are mastered. It is quite possible to agonize over every decision, but much of the game is out of your control and long-term planning is very difficult without experience gained through repeat play. Optimizing your gains and maximizing the losses you hand out to other players on any particular turn is a key to *Thunder Alley* strategy. After a couple of plays, clear strategies will emerge and you should begin to be able to formulate more in-depth play styles that can span multiple turns.

Unique Circumstances

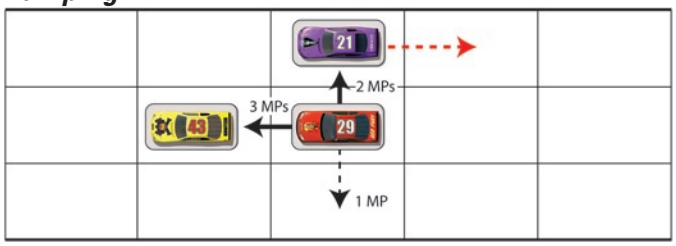


Green car #22 is activated with a Lead Movement card. The green car first moves laterally and then forward one space. The three cars behind it are linked and move along with the green car. The cars are now positioned as shown in the illustration below.



If the green car was to move laterally into pink car #23 a unique situation occurs. Normally, a laterally displaced car would be moved backwards; but in this case it would move into a line of linked cars breaking the Draft Line. So, instead of displacing backwards, the pink car must be displaced forwards.

Bumping



A car with 1 or 2 MPs remaining is never required to move laterally to use up all its MPs—it may spend its remaining MPs in an unsuccessful Displacement. In the example above, red car #29 has 2 MPs remaining, it could stay in place by bumping into car #43. No movement would occur since 3 MPs are necessary for displacement. This type of bumping is only allowed at the end of movement, players are never allowed to commit less than 3 MPs to Forward Displacement or 1 MP to Lateral Displacement if they have the MPs.

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GLOSSARY

Action Segment – This refers to a single car activation by a player. A car is activated when the current player plays a card and announces which car will be activated. Each car may only be activated once per Turn.

Activated Car/Active Player/Current Player – The Active Car (Player) always makes decisions on which lane to use for all moving cars when entering/exiting corners.

Adjacent – Cars are considered adjacent to each other if they are side-by-side or front to back. Diagonal is not adjacent. If one lane abuts two (or t hree) at a corner, all of these lanes are considered adjacent.

Apron – The Apron is the yellow lane on the inside of the track. Cars may not enter the Apron, except to pit.

Car (or Race Car) – Each team is made up of 3-6 cars. The cars are placed on the track, and information about the car is kept on the Team Sheet.

Draft Line – Cars in the same lane and adjacent to one another are considered to be in a Draft Line. These cars may become Linked during movement.

Event Cards – Event Cards are drawn at the end of each Turn, per the Sequence of Play. These represent things that happen during the race, and may affect one or more cars on the track.

Lap – A Lap is counted for each car individually. Whenever a car crosses the Start/Finish Line it is considered to have completed one Lap. Most races in *Thunder Alley* consist of two to four Laps. Because cars that get passed by the leader are removed at the end of a turn, the lap counter on the track is only adjusted when the car currently leading the race crosses the Start/Finish Line. For the purposes of counting laps, the first time you cross the Start/Finish Line at the start of the race does not count as completing a Lap.

Turn Leader Markers – When a car is in the lead at the end of a Turn, it receives a Turn Leader marker. These markers figure into scoring at the end of the game.

Linking (Drafting) – Linking is a very important concept, and is handled under Movement. The active car may be "linked" to cars it is "In Line" with, depending on the movement type being played. When linking occurs, the eligible In-Line cars become linked with the active car, and will move forward with it. Linking is not voluntary for the non-active cars, and once "linked," the active car may not unlink for the remainder of this Action Segment.

Pit Stop — A Pit Stop is a point in the game where a car will leave the race track and remove all of the various Temporary Wear markers. There is an entire section of rules covering the how-to of "Pitting" below. For game purposes you need to know that the only way to clear any of the wear markers off of your car is to eventually take advantage of a Pit Stop.

Pole Position – The car that starts on the inside of the first row at the start of the race. This will be the very first car placed.

Position Markers – As cars complete (or drop out of) the race, they are given a Position Marker, representing their finishing order. Points for each position are indicated on these markers.

Race Cards – Race Cards are held in the player's hand, and are used to activate and move cars on the track. Each player usually plays one Race Card each segment when it is their turn. This Race Card may move one, some, or possibly even all cars in the race.

Sector – A Sector is a series of side by side spaces on the track, extending from the apron to the outside wall. For positioning purposes, cars on the inside of a Sector are considered to be ahead of cars outside of them in the same Sector, except a car in the pits is always behind all other cars in its Sector.

Starting Grid – The Starting Grid consists of the spaces numbered 1-21 that begin next to the Start Finish Line and mark where cars will start during a race. It is likely that each race will not require the full complement of 21 cars so often some of these spaces will not be used. It is important to note that all of the cars need to have their fronts pointing toward the Start/Finish Line at the beginning of the game and that is the direction all cars will run for the entire race.

Team Bar – Each Race Card has a series of 7 colors (with related symbols) printed on it to determine various tie-breakers.

Team Sheet – This is the play aid that lists all of a team's cars, and has boxes for Temporary Damage Markers and Permanent Damage Markers for each car. It also lists the effects of wear markers, and has the basic Sequence of Play listed.

Track Running Order – Every time a car is moved a new Running Order is created. The car that has both completed the most laps and is the fewest sectors away from crossing the Start/Finish line again is considered to be in the lead. The next spot in the order is then determined by the next car using the same criteria. If there is a tie for running order, teams closest to the inside lane in a sector are leading. Cars in the pit apron are always considered to be behind cars on the track in the same sector. Cars on the bottom of the stack in the pit apron are considered to be ahead of cars above them.

Running order is not important from activation to activation. It only needs to be determined at the end of a Turn or if slower cars are passed or about to be passed. The rule is wordy because it is important, but does not need to be constantly checked.

Turn – A Game Turn (Turn) starts with dealing of cards, and ends once all cars have been activated and moved. This should not be confused with a player's "turn," which is referred to as an Action Segment.

Wear Markers – Most cards played cause wear on a car. The Wear Markers record what kind of wear a car has suffered. The various markers are placed on the Team Sheet to keep track of wear.

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