



G A M E S

Roadster Rally



Published By: First Layer Games

Created by: Jim McGuire

Ages: 5+

Players: 2-4

Estimated Duration: 20-30 minutes

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Box Contents

- Finish Line x1
- Roadsters x 4
- Attack Dice x 4
- Movement Dice x4

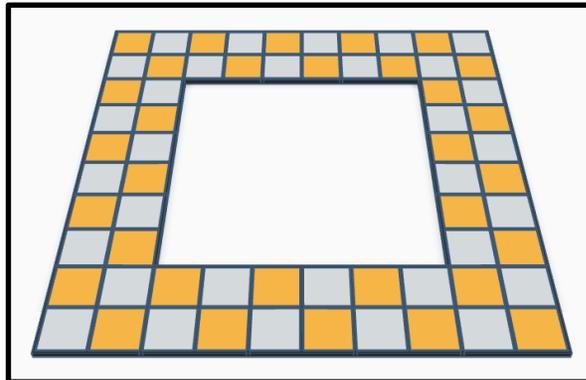
Object of the Game

- 1: 2-4 Drivers race to find out who is the best of the best!
- 2: The first driver to complete two laps around the board wins.

Setup

- 1: Use the included Tiles and Connectors from the BGC to build a track.

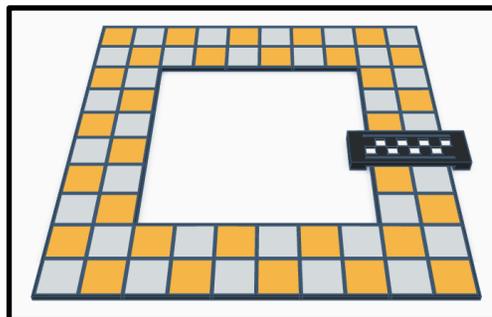
NOTE: Though you can build any Track you like, for your first race, we recommend you use a simple circuit such as the one shown below.



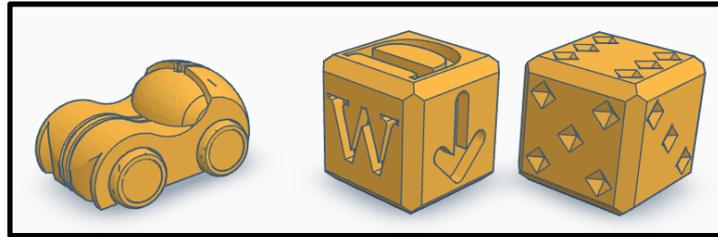
- 2: Choose a location for the Start/Finish Line.

A: Use two spare connectors and place them under the board where the Start/Finish Line will go.

B: Place the finish line on the board, over the connectors.



- 3: Each Driver picks a color (Gold, Silver, Copper or Pearl) to use during the game.
A: Each Driver should have 2 Dice and one Roadster of the same color.



Roadster

Ability Die

Movement Die

The Dice

- 1: Each Driver has 2 Dice, one is for Movement, and the other for Abilities.
- 2: Drivers roll their Movement Dice every Round to find out how many Movement Points they will be able to use during their Turn.
- 3: Ability Dice are only used once per Lap.

Rounds

-Each Round starts with all Drivers rolling their movement dice.

-Then each Driver takes their turn in descending order.

For Example: If the Drivers roll 2, 4, 1 and 6, the player who rolled the 6 takes their turn first, then Driver who rolled the 4, and so on, then the 2, and finally the 1.

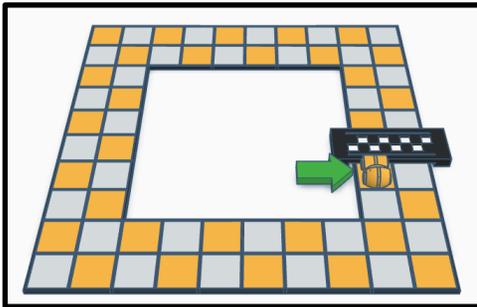
Round 1

1: All driver's begin by rolling **both** of their Dice.

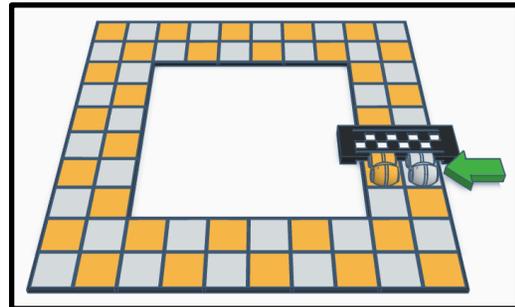
2: Set aside your Ability Dice for now, you can't use them on your first turn anyway.

3: Place the Roadsters on the Starting Grid

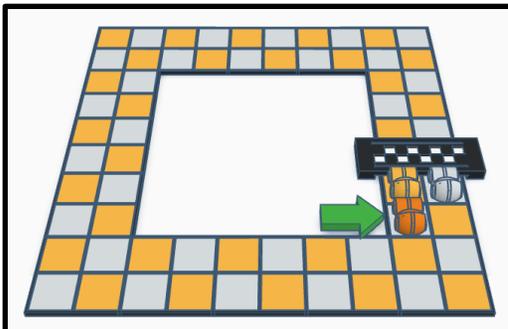
A: The Driver with the Highest roll gets Pole Position. That is the space immediately behind the Star/Finish Line in the lane that is on the same side of the Track as the direction of the Track's first turn.



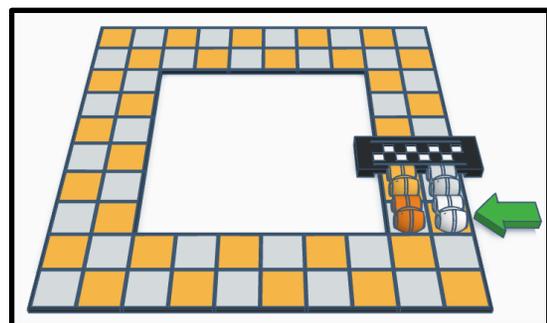
B: The Driver with the 2nd Highest roll is placed on the space next to the Roadster in Pole Position.



C: If there are 3 or 4 Drivers, the 3rd Highest Roll goes on the space immediately behind Pole Position



D: And the Driver with the Lowest Roll places their Roadster exactly where you would think it does.



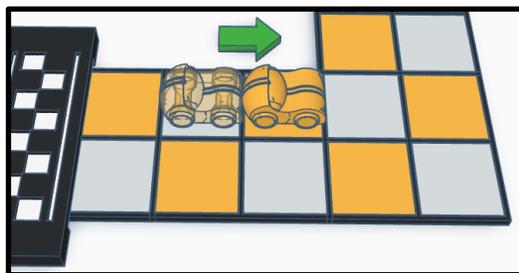
4: Drivers then take their turn to move their Roadsters along the track in the same order they lined up in. Highest Roll first, Lowest Roll last

Other Rounds

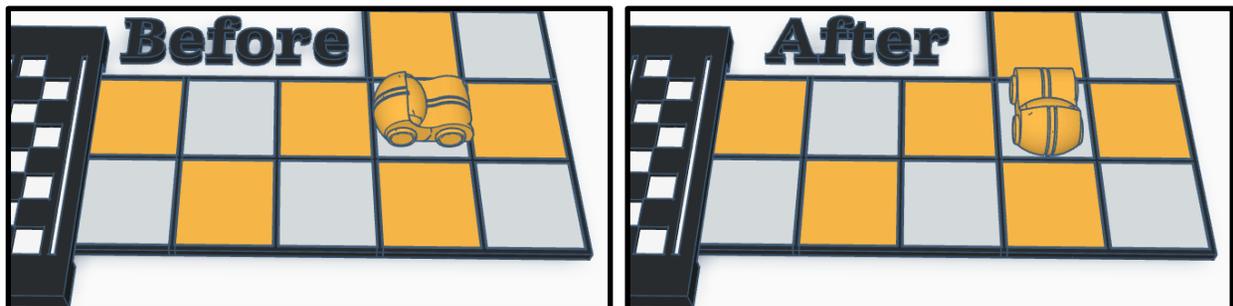
- 1: Subsequent rounds begin with all Driver's rolling their Movement Dice.
- 2: Drivers then take their turn to move their Roadsters along the track in descending order based on their rolls. Highest Roll first, Lowest Roll last
- 3: At any point during their Turn, Drivers may choose to use the Ability shown on their Ability Dice.

Driving Basics

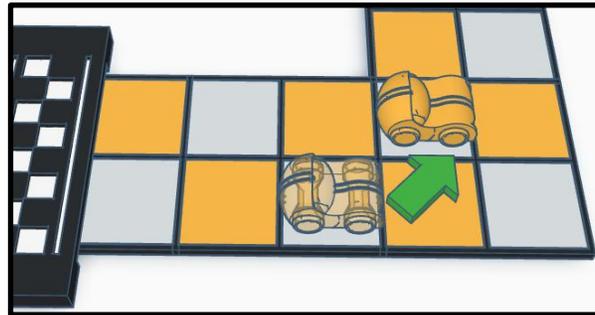
- 1: The Movement Dice determine how many Movement Points each Driver is allowed to Use on their turn.
- 2: Driver must use all of their Movement Points on every turn if possible.
- 3: Drivers cannot move in the opposite direction of traffic.
- 4: Roadsters can only move forward or diagonally forward.
- 5: Different types of movement have different costs.
 - A: Driving Forward 1 space costs **1 Movement Point**.



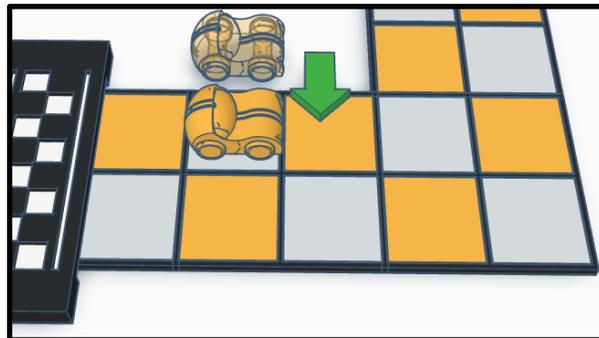
B: Turning your Roadster 90 degrees left or right costs **1 Movement Point**.



C: Changing Lanes costs **2 Movement Points** and is a Diagonal move forward.



D: Getting back onto the Track costs **2 Movement Points**.



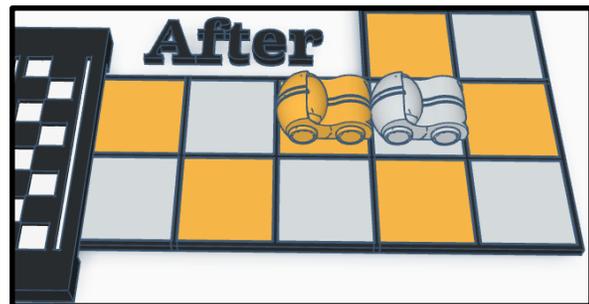
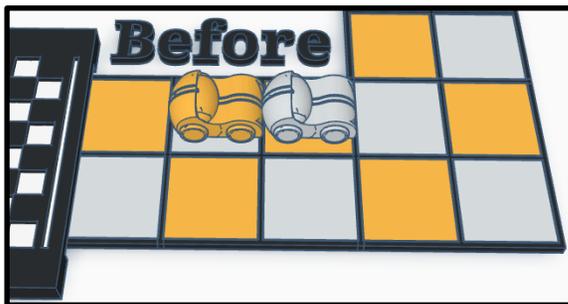
6: Drivers can use any or all of these movements in any order they want during their turn, as long as they have the Movement Points available.

7: Drivers cannot voluntarily drive their Roadster off the Track.

Advanced Maneuvering

Pushing

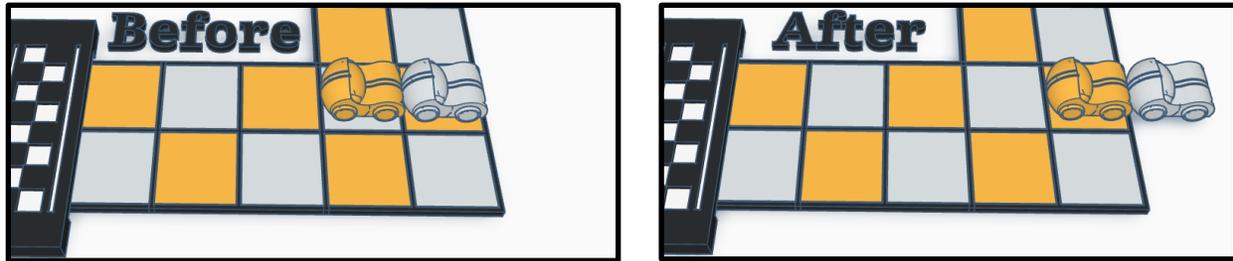
- 1: Two Roadsters cannot occupy the same space. So, if a Roadster moves onto a space that is occupied by another Driver's Roadster, the other Roadster gets pushed onto a new space, or off the Track entirely! This is called Pushing.
- 2: The direction of the Pushing Roadster determines which space the Roadster getting Pushed moves onto.
- 3: If the Push is caused by a Roadster driving forward one space, the Roadster getting pushed moves one space in the same direction.



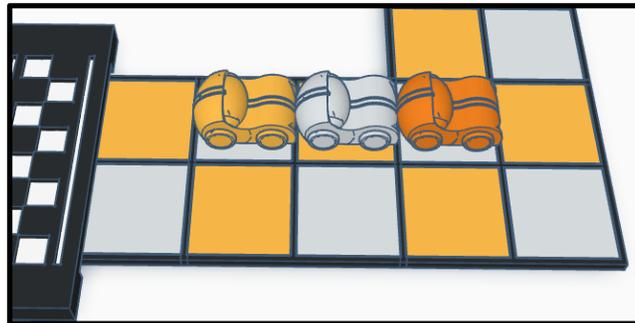
- 4: If the Push is caused by a Roadster Changing Lanes, the Roadster getting pushed is moved one space diagonally in the direction of the Lane Change.



5: If there are no spaces for the other Roadster to move onto, that Roadster goes off the track! When a Roadster is Pushed off the track, it continues facing the same direction it was facing while still on the track.



6: A Roadster cannot push more than one Roadster at a time. (The Gold Roadster cannot push forward in the image below)



Getting Back on the Track

- 1: If your Roadster gets Pushed off the Track, it costs 2 Movement Points to place it back on the Track.
- 2: If the Driver only has 1 Movement Point available that turn, they will have to wait for their next turn and hope for a better roll.
- 3: When returning a Roadster to the track, it is placed on the last space it was on, and remains facing the same direction as when it was pushed off.
- 4: If that space is occupied by another Roadster, that roadster is Pushed one space.
 - A: If the space the Roadster is meant to be pushed onto is ALSO occupied by a THIRD Roadster, then the original Roadster cannot get back on the track that turn. The same way a Roadster cannot push more than one Roadster at a time.

Abilities

How to Use

1: At any point during their Turn, Drivers may choose to use the Ability shown on their Ability Dice. This means the driver could:

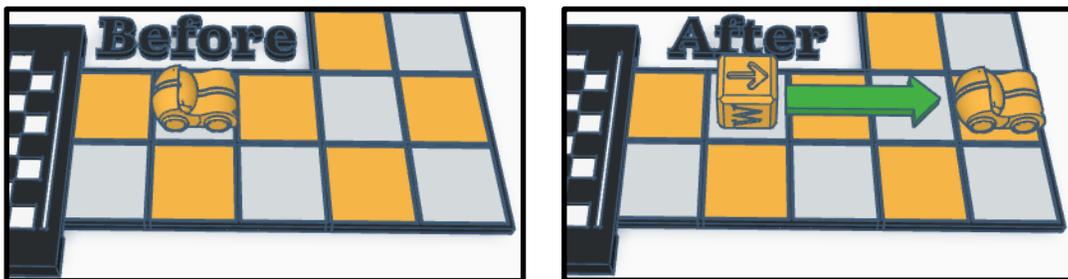
A: Use the Ability, then use their Movement Points OR

B: Use their Movement Points, then use the Ability OR

C: Use a one or more Movement Points, then the ability, then the rest of their Movement Points.

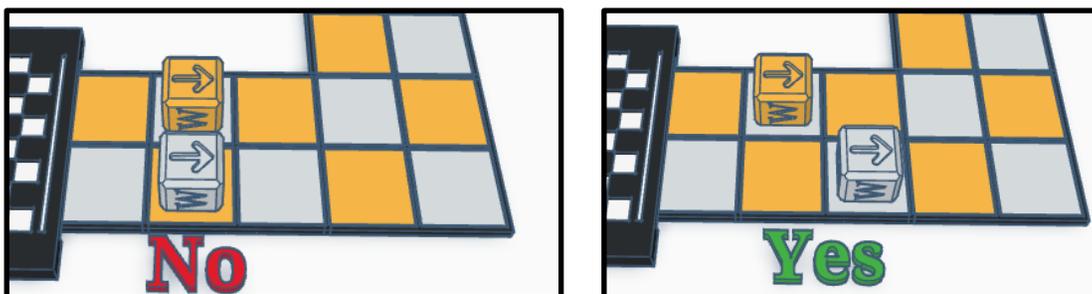
D: The only exceptions to this rule are the DRS and Pit Stop Abilities, which must be declared at the start of the Round.

2: If a Driver uses an Ability, they must place their Ability Die on the space their Roadster was on when they used the ability.



3: Ability Dice that have been placed on the track are obstacles for the other Drivers and must be driven around. They cannot be pushed or driven over.

4: Drivers may not use their abilities on a space such that placing their Ability Die would block all lanes.



5: Drivers can pick up their Ability Dice on their next lap by driving their Roadster onto the same space as the die.

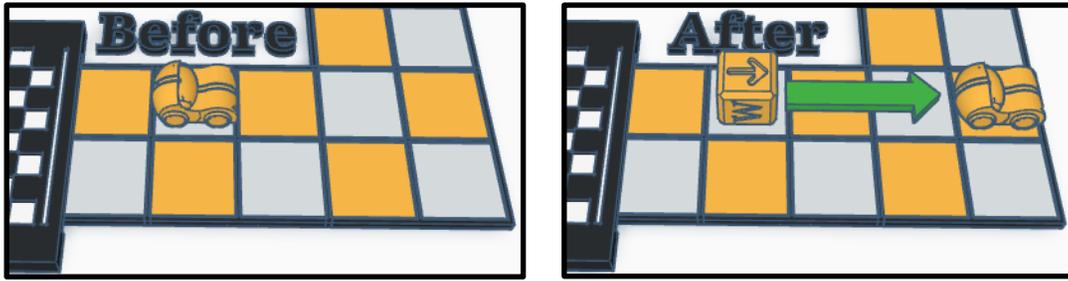
A: At which point the driver rolls it to acquire their new ability.

B: Drivers cannot pick up their Ability Dice from the Track and then Use it on the same Turn.

The Abilities

Boost

- 1: The Boost is represented by an arrow.
- 2: It boosts your Roadster exactly 3 spaces forward.
- 3: Drivers cannot turn during a Boost
- 4: Any other Roadsters in the way are pushed according to the normal Pushing rules.

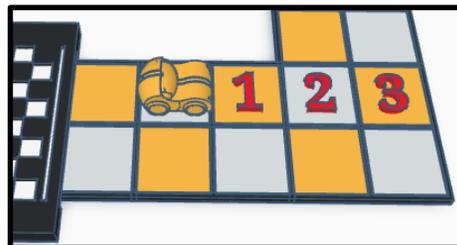


Pit Stop

- 1: The Pit Stop is represented by the letter 'P'.
- 2: When played, the Driver does NOT move their Roadster that Turn.
A: Usually Drivers will use this ability on a Turn with a low roll of the Movement Die such as a 1 or a 2.
- 3: On that Driver's NEXT Turn, when they roll their Movement Die as usual, they get DOUBLE the Movement Points
A: So if you roll a 5, you get 10 Movement Points

EMP (Electromagnetic Pulse)

- 1: The EMP is represented by EMP symbol, which looks an awful lot like a Wifi symbol but definitely isn't.
- 2: When played, the Driver unleashes a powerful burst of electromagnetism that disables all Roadsters on any of the 3 spaces directly in front of the Driver using the EMP.



- 3: When Roadsters are disabled they get knocked off the Track. They go off at the nearest available point that is not behind them.

DRS (Drag Reduction System)

- 1: DRS is represented by the letter 'D'.
- 2: Drivers must use this ability at the START of a Round, before any Drivers take their Turns.
- 3: When Played, the Driver using DRS gets to move first that Round regardless of what they rolled with their Movement Die.
- 4: If multiple Drivers Use the DRS on the same round, turn order for those Drivers is determined by the Movement dice as usual, but all Drivers will DRS will take their Turns before all other Drivers.
- 5: This Ability can come in very handy near the Finish Line!

Warm Tires

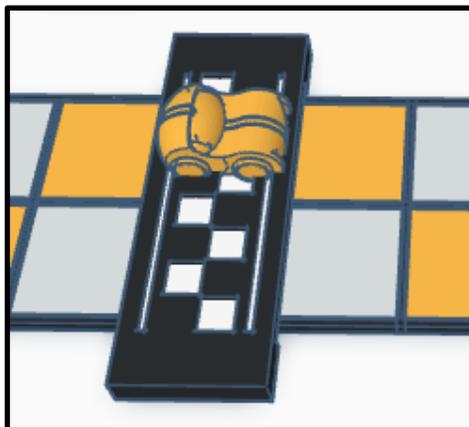
- 1: Warm Tires are represented by the Tire Symbol
- 2: When played, this Ability increases your Roadster's maneuverability by reducing certain Movement Costs.
 - A: Changing Lanes only costs **1 Movement Point**.
 - B: Getting back on the Track only costs **1 Movement Point**.
 - C: And Pivoting your Roadster 90 Degrees costs **ZERO Movement Points!**
- 3: This ability is great when you have a high roll and need to make some moves!

Wild

- 1: The Wild is represented by the letter 'W'
- 2: This allows the Driver to choose any one of the Abilities.
- 3: The Driver does not need to decide which Ability until they play it.

Victory Conditions

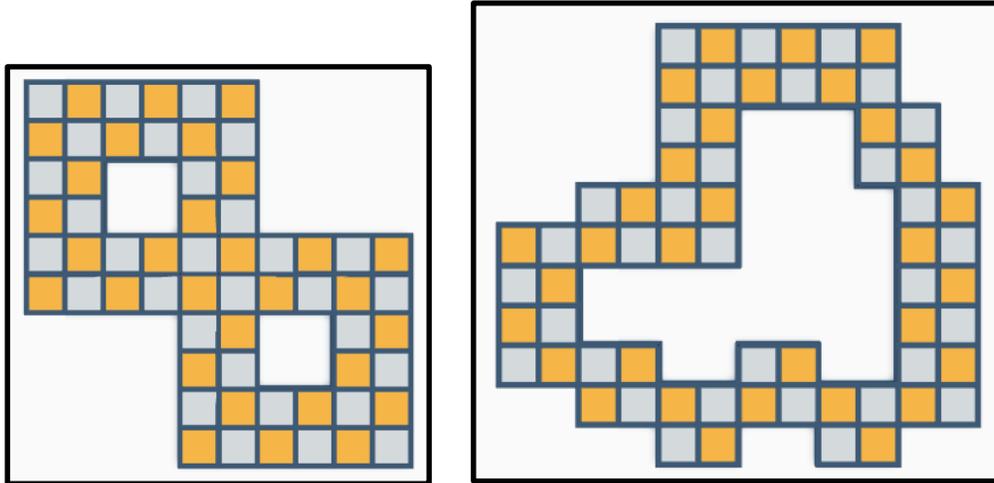
- 1: The first Driver to complete 2 Laps around the Track wins!
- 2: A Lap is completed when the Roadster lands ON the Finish Line



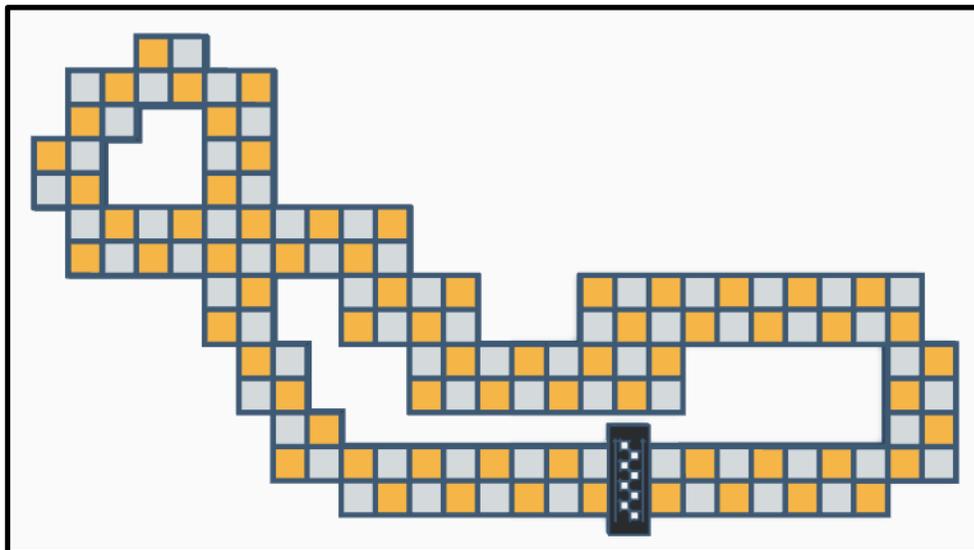
Variants

New Tracks

Once you've become familiar with the game, it can be a lot of fun to race on Tracks you design yourself. Here are a couple examples of alternative Tracks.



If you have multiple Board Game Consoles, things can get even more intense!



Marathon Mode

A standard race ends after 2 Laps. If you are looking for a longer game, just add more laps! All the same rules apply. Just make sure all the Drivers know how long the race will be!

Chaos Mode

Buckle your seat belts! Chaos Mode is for those brave souls that are less about speed and more about combat! All the standard rules apply except...

- 1: Drivers can roll their Ability Dice once per Round.
- 2: After using their Ability, Drivers do not put the Die on the track, they hold onto it for their next turn.
- 3: Drivers may only use an Ability once per turn, but may do so EVERY turn.

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