Demolition Racing 2055

デモリジョン レーシング

4-5 players (Also playable with 3) / 20-40 min / 8+

   During the 2050s in the future, people are going crazy over a dangerous race called Super Demolition Jockey (SDJ). Instead of waking up a genius racer from cold sleep to win the race, you were woken up by mistake to hold the wheel. It is easy to drive the car, but it is a tough race with traps, explosions and the cars bumping to each other. If you fall behind, you must immediately retire from the race. There are no lukewarm remedies for those who drop behind. Try to detect where the traps are and aim for victory.

Objective

Complete 3 laps before anyone else, or make all other players drop out.

Components

1 main board, 5 player boards, 2 Choice card sheets (Cut along the perforation), 5 wooden car tokens (1 each of 5 colors), 5 wooden Driver pieces (1 each of 5 colors), 15 wooden cubes (3 each of 5 colors), 5 Trap tokens (+2 spare tokens), 1 die, 5 stickers (to stick onto the car tokens)

Setup

1) The players each choose their color and machine (player board). Each player board has the Standard Machine on one side and a machine with a unique ability on the other side. In the first race, choose your machine in whatever way you like. In the second and later races, choose the cars in ascending order of your ranks in the previous race.

スタンダードマシン **Standard Machine**

HP
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | |
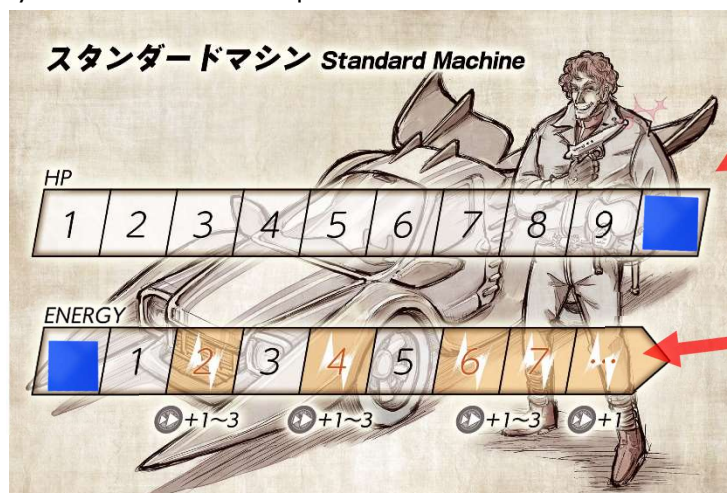
ENERGY
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | |

HP tracker
Moves down when you take damage. You must retire when it drops to 0. (Full HP at the start of the game)

ENERGY tracker
Moves up when you get an Energy Ball ⚡ (Set to "0" at the start of the game)

Place your color cubes, one on the "HP" tracker and one on the "ENERGY" tracker on your player board.

2) The players each place their color cube on a square in the "LAP 1" row on the main board and their Car token in the Starting Point without stacking them on each other. (Do not stack them when they are not moving.)The players each place their Driver piece ("Driver") in front of themselves.

Makibishi (-2 HP)

Driver area

Trap token area

Choice card area

No. of laps (LAP)

Pit (+2 HP)

Energy Ball   Start/Goal   Pit exit (+1 HP)

3) Everyone rolls the die and the person with the highest die roll becomes the first dealer. The dealer holds the Trap tokens (1 Bomb Trap and other blank Trap tokens) equal to the number of players.

How to Play

1) The dealer rolls the die, and then places in the center of the table the Choice card corresponding with the number of players and die roll. The squares on the Choice card indicate the mobility to advance and Energy Ball to acquire in the current turn.

Advance 1 step / 1 step + ⚡ / 2 steps / 3 steps / 5 steps

If the die roll is ⚄ or ⚅ with 5 players, use the Choice card shown above. After some players are eliminated and the number of players decreases, use the Choice card for 4/3/2 players depending on the number of players remaining.

2) The dealer sets up a trap by placing a Trap token face down in each square on the Choice card. One of the Trap tokens is the Bomb Trap ☀ token.

When you set up the trap, be careful not to have other players guess where the Bomb is from your facial expression or hand movement. Nonetheless, you must see and check what is on the Trap tokens before placing them.

3) <u>In clockwise order starting with the player to the left of the dealer</u>, place your Driver on a Choice square (= mobility). You cannot place your Driver on a square occupied by another player's Driver. The dealer places their Driver on the last remaining square (even if it is the square where they set up the Bomb Trap).
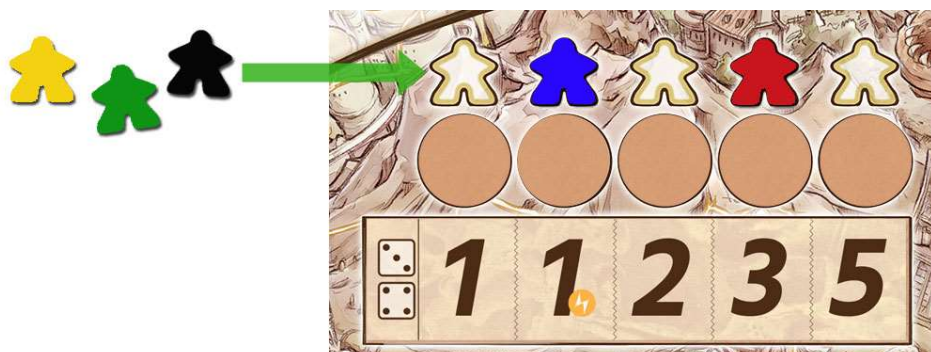
4) Check all players have placed their Drivers. Then, <u>in counterclockwise order starting with the player to the right of the dealer</u>, flip to reveal the Trap token on the Choice square with your Driver. The dealer is the last to flip their token.

⚙ **If your revealed Trap token is not the Bomb:**
  A) Advance your car the steps equal to the number on your Choice square.
  B) If there are any Energy Balls in your Choice square, move the ENERGY tracker up the number of Energy Balls you get. If an effect is stated in the new Energy level, resolve it immediately.
  * You may perform "(A) then (B)" or "(B) then (A)".

💥 **If your revealed Trap token is the Bomb:**
  You take damage from the explosion and lose 3 HP.
  Your Choice is negated. Thus, you cannot move or get any Energy Ball.

As the dealer's basic strategy, you might set the Bomb Trap on high-mobility Choice squares to prevent others from getting ahead. But if you do that all the time, others will avoid such high-mobility Choice squares, resulting in you having to take the Bomb Trap you have set.

5) If a player takes damage and their HP drops to 0, they are eliminated from the race. (Remove their Car token from the board.) After that, use a Choice card for one less player.

6) After everyone has moved, the dealer role shifts to the next clockwise player. Then repeat Steps (1) to (6).

Slipstream (Stack)

If your car stops at a square with another car running, place your Car token on top of it. If the car below moves, the car(s) on top of it moves together with it. Among the stacked cars, <u>the cars in the lower levels of the stack are ranked higher.</u>

Slipstreaming is a technique to use the car(s) in front to avoid air resistance. Imagine the car(s) stacked on top to be right behind the car(s) underneath.

Effects from the Course

【Makibishi】

If you stop at a square with a Makibishi icon, take damage and lose 2 HP. If stacked cars stop here, only the bottom-most car takes damage.

The name "Makibishi" comes from the Makibishi caltrop used by ninja, but it is actually a trap using a high voltage electric current.

【Energy Ball】

If you stop at a square with an Energy icon, move your ENERGY tracker up by 1. If stacked cars stop here, only the bottom-most car gains 1 Energy. If moving the ENERGY tracker up results in gaining an effect, use the effect immediately. You cannot save the effect for a later turn. It is mandatory to use the effect (even if you will step on Makibishi by doing so).

【Pit】

If stacked cars stop here, the cars are all removed from the stack and stay here, recovering 2 HP each. You recover 2 HP on each of your turn you stay in the Pit.

The cars in the Pit are not moving and thus do not stripstream (stack on top of each other).

【Pit Exit】

You recover 1 HP each time you pass here.
If stacked cars pass here, all cars in the stack recover 1 HP each.

Special Rules for the 3rd Lap

If you draw the Bomb on your third lap, move back to <u>the nearest empty square</u> (together with the car[s] on top of you if stacked) in addition to applying the Bomb effect. If you are moved to a square with an Energy or Makibishi icon, apply its effect immediately.

* This effect tends to be overlooked easily. If you forget to apply it and no one points it out to you, you do not have to apply it. Apply it the next time you remember to do so.

Special Choice card

The Dice Choice icon on the Choice card for 2 remaining players indicates a

choice to roll the die on your turn in Step (4) and move a number of spaces equal to the die roll.

End of the Game

The game ends when someone finishes three laps, or when all but one player have been eliminated. If someone finishes, other players continue until the end of the round and the game ends. If multiple players finish in the same round, the player who finishes earlier is ranked higher. Among stacked cars, the cars at the lower levels are ranked higher. Otherwise, the cars are ranked in order of closeness to the goal. Among the eliminated cars, those who have dropped out earlier are ranked lower.

When you play the game multiple times, the players each gain points in each game according to their rank as follows.

> 5 players: 6 - 4 - 2 - 1 - 0
> 4 players: 4 - 2 - 1 - 0
> 3 players: 3 - 1 - 0

The player with the highest total score is the overall winner for the season.

You may determine the first dealer by bidding. The player who bid the highest value reduces that value from their HP and announces who will be the first dealer.

Car Descriptions

Standard Machine

This machine was used by Jack Jackson, the legendary racer who took the world by storm by winning two consecutive championships in the late 2040s. Although some people nowadays slight this machine for being too "average", it nonetheless remains popular for being "generally strong".

Energy Effect: At a square with "+1~3" on the ENERGY tracker, advance the car 1 to 3 steps.
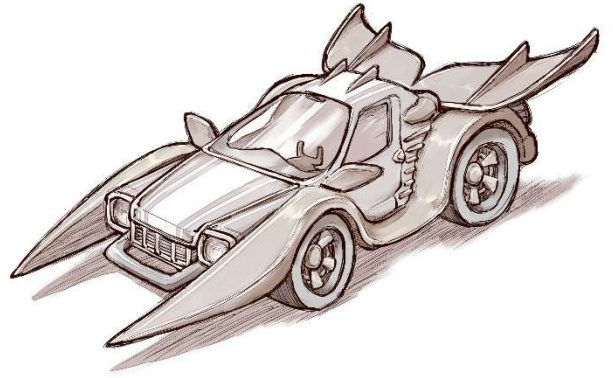
Turbo Machine

This machine is equipped with a turbo engine, which spews out flames and deal damage to the cars behind it. Furthermore, the damage to deal increases as the game proceeds!

Energy Effect: Deal damage to all the cars on top of and 1 step behind you immediately before you move. Note that the damage is dealt before the move, not after it.
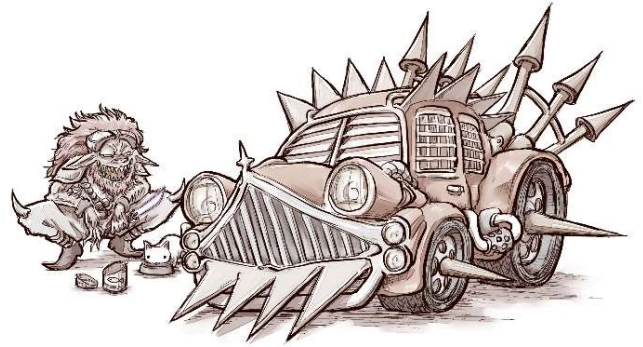
High Speed Machine

With this high-speed lightweight machine, add 1 step when you choose a speed of 2 or less. On the other hand, it is weak against impact and has only 7 HP. In this race with many Bombs flying around, 7 HP is vulnerable, but having an advantage with low numbers to which the Bomb trap is set up less likely, this machine may run better than expected.
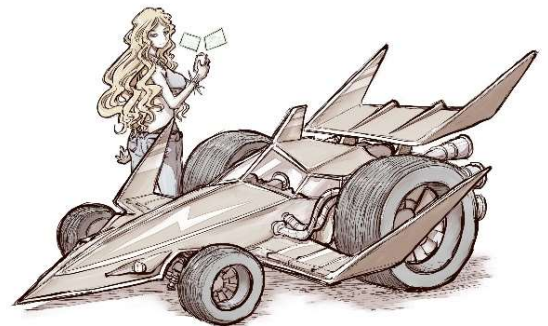
Jagged Machine

When reaching the required energy, you can send an electric current to the spikes protruding from the car and deal damage to the car that come into contact.

Energy Effect: Deal damage to another car when you land on or is landed on by it. (Only the car that comes into direct contact takes damage.) You can use this ability any number of times once you gain it. If raised to the maximum value, this car deals 3 damage each time it comes into contact with another car.

Heavy Machine

 This thickly armored machine with 12 HP, the highest among all the cars, is slow but resistant to damage. When choosing a speed of 3 or higher, remove 1 step. Slower speed is a disadvantage, but in this race, you also have the option to "just survive".
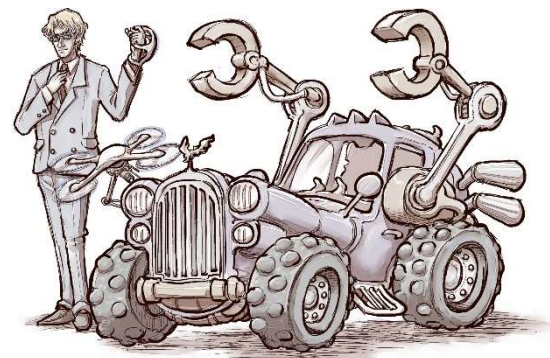
Energy Effect: At a square with "+1~2" on the ENERGY tracker, advance the car 1 to 2 steps.
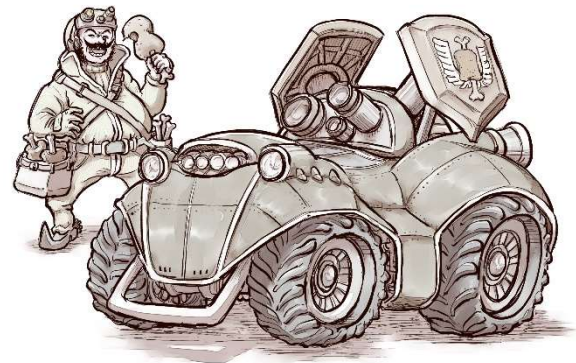
Technical Machine

 With this machine, you have 1 Energy already at the start of the game, and you can use the Energy Effect when you want to.

Energy Effect: By spending 1 Energy (moving the ENERGY tracker down by 1) on your turn, you can get on top of another car in the square in front of you. You cannot use this effect if there is not any car in front of you or when your Energy is 0. If there is another car(s) on top of the Technical Machine, that car also moves with it.

Contact for Inquiries

https://boardgame.web-saito.net/dr2055/