

TURBO-CARD Board Game



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A Friendly Reminder track

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TURBO-CARD

Turbo-Card Game Instructions

The *Turbo-Card* board game puts you in the driver's seat of a racing car. Your task is to complete one or two laps of a racing car circuit. Use your *Turbo Card* when the time is right and be the first to cross the finish line.

Setup

Each player selects a *car*, a *gearshift lever* and a *gear change chart*. Roll a dice. Highest dice roll has **pole position** (first). If players role a tie, reroll until a clear winner is decided. The player who has pole position places his/her car in the pole position space. Other players place their cars in the other spaces with white bay markings.

Start

Each player begins the game by rolling on the **Fast Start Chart**.

Dice Roll	Fast Start Chart
1	Your engine stalls. Lose a turn
2-5	Good start. Roll for first gear.
6	Great Start! Move 1 space, then roll for first gear.

Gears

Players begin the game in **first gear**. Players advance a *single* gear, from 1st gear to 2nd gear, etc on a single turn - move the gear icon to either the 1st 2nd or 3rd gear box. Place the gear stick icon on the gear change chart to track changes.

Braking

Players brake when their cars enter *red zones*. Place the car on the *first space* in the red zone. Players may enter the red zone in either *first* or *second* gear - *third* gear is not permitted. If players begin a turn on the square nearest the red zone, move a **single** space onto the red zone, even if a 6 is rolled. When entering a red zone players roll a dice. On a score of 4–6 the car has successfully braked. On a roll of 1-3 the player has overshoot the corner. The player then rolls on the **overshoot chart**. Players cannot roll above 2nd gear while in the red zone.

*If players chooses to enter the red zone in **first gear** then they may **reroll** a red zone 1-3 dice roll result. If players choose to enter the red zone in **second gear**, no reroll is allowed.*

Dice Roll	Overshoot Chart
1	A tire blows out. Lose 2 turns.
2-5	Your car skids. Lose a turn.
6	You swing into the corner too fast. Slow down! Stay in 1st gear until clear of red zone.

Other Rules

To cross from an outside lane to an inside lane costs 1 movement space *backward*. All 6's earn a *free reroll* and players can move up a gear on the reroll. Also, on a roll of 6, a player can cross to an inside lane in a *forward* direction. A 6 also allows players to automatically overtake a rival's car if that car is only a *single* space in front of their own car. This rule applies to both red zones and straight track areas.

Turbo Card



Each player receives a **Turbo-Card**. The **Turbo-Card** doubles the amount of spaces a player can move in a single turn. So, if a player rolls a 6, while in 3rd gear, then they move 8 spaces rather than the usual 4 spaces. **One use only.**

Winning the Game

The winner of the game is the player to first cross the finish line after completing 2 laps. A lap consists of moving your car around the board past the *pole position* bay where the race started. To win the game, a player must first go past the pole position area and then cross the dotted finish line.

Note: There are 3 lanes on the board and each lane has 26 spaces. In the *red zones* the outside lane has 4 spaces, the middle lane has 3 spaces while the inside lane has only 2 spaces. Consider this important detail when planning race strategy. Being on the inside lane means less time in the *red zone* where cars cannot go beyond **2nd gear**.

1 	<i>Gear Change Chart</i>	
1st Gear	1 2 3 4	Move 1 space
	5 6	Move 2 spaces
2nd Gear	1 2	Move 1 space
	3 4 5	Move 2 spaces
	6	Move 3 spaces
3rd Gear	1 2	Move 2 spaces
	3 4 5	Move 3 spaces
	6	Move 4 spaces

3 	<i>Gear Change Chart</i>	
1st Gear	1 2 3 4	Move 1 space
	5 6	Move 2 spaces
2nd Gear	1 2	Move 1 space
	3 4 5	Move 2 spaces
	6	Move 3 spaces
3rd Gear	1 2	Move 2 spaces
	3 4 5	Move 3 spaces
	6	Move 4 spaces

2 	<i>Gear Change Chart</i>	
1st Gear	1 2 3 4	Move 1 space
	5 6	Move 2 spaces
2nd Gear	1 2	Move 1 space
	3 4 5	Move 2 spaces
	6	Move 3 spaces
3rd Gear	1 2	Move 2 spaces
	3 4 5	Move 3 spaces
	6	Move 4 spaces

4 	<i>Gear Change Chart</i>	
1st Gear	1 2 3 4	Move 1 space
	5 6	Move 2 spaces
2nd Gear	1 2	Move 1 space
	3 4 5	Move 2 spaces
	6	Move 3 spaces
3rd Gear	1 2	Move 2 spaces
	3 4 5	Move 3 spaces
	6	Move 4 spaces

3



Turbo

2



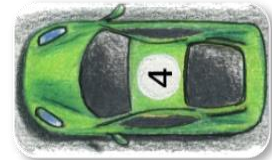
Turbo

1



Turbo

4



Turbo

Turbo Card Cars



Turbo Card Gear Lever Icons



For correct scale, the Turbo-Card game-board should be printed A3 size.

