



SCRAP RACER

EXPANSION 1

A game by
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for 2 - 8 Racer

Components

- 2 Racers & bases



Rockroaches



Collector

- 2 Dashboards



- 6 Lap markers

Reverse side:



- 6 Bonus markers



- 6 Boost markers

Reverse side:



2 each of +/- 1, opposite face, reroll

- 3 Race track pieces



Slime trail (straight), Scrap yard (curve) & Salvager (curve)

- 12 Scrap tiles

Reverse sides:



4 each of 3 types

- 1 Pit stop



- 8 Ability tiles



- 1 Rules booklet

The 2 new racers & bonus, goal, and boost markers

The new racers allow you to play with game with up to 8 players. The rules of the base game remain unchanged with more racers involved, but players have more choice of which racer to use when playing with fewer than 8 players.

Add the Bonus markers, Lap markers, and Boost markers to those of the base game; these may be used in every game from now on no matter the player count, but ensures that there are sufficient markers for all players. The number of Boost markers is increased by 6 now, so during the game 6 more Boost spaces can be filled.

Both new racers have a new unique ability, affecting the race:



Collector: The owner of this racer collects a Boost marker from a space not only when landing on that space, but also when landing on the space directly in front of or behind it.



Example: Nina (pink) landed on a space in between two boost markers. Due to her racer's ability she picks up both boost markers.

Note: When the boost markers are replenished after a racer crosses the finish line, this racer collects a new Boost marker only if it is on the Boost space exactly.



Rockroaches: When the owner of this racer rolls a 3/4 or 5/6 double, they may decide to forfeit taking a bonus marker and take a lower crash card instead: $5/6 \text{ double} > 3/4 \text{ crash card} \mid 3/4 \text{ double} > 1/2 \text{ crash card}$



Example: Amir (white) is currently in first place and has rolled a double 5. To minimize risk, he uses his racer's ability and draws a lower crash card, therefore not gaining a bonus marker.

The new race track pieces

Each of these new tracks impacts the movement of a racer in a different way, following specific rules that must be considered during the course of the race.

At the start of the game, the players decide if they want to include 1, 2, or all 3 of the new tracks. After assembling the complete race course, they randomly select matching tracks and exchange them for the new tracks they had selected for this game.



Example for a track set-up with all new track tiles included.



Scrap yard:

A racer must stop on the Stop space and end its movement there; any surplus movement points are lost. Using an ability or a bonus card is no help – the racer must always stop on this space. Only on their next turn may the player move on from this space. The scrap yard space (*next to the Stop space*) is an ordinary space like others.



Example: Amir (white) has rolled a 7 but can only move 5 spaces until he hits the stop space.

If 2 racers land on the Stop space a fight occurs as usual, and the winner advances by one space to the scrap yard, also as usual.



Example: Nina (pink) also lands on the stop sign with Amir (white). The ensuing fight is won by Amir who advances one space onto the scrap yard.



Slime trail:

A racer ending its movement on one of these 3 spaces (after using its ability), landing there due to a goal or crash card, or because of a fight immediately applies the rule of the space it is on:



Space 1: The player rolls 1 die and moves their racer **backwards** according to the rolled result.



Space 2: The player rolls 2 dice and moves their racer **forward** according to the rolled total.

Note: If the player rolls a double they do not draw a crash card.



Space 3: The player rolls 1 die and moves their racer **forward** according to the rolled result.



Important: After resolving the effect of the slime trail, if racers are on the same space, a fight occurs.

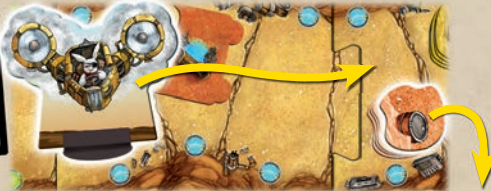


Salvager:

Stack the scrap tiles on their corresponding spaces during setup.



A racer ending its movement on one of these 3 spaces (after using its ability), landing there due to a goal or crash card, or because of a fight immediately takes the scrap tile (if available) from its space, keeping it in front of them.



Example: Natalie (yellow) lands on a scrap collector space due to the effect of a goal card. She picks up the scrap tile.

Players may use one of their collected scrap tiles at the end of any of their future turns by placing it next to their racer on its space. A scrap tile cannot be placed on one of the 3 spaces of the salvager.



Example: On a following turn Natalie (yellow) can place the scrap tile on a space she ends her turn on. From now on the space counts as 4 spaces for all players.

A space containing a scrap tile counts as several spaces, as shown on the scrap tile. In order to move onto or past a track with a scrap tile, the racer must have at least that many spare movement points as shown on that scrap tile, no matter if moving forward or backwards (*due to a crash card*).

If they have enough movement, the player removes the scrap tile and moves onto the space. If they have any movement points remaining after subtracting the number on the tile, they use them now.



Example: Amir (white) can clear the first scrap tile, thus removing it from the game. But he has to stop in front of the second scrap tile, and let his last movement point go to waist.

In case the player does not have sufficient movement points, they must stop on the space before the one containing the scrap tile.

Exception: If a racer lands on a track containing a scrap tile due to a fight, that player simply removes the scrap tile from the game and places their racer on that track.



Example: Nina (pink) wins the fight against Amir (white) and advances one space, therefore removing the scrap tile from the game.

Note: It may happen that a racer could move onto a track containing a scrap tile by using its ability; in this case it must still stop before that track.



Example: Torsten (red) can not use his ability to advance one space on a straight, since the next space counts as 2 spaces due to the scrap tile.

Pit stop

During setup, place the pit stop next to two straights approximately in mid-position of the complete race course (*see illustration*). Stack the ability tiles face up on the pit stop.

During the race the players may visit the pit stop in order to gain new abilities for their racer. If they want to do so, they must use the alternate path and end their movement at the pit stop so the new ability can be installed.



A = 8 spaces with the detour thru the pit stop.

B = 6 spaces for the normal track.

The pit stop is composed of 5 spaces; the 4 outer spaces function as normal, but are considered to be neither straight nor curved. As usual, only one racer can be on these spaces, otherwise a fight occurs.



A racer must stop on the center space and end its movement there; any surplus movement points are lost. Then, the player may select one of the ability tiles still available and add it to their Dashboard. They may use this new ability from now on in addition to those they have already. Several racers can be on the center track without a fight taking place.



Example: Nina (pink) takes the detour through the pit stop and stops at the middle space. She then chooses a new ability from the display. Even though Amir (white) is on the same space no fight occurs.

The abilities comprise all abilities included in the base game as well as the abilities of this expansion.

There is no limit for the number of abilities a racer may have, the only exception being that the initial ability of a racer cannot be chosen again to that racer. For each new ability a racer must visit the pit stop again.



Example: Torsten (red) has already been to the pit stop in the first round and now also uses the pit stop in the second round. This way he ends up with three abilities in total.