

Faster The Dragster

Quick Reference Sheet

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Lane Choice

Each driver rolls 1d6 the driver with the higher roll wins the lane choice.

(The Top Lane rolls first followed by the Bottom Lane for the burnout modifier, staging and reaction time at the light.

Burnout Modifier / Burnout Roll

Top Lane driver rolls 1d6 followed by the Bottom Lane Driver.

The number rolled is your burnout + modifier to be added to a burnout space if you should land on one.

Drivers place their burnout die on the edge of their lane behind their vehicle or write the numbers rolled down on scratch paper.

Staging

Top Lane driver rolls 1d6 to stage and immediately moves his vehicle front tires to that stage space. The Bottom Lane driver would then roll for his stage position and so on until both vehicles are staged and ready for the Christmas Tree count down!

Staging rolls must be one at a time. It's possible a driver can "over stage" and become DQ for going over the start-line or a driver may only be "Pre-staged" and would have to roll again. Remember the first driver to DQ is the loser of the race immediately. Even if your opponent driver should DQ later in his or her bi-run they are still considered the winner of that race.

Reaction Roll

Once the vehicles are properly staged the Top Lane driver rolls for his reaction time at the tree on 1d6

The lower number rolled is the fastest however, a roll of a "6" is considered too fast and is an automatic DQ!

The Bottom Lane driver would then roll a 1d6 for their reaction roll. The faster reaction roll (lower number) determines which driver accelerates from the start-line first.

*If by chance there is a tie at the tree, the vehicle deeper staged (closer to the start-line) will accelerate first. And... if by chance the vehicles are also staged at the same space the vehicle with a better burnout will accelerate first!

Acceleration Rolls

Driver with the faster reaction has the first turn / Acceleration roll. The acceleration rolls simulate "Gears"

For Faster the Dragster each vehicle has a four gear shifter!

1st turn = 1st gear roll 1d6, then the opponent driver rolls his 1st gear and so on...

2nd turn = 2nd gear, a roll of 2d6 (drivers can roll just a 1d6 if they choose)
3rd turn = 3rd gear, a roll of 3d6 (drivers can roll 1d6, 2d6, or 3d6 if they choose)
4th turn = 4th gear, a roll of 4d6 (drivers can roll as many die as they choose up to four)

Remember only a total of 4d6 can be rolled as a maximum roll even if your turns go over 4 acceleration rolls.

Drivers must land their vehicle within the "Speed Trap" or A.K.A. "The Lucky 13" at least once to legally cross the finish-line. Drivers will need to fluctuate the amount of dice they roll when they near the speed trap to avoid "Over shooting" and disqualifying.

The Speed Trap (Panel 8)

When inside "The Lucky 13" drivers are only allowed to roll 1d6. This area or speed trap represents the vehicles maximum speed.

The Wild Cards

The wild cards are collected by the winner of a race. Bi-run racers can also collect a wild card if they cross the finish-line without a DQ. These cards can be used as the drivers choose in thier next immediate race or future races.

(Wild cards must stay with the car that won them)

Racers play these cards as situations arise on the race track...

Ace = Blocks any action as directed on a space. It can block a DQ when over staging or over reaction at the Christmas Tree. This card CANNOT be used against your opponent... **The Ace is A.K.A. "The Save Card"**

Crazy 8s = Use these cards to move your opponent back 8 spaces or yourself UP 8 spaces!
When using your crazy 8 for your vehicle, place the card down before your acceleration roll then roll your acceleration dice and add 8 to the roll. Driver is allowed to ignore the space instructions if he or she chooses to on the space landed.

When using a Crazy 8 to move your opponent back 8 spaces wait for them to finish their acceleration roll, immediately announce "Crazy 8" they must immediately move their vehicle back 8 spaces. Ignore the space instructions on the space landed.

The Deuces Wild (2s) = The 2s block an opponents crazy 8 played on you or for him. The 2s block the Ace when used by your opponent to block an action against him related to the board, staging or reaction time DQs. The 2s also block space instructions giving to you as you land on spaces. The 2s also block your opponents 2s played on you or the board.

Visit fasterthedragster.com for a detailed rule set...

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