

nestorgames GP

Néstor Romeral Andrés

A racing board game for 2 to 8 players by
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INTRODUCTION

nestorgames GP is a fast and furious racing game for 2 to 8 players, derived from **TOP SPEED** by the same designer, that simplifies many aspects of its predecessor and also adds some fun twists such as special items or shortcuts. It is a tribute to the arcade racing games of the 80's, such as *SuperSprint* or *Nitro*.

MATERIAL (BASE GAME)

- Board with racing track
- One racing car, one cylinder, 3 discs and 6 dice for each of the 8 colors.
- 2 turbines (turbo boost).
- 2 rockets
- 2 bombs
- 2 wrenches
- 4 oil spills
- One large tube for storage

SETUP

Place the board (circuit) in the middle of the playing surface. Set the special items (gray) and the oil spills aside.

Each player chooses a color and takes all items and dice of that color (oil spills are black, but are not related to the black car).

Determine a starting player for the **qualifying round** by any peaceful means.

Each player, in counterclockwise order, does the following on her turn:

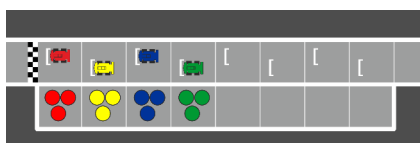
Roll one of your dice. Then you can opt to stop rolling dice or roll another one, and so on until you've either stopped rolling dice or you've rolled the same number twice. Notice that you can't roll more than 6 dice.

- If you have stopped rolling (you don't have any repeated result) add up all the values of your rolled dice. This is your qualifying value.

- If you've rolled the same number twice instead, your qualifying value is zero.

The player with the highest qualifying value goes first in the pit lane, with the rest of the players going in the same order as they are sitting and counterclockwise. Ties are resolved by additional rounds.

Place the cars accordingly in the pit lane. Place the 3 discs of each player on the **'box'** adjacent to the square that their cars are. Those are the lap counters. Some boards include additional counters for longer races.



Setup example for 4 players. Red won the qualifying round.

HOW TO RACE (BASIC RULES)

The player that qualified best starts.

On your turn, if your car is belly up (you crashed on your previous turn) flip it over and **pass the turn**. Your car doesn't move.

Otherwise, roll your dice the same way as in the qualifying round. One of these three things can happen:

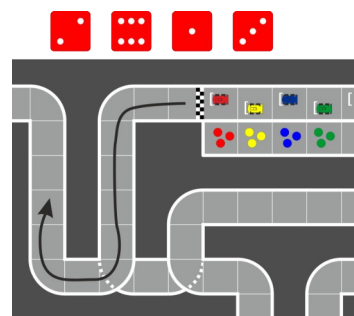
- You've rolled the same number twice but your car is **not** on a corner. Your car does not move.



Example: Yellow has rolled a second 5. Yellow doesn't move.

- You're rolled the same number twice **and** your car is on a corner. You've **crashed!** Apply the **Crashing** rule (see below). Your car does not move.

- You've stopped rolling so you don't have repeated results: Add up all the values of the rolled dice and move your car forward **exactly** that many spaces along the track. Other cars don't block your movement.



Example: Red moves 12 spaces (2+6+1+3)

If your car **moves** and ends its movement on a space occupied by **another car**, you bump into it:

- If the space **is a corner**, you've crashed into all cars on that corner. Apply **Crashing** to all those cars.

- If the space **is not a corner**, move the car you bumped into one space forward. If, as a result, that car bumps into another car repeat the process. If any bumped car moves into a corner, it crashes (apply **Crashing** to it). If there was another car (or more) on that corner then all of them crash on that corner.

In general, cars on corners can't move forward as a result of a bump. They crash instead. As a result, there can be several cars on a corner, but not on square spaces.

CRASHING

When a car crashes, flip it over belly-up, take one of its dice and place it on its 'box' by the side of the pit lane. You won't be able to use the dice that are in your 'box' unless you **Fix the car** (see below).

In general, cars only crash on corners. And every time a car crashes it gets flipped over belly-up and loses a die.

CROSSING THE FINISH LINE

If as a result of the movement, your car has **crossed the finish line** (after completing a lap; the first time does not count as it is the start of the race), then take one of your discs from your 'box'. If you've taken your 3rd disc you have ended the race (can agree on longer races). If you've been the first player taking all your 3 discs **you've won the race!** The rest of the players can continue racing until they finish.

FIXING YOUR CAR

Instead of taking any action on your turn, you can recover **one** die from you 'box', if any. Your car doesn't move this turn.

SPECIAL TRACK FEATURES

The availability of these features depends on which track you're using.

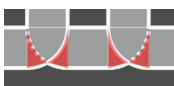
THE SHORTCUT

Once per race, your car can take the shortcut instead of making a full lap. This lap counts as a full lap for lap counting purposes.



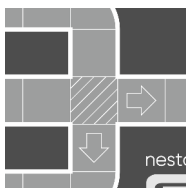
If you take the shortcut, place your **cylinder** in your 'box'. This is to indicate that you can't use the shortcut anymore.

Note: The small 'triangles' along the shortcut are not considered 'spaces'.



THE LOOP

The loop square must be crossed in a straight line (without turning). If you stop on this square, leave the car pointing in the correct direction so you know where to move on your next turn. When bumping into a car on this cell, bumping rules are applied as usual, but this means a car can be bumped away from its legal path. In this case, the bumped car must continue racing in the new direction on its next turn (indicated by the arrows). Notice that a bump might result on the bumped car losing or gaining advantage.



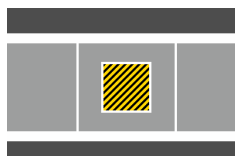
THE GATE

During the setup phase, place the gate on the 'Gate location'. It is forbidden to place an item on a 'Gate switch' space (see images below).

If your car **moves** and ends its movement on a 'gate switch' space do the following:

- If the gate is placed on the 'gate location', remove it and set it aside (the gate opens). Pass the turn to the next player.
- If the gate is set aside, place it on the 'gate location' (the gate closes). Pass the turn to the next player.

If the gate is 'open', cars can take the gate shortcut when moving (do not spend the shortcut cylinder).



A gate switch space.



The gate location.

The turns on both sides of the gate are **not** considered 'corners' for collision purposes.

THE TELEPORT

If your car **moves** and ends its movement on a 'T' space move it to the other 'T' space. By doing so, the car is not considered to cross

the finish line. If there is a car on the destination space just apply the bumping rule. It is forbidden to place an item on a 'T' space.



THE SPECIAL ITEMS (UPDATED)

* These rules replace all previous editions. The tray is no longer used. You can invent a rule for it.

Players can agree on using the 'special items' rules and which items to use before playing the game.

Before the race starts, the last player in the pit lane places up to 4 **oil spills** on empty spaces of the race track.

Then, this same player places each special item on an empty space of the race track. Bombs are placed facing up (active).

PICKING UP ITEMS

If, during the race, your car ends its movement on the square occupied an item (except oil spills or bombs), take that item.

HOW TO USE THE ITEMS YOU'VE PICKED UP

You can use **one** of your items **before** playing your normal turn.

- **Rocket**: Count the number of spaces in a straight line too the car right in front of yours (if there is a corner in-between you can't fire the rocket). Roll one die. If the result is *equal to or higher than* the distance to your target car, you hit it with the rocket and all the cars in that space **crash** with all the consequences (belly-up, die lost). Notice that you can make many cars crash at once if they're all in the same corner.

- **Wrench**: Recover **all** lost dice at once, flip your car over if it was belly up, and then play the normal turn.

- **Turbo boost**: Play the turn as usual, but when **moving**, count your highest die twice. Notice that if you can't move (you've rolled the same value twice) you lose the turbo boost.



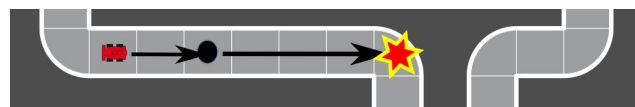
Example: Red uses the 6 twice, for a total of 18 movement points.

Once used, place the item on the first unoccupied space behind your car so it becomes available again.

BOMBS AND OIL SPILLS

- **Bomb**: If any car **crosses or ends** its movement on a space with a bomb, roll one die. If the die scores 1, 2 or 3 the car crashes (belly-up, die lost) and the bomb is removed.

- **Oil spill**: If any car **ends its movement** in a space with an oil spill the car slides in a straight line until it reaches a corner and crashes (belly-up, die lost), together with all cars on that space if any. Oil spills **remain** on the board for the duration of the race.



The Red car ends its movement on a spill, slides and crashes.

CHAMPIONSHIP RULES

A championship consists of several races. Determine the winning score for the championship (Recommended score is 3 times the number of cars).

Being 'n' the number of cars in the race, the winner of a race scores 'n' points, the second scores 'n-1' points and so on.

After each race, players add their scores to their accumulated score for the championship. If at least one player reaches or surpasses the winning score for the championship, the player with the highest accumulated score becomes the world champion. Ties are broken by the number of wins. If ties persist play a tie-breaker race.

TEAMS

This variant can be played with an even number of players. Every 2 players form one team. Teams must be arranged before the qualifying round. Racing order is irrelevant (just qualify as usual).

TEAM WINNING

Add up the race scores for all cars of each team to determine the winning team. Ties are broken by the highest ranked car.

ADVANCED RULES

You can agree on using these rules (or some of them) before the race starts.

ADDITIONAL SPECIAL ITEMS

You can use an extra set of special items.

SAFETY CAR

Whenever a player rolls a **double six** when in a curve or **crashes into a car already in a curve**, a severe accident happens and the involved cars lose all their dice (that they can recover in further turns).

The virtual safety car is deployed. For 3 rounds straight apply the following:

- The leading car can only roll one die.
- It is **forbidden to overtake** non-crashed cars or bump into any car. This is, any movement that would result in overtaking non-crashed cars or bumping into any car **must not be executed**. It is legal to overtake crashed cars, though.
- If a car has an accident during the safety car, a new safety car is deployed and the 3-rounds count is re-started.

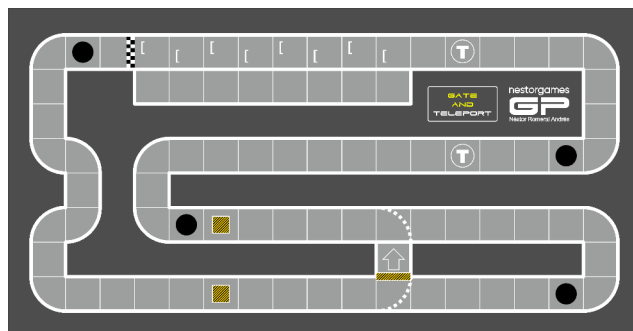
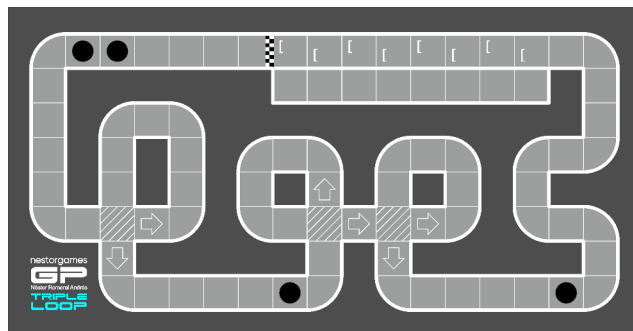
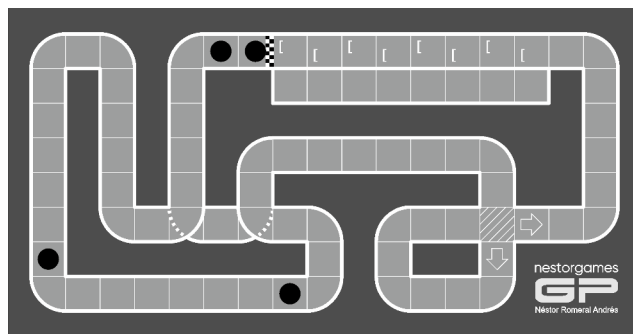
FASTEST TURN

Keeping track of the fastest lap requires some bookkeeping and it makes the game slower and cumbersome. But you can keep track of the **fastest turn** instead. Simply write down the **highest roll** whenever it happens. At the end of the race, the player that executed the highest roll wins half a point for the championship (0.5 points).

Example: A player rolls 9 movement points and gets the fastest turn. Later on during the game, a player rolls 12 movement points and becomes the new record holder.

WET RACE

Place 4 oil spills exactly as shown in the pictures depending on the track.



NOTES FROM THE DESIGNER

Prior to GP, I considered TOP SPEED to be my best multiplayer game. It was bashed and trolled on Boardgamegeek because it includes a mechanism used in another game (Incan Gold). As using existing mechanisms is something usual in game design and I enjoy this one so much, I've decided to use it **again** in GP. However, I'm using dice instead of cards to simplify the manufacturing and game play.

Notice that the maximum movement points seem to be 21, but there is a way to move up to 28 spaces on your turn. And even more! Can you see how?

The boards are so big because it's possible for several cars to collide on the same corner, so the track spaces are much larger than the cars. Also I've opted for a minimalist design because I like it.

I've updated the rules because the players always used the special items variant (all items on the board), and I've also made the bomb more dangerous.