

SPEEDRONE

FLY OR DIE

RULES

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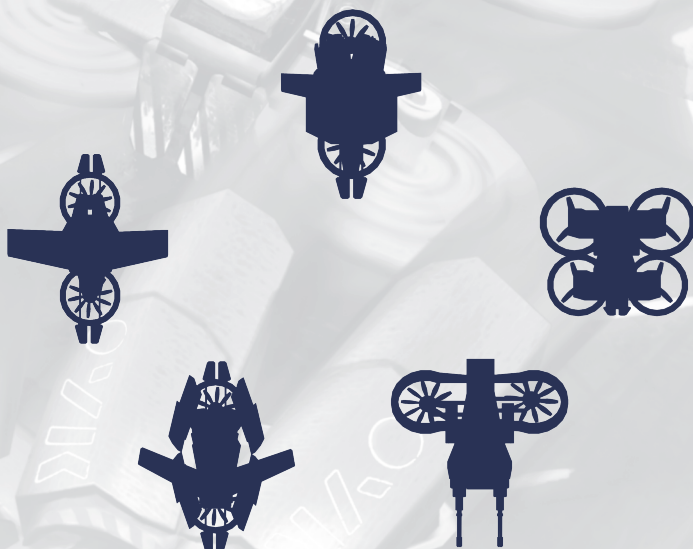
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MANUAL OF SPEEDRONE

INTRODUCTION

The use of drones in warfare in difficult environments has contributed to the spread of previously confidential and inaccessible technologies in the civil sphere. The first prototypes of radio-controlled racing and fighting drones for recreation were developed in the United States. In a very short time this new kind of sport completely replaced any other racing competition. The old racing teams quickly adapted to the new fashion and established national and international championships on circuits of all kinds, but in the suburbs of the metropolis these competitions took another direction.

In those events where the level of control was limited, clandestine competitions took place in old abandoned factories or in degraded neighbourhoods. In this races pilots acted unfairly and equipped their drones with different kind of weapons, even those usually forbidden in the official championships.

Owning a racing drone became a social necessity for the young people of the suburbs. High computerization at every level of the society and the easy availability of materials led to the birth of the first sports associations of kids, that with their radiocontrollers and VR visors were able to enrapture an audience of people oppressed by the harsh reality of life.

And so, at the beginning of 2050 the world faced a new era of young heroes in a world of competitive racing paradoxically safer than that of the previous century.

Speedrone – fly or die! – is a card game that simulates mad drone race competitions with high-tech drones that battle to reach the finish line at any cost. In order to win, a pilot must be ready to do anything: there is no place for pity or friendship, only deadly gadgets that the drones need pick up!

GAME COMPONENTS

120x Maneuver cards:

18x Acceleration 1, 13x Acceleration 2, 10x Acceleration 3, 5x Acceleration 4, 5x Braking, 8x Crash, 8x Disturber, 12x Flip, 8x Overtaking, 5x Sprint, 3x Shortcut, 5x Bite the dust, 5x Follow, 15x pit stop



30x Power Up cards:

: 3x Backup battery, 3x Boost, 3x Techvoyance, 3x E.M.P., 3x Shellfire, 3x Laser, 3x Sabotage, 3x Smokes, 3x Technospy



21x Event cards:

: 3x Bad weather, 3x Tunnel, 3x Chicane, 3x Easy way, 3x The public acclaims, 3x Straight, 3x Turn



15x Pilot cards:

5x The ace, 5x The strategist, 5x The expert

5x Drone cards:

1x Devastator, 1x Shield, 1x Mirror, 1x Vision, 1x Armor

5x Player boards

1x Race board

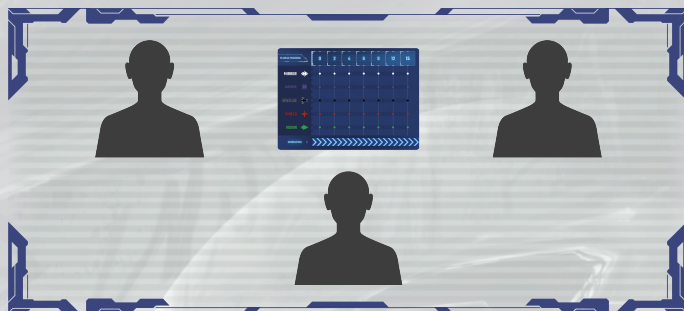
10x Speed tokens

5x Drone tokens

1x Manual (yeah, the one you are reading!)

SETTING UP THE GAME

First of all, put the Race board in the center of the table or the surface you and your friends are using to play. Alternatively, you can choose the best position you prefer, but remember that everyone should see



and reach the board easily.

Following this, every Player takes these actions to prepare to the race:

- Takes one Player Board and puts it in front of him/her with the 0 value downside



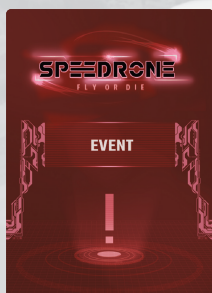
- Chooses or draws randomly a Drone Card and a Pilot Card. He/she puts these cards on the Player Board in the related slots



- Takes the Drone Token of the Drone he/she chooses and puts it on the drone's name on the Race board



- Takes the speed tokens of the colour of his/her Drone and puts them left and right on the 0 value on the Player Board



Img.1



Img.2



Img.3

Players then make the “Event Deck” using all the Event Cards they want: the higher the number of cards then the longer the race will be. The minimum number of Event Cards in the deck must be 5. Once the Event Deck is prepared and shuffled, it must be placed face down in a way it is accessible to all the players. The players can also make the Event Deck using all the Event Cards in the game and deciding to stop the game at a precise number of Event Card revealed (for example the players can decide to stop the game at the 10th Event Card).

To complete the set-up of the game, collect all the Maneuver Cards creating the “Maneuver Deck”, shuffle it and place it face down in a way it is accessible to all the players. Do the same thing for the Power Up cards, creating the “Power Up Deck”.

On every Player Board, the range from 0 to 9 is the speed of the Drone and it increases as the Maneuver Card - Acceleration is played (we'll see how later). It is very important to update the speed value promptly every time a played card modifies it. The range on the left represents the tens of the speed value, the

range on the right represents the units of the speed value.

Let's make an example: your drone has a speed value of 15, the range value on the left must be 1 and the range value on the right must be 5. To represent it you must put the speed tokens on the relative numbers (1 and 5 as stated above).

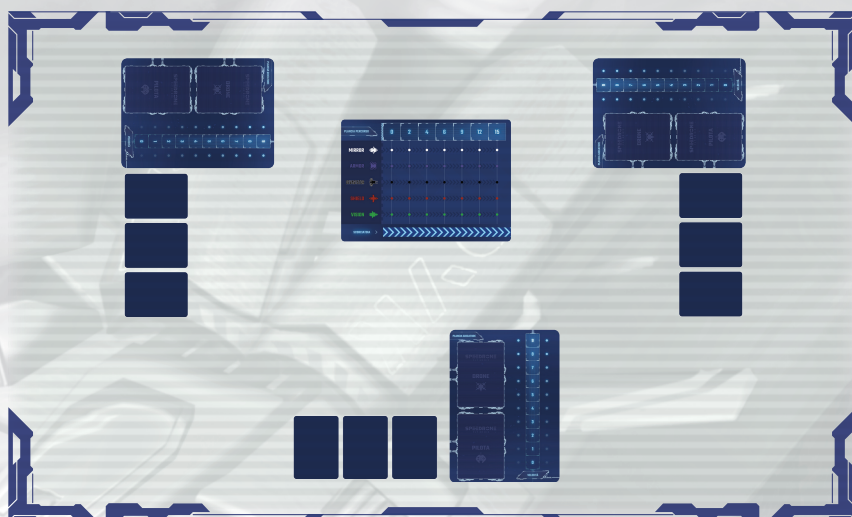
The Race board has a range (0, 2, 4, 6, 9, 12, 15) indicates the minimum "speed" a Drone must have to be in that position. Every time the speed of a drone increases enough to allow it to move to a new higher position, the player puts his/her drone token in that position. When the speed of a drone decreases under the value of the position occupied in that moment, the Drone Token must be put where the speed value complies with the Race Board. All these moves must be done immediately every time the speed value changes enough to cause the position of the drone to not comply with the race board minimum value required. The speed value of a Drone is the sum of the values on its Acceleration Cards in play.

Example: Bob's drone is in the 4th position on the race board, because his speed is 7 and the minimum value is 6. During his round, Paul plays a card that lowers the speed value of Robert's drone to 5. Robert checks immediately on the race board: the new speed value of his drone does not comply with the requirement of the actual position, so he must put his Drone Token to the previous position that requires a speed value of 4 (Robert's drone has a speed of 5 so it complies).

THE GAME START: READY? GO!

Every player draws 5 Maneuver Cards or 6 if he/she has the Pilot Strategist Card. Every Drone Tokens on the race board stay in position “0”, because the starting speed value is 0.

The first round is called “the start”: in this time all of the players play at the same time (putting on the table face-up) all the Acceleration Cards they have in their hands. Every player updates the speed value on his/her player board and then the position of the drone in the race board. This is the starting race position.



THE RACE

After “the start” the game takes place in rounds. The first player that acts is the one with the highest position on the Race Board, the other players follow in clockwise or counter clockwise, as the group prefers. If there are drones with the same position, the first one to act is determined by chance or by agreement.

The round evolves in these phases:

1. First of all, reveal the Event card on the top of the relative deck and place on the previous one, if any. Apply immediately the effect of the card. Beware that some Events' effect are active until another Event card is revealed. If the speed value changes during this time, update the positions.

2. Everyone plays his/her in the determined order (updated because of phase 1). During his/her time, the player can do the actions below.

2.1. At the beginning of his/her time, before doing any other actions, the player can draw up to 2 Maneuver Cards from the deck. If doing this he/she overcomes his/her limit, then they must discard the number of cards that would exceed before drawing the new ones.

Example: Nabil has 5 cards in hand: his limit. During his time, he wants to draw 2 Maneuver Cards from the deck, but in doing so he would have 7 cards in hand. Before drawing 2 new Maneuver Cards Nabil must discard 2 cards from his hand.

2.2. The player can play any cards he/she has in hand, in any order, but no more than 2 Acceleration Cards. Every time a card that modifies the position or the speed value is played, the player must update immediately these parameters.

2.3. The player can discard 2 cards from his/her hand and draw 1 Maneuver Card from the deck. He/she can do this until he/she has enough cards in hand to make the change (2 cards minimum).

2.4. When the player cannot or doesn't want to make other actions, end his/her time and the next player begins his/her time from phase 2. When all the players have played their time with the current Event, go to phase 3.

3. If there are unrevealed Event cards in the Event Deck or if the last established Event Card has not yet been revealed, then begin another round at phase 1, otherwise the race is finished. The player that occupies the highest position on the Race Board is the first ranked and wins! If there is a draw, then the player with the highest value Acceleration Card wins. If there is still no winner, then the player with the highest number of Acceleration Cards in play wins.

If after these rules a draw remains, those players will all be ranked first. In order to determine the 2nd, 3rd, 4th and 5th rank position, follow the same rules above.

The position on the race board and the speed value are two different parameters. The first one represents the position of the drone compared to others and it is used to determine which drone can be targeted by some cards. The second parameter represents how fast the drone is going. It can happen that two drones with the same position have different speed values.

There are cards that can be used as Reaction (they have the icon top right in red). This means that cards can be played in any moment of the game, also during the time of other players.

When a card says: "immediately before" or "immediately behind", you must consider the drone with the nearest position to yours (before or behind). If in doing so more than one drone is targeted, choose the one you prefer.

Some cards allow to draw cards from the Power Up Deck, the cards from this deck count in the limit of cards a player can have in his/her hand.

When a card is played, after the effect is applied it is usually discarded. When you discard a card, place it faced up near the deck where it belongs. The cards discarded have no longer any effect, they are

“countered” and “inactive”. Otherwise the cards just played and those that remains on the table are “in game” or “active”.

When there are no more unrevealed cards from the Maneuver Deck or Power Up deck, stop the game, take the discard pile and shuffle it. Then place the deck (the Movement or the Power Up) faced down. This is the new deck and the game resumes

All the Movement and Power Up cards have always an immediate effect in the moment they are played into the game. If a player decides to play more than one card, he/she cannot do it in the same moment, but he/she must play one at a time and wait a few seconds before playing another one (usually 3 to 5 seconds, depending on the choice of the group). This rule allows other players to try to counter the cards played by opponents. Once those few seconds have passed by, the card can't be countered.

Event cards have effects triggered by some conditions during the round the card is revealed. Hence if in this round the conditions happen, that effect becomes active and is applied.

For example, the Tunnel Event Card can lower the position for the drones with the same position, in any moment. Every time two or more drones have the same position, the effects on the Tunnel Event Card apply.

VARIANT: more than 5 players

Speedrone is a modular game. With 1 box you can play up to 5, with 2 boxes up to 10, with 3 boxes up to 15 and so on. If you want to play races with more than 5 players, please follow the rules below:

1) Race boards of all the boxes that you are using must be placed one below the other in such a way that the positions with the same value are all lined up. You must consider all the positions from different race boards with the same value as they were the same position.

2) Player board and tokens are delivered and positioned normally, but everyone must remember where his/her drone tokens are placed, because there are more than one Race Board.

3) Every player receives a Drone Card and a Pilot Card, but this time there will be one or more players with the same kind of Drone. Never mind, this is ok.

4) The Event Deck is only one and is prepared using the Event cards from only one box.

5) The group prepare 1 Maneuver Deck and 1 Power Up Deck for every box used. Cards from different boxes must never be shuffled together.

6) Players are assigned evenly to different race boards and decks. For example, with 6 players, 3 of them will draw cards from one group of decks, and the others from another group of decks. If the number of players is odd, players are assigned in the most even way, for example; if there are 7 players, a group will be of 4 and the other will be of 3.

7) The management of the round and the Event Deck is standard. The first player to act is chosen with the usual rule among all the players.

8) The same positions on different race boards count as one. For example; two drones in the position value "4" on one race board have the same position of two other drone in the same value on another race board. They can also interact normally during the Tunnel Event card, for example.



SPEEDRONE

FLY OR DIE

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Speedrone – fly or die! -is a modular card game about mad races of high-tech drones who fight to reach the goal at any cost. As the race goes by you will face tricky events, you will astonish your opponents with sudden maneuvers and crush them by equipping deadly power-ups!



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