PARK PRODUCTIONS PRESENTS

12+
60'

MARVELLOUS! SUPER! AMAZING! RACE'EM-UP ACTION!

GearMan GO!

RULES BOOKLET

FOR 2-4 PLAYERS

SUPER!

GEARMAN GO!

It's the marvellous, it's the super, it's the amazing... GearMan GO! race'em-up!

CONTENTS

4 Cars, 3 Gear dice *(white d6)*, 3 Gear dice *(black d6)*, 4 Gear cubes *(black)*, 4 Lap cubes *(white)*, 1 Lap tile, 4 Gear tiles, 19 Track tiles and 1 Rules booklet.

SETUP

Shuffle the Track tiles to randomly create the circuit as shown *(see back page)* ensuring black/white spaces are correctly orientated. Action spaces are random.

For each player racing, place a Gear cube *(cars begin in third gear)* on their Gear tile and a Lap cube on the Lap tile for the desired number *(1, 2 or 3)* of laps.

Players each roll one die. Highest places their chosen colour car in pole position *(inside lane)* of starting grid. Player to their left takes 2nd *(outside lane)* position. Continue clockwise until all active players are placed.

START / TURN ORDER

The player in pole position plays first. Play continues clockwise with the player to their left.

ON YOUR TURN

Roll the Gear dice for your car's current gear. 1st gear rolls any 4 dice, 2nd any 5 dice and 3rd & 4th all 6 dice. Retain doubles thrown and discard unused dice e.g.

Double 1:   Double 6:   Discard:

In 4th gear you may restart your turn by selecting 3rd.

MOVEMENT

Move your car one space per die forward or laterally into a space matching that die's colour. Spaces cannot be returned to. Continue to move one space per die until all dice have been played or until no further movement is available. Your turn ends should you have rolled no doubles.

BUMP

Occurs when a car enters an occupied space. Bump the occupying car forward one space - *bumps cause bumps!*

ACTION SPACES

Immediately perform each and all actions when driving or bumped into Action spaces. SUPER! select 4th gear. WOW! gear up. POW gear down. BOMB select 1st gear.

CIRCUIT

END OF RACE

A player completing all laps removes their car.

Race ends when all the finishing positions have been decided.

Customize the circuit for further races or add the GearMan GO! Expansion Pack.

END.