

Overview

There are two parts to Air Racing. The first part, is a deck building game representing the 11 months leading up to September. Each player starts the game with a small deck and with each turn gets more and better cards to transform your airplane into a true racer.

The second part of the game is the race itself. Players determine the starting order and then it's a three-lap sprint to crown the next air racing champion.

Contents

40 Dollar cards

64 Speed mod cards

- 25 Boost
- 24 FAST
- 15 Microknot

40 Action cards

- 10 each of Night Shift, Sponsorship, Team Effort, Wind Tunnel

6 White Pylon pieces

1 Blue Start/Finish Pylon

4 Aircraft tiles

10 Cut Pylon/Backfire Tiles

1 Calendar counter

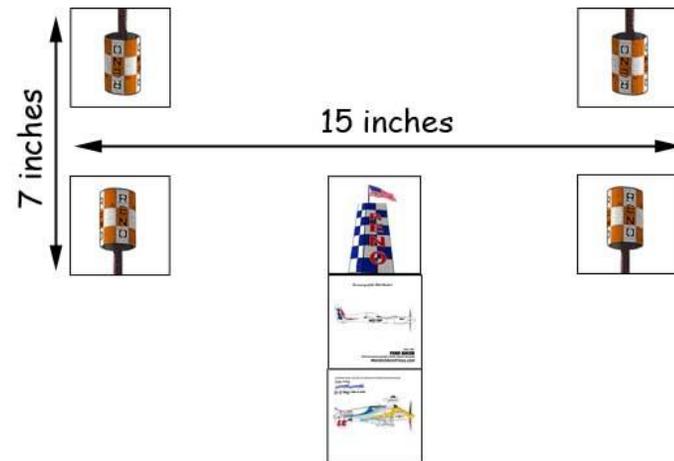
1 Lap counter

1 D10

1 Rule booklet

Speed Mod Season

A standard race is 3 laps and the standard course is pictured below. Players are encouraged to experiment with different courses and race lengths (Note that course length and number of pylons will impact game length and race strategy, and it is recommended that a race course be agreed upon at the start of game).



Arrange the 8 card decks at the center of the table: Dollars, Microknots, Boost, FAST, Sponsorship, Night Shift, Team Effort, and Wind Tunnel.

Each player takes 7 Dollars. Players then draw 3 more cards, which can be any combination of Boost or FAST cards (ie 2 Boost cards and 1 FAST card). Shuffle all 10 of your cards face down. This is your deck. Draw the top 5 cards. This is your starting hand.

Players take turns, with each turn having three phases:

Action Phase

In the Action Phase, you can play up to 2 Action cards from your hand. Simply place the card face up in front of you and follow the instructions on the card.

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Buy Phase

Every turn you may buy up to 2 cards. Costs are indicated in the lower left corner of the cards. Purchased cards are placed into your personal discard pile.

Cleanup Phase

Take all of the cards you have played (Dollars and Action cards), any cards you have purchased, and any cards remaining in your hand, and place them face up next to your deck. This is your discard pile.

Draw a new hand of 5 cards from your deck. When your deck runs out of cards, shuffle your discard pile and place it face down under your remaining deck. Then draw your remaining cards like you usually would.

Note that unused Actions, Buys, and Dollars do not rollover to your next turn. You start over with each turn, so use 'em or lose 'em.

Tracking the Calendar

Additionally, the player who goes last each round is responsible for tracking how many turns have taken place. This is done with the calendar counter. When the last player finishes his first turn, he changes the counter from October to November, then from November to December, and so on. When the player finishes his turn for August, Speed Mod Season ends and the racing begins.

Card Types

Action cards have a blue and white header and can be played in the Action Phase.

Night Shift: Cost \$4

- Draw another three cards from your deck (if your deck is out of cards then reshuffle your discard pile into your deck)

Sponsorship: Cost \$3

- You may buy an additional card in your Buy Phase this turn.
- Have two extra Dollars to spend during the Buy Phase (this does not give you another Dollar card, just how much you can spend this turn).

Team Effort: Cost \$3

- Draw another card from your deck
- Lets you play two more Action cards this turn.
- You may choose to discard any number of cards in your hand, then draw that same number of cards from your deck. This counts as one of your two additional Action Cards. (This is helpful at the end of the game when you have lots of Speed Mod cards clogging your deck)

Wind Tunnel: Cost \$4

- Testing makes your speed mod efforts twice as effective. Play an Action Card twice for the cost of one Action. If you play Wind Tunnel on another Wind Tunnel you may play an Action Card twice, then play another Action card twice. You do not get to play one Action card four times.
- A player may also elect to forego the Actions above and instead choose to get two extra dollars to spend during the Buy Phase like in Sponsorship. (This is useful if you have Wind Tunnel, but no other Action cards in your hand)

Dollars are used in the Buy Phase to purchase Action cards, Speed Mod cards, or even more Dollars.

Dollar: Cost \$1

- The thing that makes an airplane go fast.

Speed Mods have an orange and white header and used to upgrade the stats on your aircraft.

Microknot: Cost \$6

More speed is achieved a little bit at a time. 1 Microknot will increase your airplane speed (the number of spaces you can move) by +1/2.

FAST: Cost \$3

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Pilot skill is important and FAST (Formation And Safety Team) provides the training for safe uncoordinated formation flying at Reno. These cards make Skill Checks easier by increasing your roll by +1.

Boost: Cost \$3

Can be used any during Race Week. Boost is for when you need a little extra horsepower to get ahead. Boost is played during a player's turn, granting +3 Speed for that turn. The player must also complete a skill check for engine damage at the end of his turn.

- Multiple Boost cards may be played in a single turn, but it's gets riskier with each consecutive card. For every Boost card, you must subtract 1 from your skill check rolls. (ie if the first Boost needed a roll of 5, the second Boost would need a roll of 6. The third Boost a 7 and so on)
- Boost cards are single use only and must returned to the box after being played.

Race Week

All Action Cards and Dollars should be set aside. Players should hold onto their Speed Mod Cards.

Qualifying/starting order is based on total Speed. All aircraft have starting Speed of 4 plus any microknots gained during Speed Mod Season. The fastest player puts his plane at the start pylon on the inside line, next fastest player starts outside of him and so on. Any ties can be resolved by rolling a die, rock-paper-scissors, arm wrestling, or something.

Movement



Aircraft are moved by marking the front of the tile with your fingertip and moving the tile up so the back of the tile is where your finger is. The number of times a player can move is based on his Speed rating. If a player has a rating of 4, then he can move 4 tile lengths. If a player collects an odd number of Microknots then he would end his turn by moving half a tile length.

For Tabletopia, the blue and white checkered tile is provided as an optional tool to help count and track the number of movements.

Altitude changes and Boost cards can add to or subtract from a player's Speed rating.

Skill Checks

Skill Checks are used to resolve pylon cuts and engine backfires.

- Pylon Cuts must be resolved when an aircraft passes within a card's width of a pylon. If the Skill Check fails, that player receives a Cut Pylon token and must pay a penalty of -2 Speed to his next turn. Once the penalty is paid the Cut Pylon token is returned to the box. (See Winning for the exception to this rule)

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- If a player uses a Boost card, an Engine Backfire skill Check must be resolved immediately. If the Skill Check fails, the engine has backfired. The player does NOT get to move forward 3 spaces and receives a -3 Backfire token to resolve on his next turn. This penalty is resolved the same as you would a pylon cut. If the player has another Boost card, he may elect to spend it to avoid the Backfire penalty.

A Skill Check is performed by rolling the D10 into the lid of the game box. You must roll a 6 or greater to pass the Skill Check (this includes any Skill modifiers).

- If a player rolls a 0, the Skill Check fails regardless of modifiers.

For example, if you have 2 FAST cards. You only need to roll a 4 to pass.

Altitude

There are three altitudes: Low, Mid, and High. These are indicated by sliding the airplane up and down the stand. High is when the stand is all the way at the top, Low is when the plane is all the way at the bottom, and Mid is anywhere between the two. All players start at Mid altitude.



Players can change 2 altitude levels per turn. Doing so will affect your speed in the following ways.

Climbing costs 1 speed per altitude level.

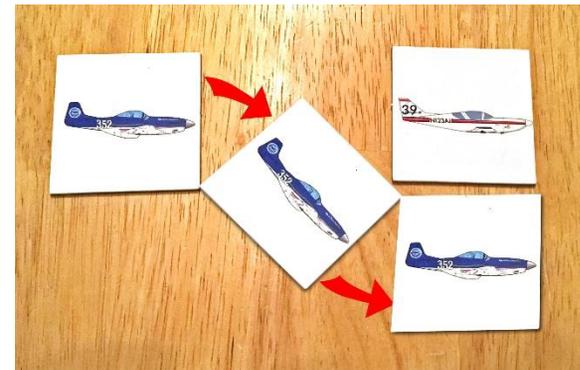
Diving gains 1 speed per altitude level.

Turn order

Turns are taken in rounds. Turn order within the round is resolved from first place to last. If two players are tied, then inside lane has the right-of-way.

Passing

Passing is accomplished by moving around another player's aircraft (no passing through, above, or below another player). If you are moving and run into the back of another player, you must spend 1 speed to move to the side so you're your cards do not overlap, before moving forward again (again no flying over someone).



A pass may only be attempted to the inside if there is at least a card's width of empty space between the plane and the nearest pylon.

Winning

First one to complete 3 laps and cross the finish line takes the gold. Players should finish their turn and move all possible spaces in the event of a tie, pylon cut, or engine backfire.

If a player has any outstanding pylon cuts or engine backfires, then the penalties must be paid by moving his airplane backwards the appropriate

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number of spaces. If this moves you back across the finish line, then you must finish the race on your next turn.

Ties

Because this is a turn-based game, it is possible for multiple people to finish on the same turn. The tie-breaker goes to the player who is furthest from the finish line.

Notes and Optional Rules

To make the game more realistic there are some additional rules which can be added.

- Add Qualifying laps and Heat races to establish starting position for the final race.
- Accurate race courses and lap counts. (ie 8 laps for IF1, Biplane, Jets, Unlimited and 6 laps for T-6 and Sport)
- Legacy rules: Let your speed mod stats carry over for greater speed in the next season.
- More pylons will create more risk of pylon cuts, making FAST cards more important. More pylons also mean more skill checks which will slow the game down a little.
- For races with a bigger course and/or longer laps, increase the stock speed.
- Replace the airplane cards with miniature models (3D printing websites usually have cheap airplane models). The base must be 2" by 2" to keep things fair for the other players.
- Quick Play: If you want to skip Speed Mod Season and go straight to racing, then each player is given \$25 to spend on Speed Mods to spend however they want. Once everyone has picked their mods, Race Week continues as normal.