

Turbo Track Challenge – Official Game Rules

Objective

Race through the track, survive hazards, outsmart opponents, and be the first player to reach the FINISH line.

1. Game Setup

- 2–4 players
- Each player chooses a car token
- All cars start on the START GRID
- Shuffle the Event Card Deck and place it on the “DRAW PILE”
- Youngest player goes first

2. How a Turn Works

On your turn:

1. **Roll the die**
2. **Move forward** that many spaces
3. **Apply the effect** of the space you land on
4. If you land on another player → **Duel**
5. End your turn

3. Special Spaces & Zones

RED BACK-2 (Hazard Zone)

- Move **back 2 spaces**, OR
- **Skip your next turn**
- If you have a **Pit Token**, you may ignore this effect

BOOST +3

- Move **forward +3 spaces immediately**

YELLOW SKIP 1

- You **lose your next turn**

SLIPSTREAM CORNER

If you land **directly behind another car**:

- Move **+1** (small boost)
- If you land on the **BLUE +7** space → move **+7** instead

PIT LANE

You may **choose** to enter the Pit Lane when passing it.

Inside the Pit Lane:

- Gain **1 Pit Token**
- Pit Token lets you:
- Ignore **one Hazard**, OR
- Add **+2** to a future dice roll

Leaving the Pit Lane returns you to the main track.

DUEL ZONE

If two players land on the same space:

- Both roll the die
- **Higher roll stays**, lower roll **moves back 1 space**

EVENT CARD

Draw the top card and follow its effect.

Examples:

- “Turbo Boost: Move +5”
- “Rainstorm: Everyone skips 1 turn”
- “Swap: Switch positions with any player”
- “Breakdown: Move back to the nearest Pit Stop”

4. Winning the Game

To win, you must:

- Reach the **FINISH** space
- Land on it **exactly**
If you roll too high, you stay where you are and try again next turn.

5. Optional Advanced Rules

Use these if you want more strategy:

Fuel System

Each player starts with **3 Fuel**.

Every turn costs **1 Fuel**.

Pit Stop restores **+2 Fuel**.

If you run out of Fuel → skip your turn until refueled.

Shortcut Rule

If a player rolls **two 6s in a row**, they may take a **shortcut** (jump ahead to the next Duel Zone).

Championship Mode

Play **3 races**.

Points per race:

- 1st: 5 points
 - 2nd: 3 points
 - 3rd: 2 points
 - 4th: 1 point
- Highest total wins the championship.