



# THRASH-CAR

## OWNER'S MANUAL

*Rules and  
Regulations!*

# START YOUR ENGINES

Welcome to the wildest championship racing circuit ever! The best race teams from various racing circuits have been chosen to compete in the winner-take-all THRASH-CAR Championship. The top four race teams from each circuit have earned a chance at international fame — racing and trading paint — on the THRASH-CAR circuit. So suit up, sign on, and prove you are the best around!

In THRASH-CAR, you are a Team Owner tasked with choosing your crew, car, and team strategy. You help your team drive their way to victory in some of the roughest and toughest race conditions out there. Show the world that you only back a winner and your team can't be beat!

Between two and four players (ages 8 and up) can participate in any given race.

# RACING KIT CONTENTS

- Game Board
- 100 Action Cards
- 50 Team Enhancement Cards
- 25 Track Cards
- 4 Trading Paint Cards
- 8 Team Placards (16 Teams)
- 4 Durability Tracking Clips
- 4 10-sided Dice (also called 1d10);  
One Die Per Player
- 4 Action Tracking Pawns
- 16 Race Car Tokens
- 4 Race Car Token Stands
- 4 Lap Counter Pawns
- 12 "Gas Can" Team Enhancement Counters
- 1 Rule Book (You're Reading it Right Now!)

## Collector's Edition Racing Kit Contents

- 8 additional Action Cards
- 1 additional Racing Group
  - 2 additional Team Placards (4 additional Teams)
  - 4 additional Race Car Tokens
  - Foil embossed Placards and Box Cover

# SETTING UP THE GAME

Before you get started, familiarize yourself with the commonly used terms in the glossary on page 8.

1. As a group, Owners decide the number of laps that will be run in the race (3-5 laps) and on which track the race will be run. There are two tracks on which you can play THRASH-CAR (*Figure 1*). The track you choose to play will show your level of skill, but also allow you to determine the speed of the race.
  - **Sprint Track (30-60 minutes):** Choose this track when you want a quick and dynamic race. To run this type of race, use the dirt track (the one with four Track Card spaces) on the side of the game board that has two tracks. This is a dirt track sprint race, used for speed or Owners who are new to racing. Be careful — Sprint tracks do NOT have Pits, so Pit rules do not apply during a sprint race!
  - **Derby Track (60-90 minutes):** Choose this track when you want a longer race that requires a little more strategy. To run this type of race, use the paved track (the one with six Track Card spaces) on the side of the game board that has two tracks.



Figure 1: Sprint Track and Derby Track

2. As a group, Owners decide if they will play using one or both of the optional rules: The Pits Tow Rule (see page 6) and the Changing Race Conditions Rule (see step 8, below).
3. Each Owner rolls their 1d10 die to determine the order of play. The Owner with the highest roll has the "Pole Position." The order of play starts with the Pole Position Owner and moves clockwise.
4. Each Owner selects which race circuit they want to sponsor, choosing ONE circuit from following exceptionally successful, competitive, and driven groups:
  - **All 'Merican Redneck Racin':** American stubbornness drives these champions to the finish line! They don't know the meaning of defeat, or a lot of other words, but they'll not let that stop 'em.
  - **Fast and Famous:** \*\*\*Only Available in the Collector's Edition \*\*\*  
From the runways to the straight-aways and the red carpets to the checkered flag, these stars know what it takes to be Number One. The winner's circle is just one more stage from where they can steal the show.
  - **Holistic Hippie Eco Rally:** Eco-friendly fuels and alternative lifestyles push the success of these nonconformist winners! Just like their views, they've got no problem with any track that goes green.
  - **Silver Sundowners Old Folks Tour:** When you have one foot in the grave and the other on the accelerator, and dinner is at 4:30 p.m., you don't have time to waste! What these teams may lack in speed, they more than make up in benefits, life insurance, and big damn cars.
  - **Suburban Divas Soccer Mom Circuit:** School drop-offs, PTA meetings, coffee runs, hair appointments, soccer games, and dance lessons have honed the turn-by-turn instincts of these champions! They break records without ever breaking a nail.
5. Starting with the Pole Position Owner, then the next Owner in a clockwise order, each Owner picks their Team Placard (Figure 2). There are four teams to choose from for each circuit. The Team Placard has to be from the circuit the Owner has chosen to sponsor.
6. Each Owner draws two cards from the Team Enhancement Card deck and places them on their Team Placard, in the two boxes with the heading "ONCE PER LAP." Set the rest of the Team Enhancement Cards aside, away from the Game Board.
7. Each Owner then attaches the Durability Tracking Clip to the Team Placard at the starting Durability value. All Owners start the race with 30 durability points, plus five points per owner participating in the race.

**Example:** In a race with four Owners, the starting Durability would be  
 $[30 + (4 \text{ Owners} \times 5 \text{ Points})] = 50$

8. Shuffle the Track Cards and place one, face up, on each space on the track starting at the Start/Finish Line and going clockwise, until all of the track spaces are filled with one Track Card. Set the rest of the Track Cards aside, away from the Game Board.

#### *Changing Race Conditions Rule (Optional Track Card Set Up)*

As an alternative to the set up of the Track Cards, as described above, Owners may choose to race using the Changing Race Conditions Rule. The set up of the Track Cards when using this rule is as follows:

- a. When placing the Track Cards, place them face down on the track you have selected.
- b. When an Owner challenges the track space to move, they turn the Track Card



Figure 2: Team Placard

face up and proceed with their movement roll. The Track Card stays face up until an Owner successfully moves past the track space.

- c. If the Owner moves past the track space, place the used Track Card in a separate Track Card discard pile. Then select a card from the Track Card draw stack and place the drawn card face down on the track.
  - d. When there are no more Track Cards in the draw stack, shuffle the Track Card discard pile and use those cards as the Track Card draw stack.
9. All Owners place their Action Tracking Pawn on the “N” spot on the Action Indicator (in the gearshift area of the Team Placard). The other four numbers on the Action Indicator show how many actions are available to the Owner for their turn.
  10. Any one of the Owners shuffles the Action Card deck and places the cards in a draw pile on the designated space(s) on the Game Board (*Figure 3*).
  11. Each Owner (starting with the Pole Position Owner and moving clockwise) draws their starting hand of seven cards from the Action Cards draw pile.

*You're Ready to Start Racing!*

## RACING/ACTION CARD SEQUENCE

The goal of THRASH-CAR is to move around the track and be the last car running or — even better — the first to cross the finish line after the designated number of laps. To move your car around the track, you have to move your Race Car Token from one track space to the next. To move forward to the next track space during a turn, Owners try to meet or exceed a Target Number indicated on the Track Card of their current track space by adding the values of the Action Cards in play, the Attribute value on their Team Placard, and the value of a roll of their die. The process for changing tracks spaces is as follows:

1. The Driving Owner looks at the Track Card that is placed on the track space where their Race Car Token is located and notes the Target Attribute (Suspension, Handling, or Acceleration) and Target Number on the Track Card.
2. The Driving Owner then declares that they are attempting to proceed to the next track space by drawing a card from the Action Card draw pile and playing it face down in front of themselves, which begins to form the Driver's Racing Action Stack.
3. The Driving Owner moves their Action Tracking Pawn to the next sequential number on the Action Indicator (gearshift) on their Team Placard.
4. The other Owners can then play up to one Action Card each from their hand, on the Owner currently driving. If they decide to play any Action Cards on the Owner, they lay it face down on top of the Driver's Racing Action Stack.
5. Once all the competing Owners have either laid down an Action Card on the Driver's Racing Action Stack or passed, the Driving Owner can choose to place up to two Action Cards from their hand face down on the Driver's Racing Action Stack. The Driving Owner is limited to one card if there are only two Owners in the race.
6. The Driving Owner shuffles the Driver's Racing Action Stack and turns the cards face up.
7. The Owner sorts all the cards in the Driver's Racing Action Stack (*Figure 4*). Any card with a zero (0) value is enforced first. Some zero cards have a roll table on them — these cards may be positive or negative cards, depending on the roll and this is done before resolving the Action Card stack. Then the Owner adds



*Figure 3: Card Placement on Track*

up all the positive cards and then subtracts all the negative cards to determine the overall value of the Driver's Racing Action Stack.

- The Owner then adds the attribute value from their Team Placard. This number is added to the value of the Driver's Racing Action Stack and the resulting number is the amount added to or subtracted from the Owner's movement roll to see if they successfully move.

### Example

- The Track Card is for the Handling attribute with a Target Number of 5
- The driving Owner's Team Placard has a Handling attribute of +2
- The cards in the Driver's Racing Action Stack have values of -3, +1, +2 and -1 (Figure 5)

- The Owner determines the Net Value of their Racing Action Stack by adding the values of the cards in the stack. In this example:

$$[(-3) + 1] + [2 + (-1)] = -1 \text{ Net Value}$$

- The Owner then determines the Net Modifier Value:

$$\text{Net Value} + \text{Team Placard Bonus} = \text{Net Modifier Value}$$

$$\text{In this example: } [-1 + (+2)] = +1 \text{ Net Modifier Value}$$

- The Owner rolls the 10-sided die and adds the Net Modifier Value (see example above) to the roll. If the total is equal to or exceeds the Target Number on the Track Card, the Owner succeeds in their attempt to progress to the next track space.

If the total is less than the Target Number on the Track Card, the Owner fails in their attempt to progress to the next track space and the Owner decreases the car's Durability (on the Team Placard) by a number equal to the damage value indicated on the Track Card.

*Note: A natural roll of 10 is an automatic success no matter how much is subtracted from the roll. A natural roll of 1 is an automatic failure (there are Special Abilities that can add to a roll of 1 and possibly allow the Owner to succeed).*

When the Driving Owner occupies a track space with one or more other Owners and has at least one Action left, they can Trade Paint ("bump") the other car(s) as they race around the track.

## TRADING PAINT

- To Trade Paint, the Driving Owner must declare that they are going to Trade Paint and announce the Owner they're targeting. If there is more than one opponent in the track space, the Driving Owner can choose to Trade Paint with any of them. The Driving Owner can then Trade Paint with each other Owner in any order they would like, one at a time, per the rules listed below.



Figure 4: Sorted Cards in Driver's Racing Action Stack

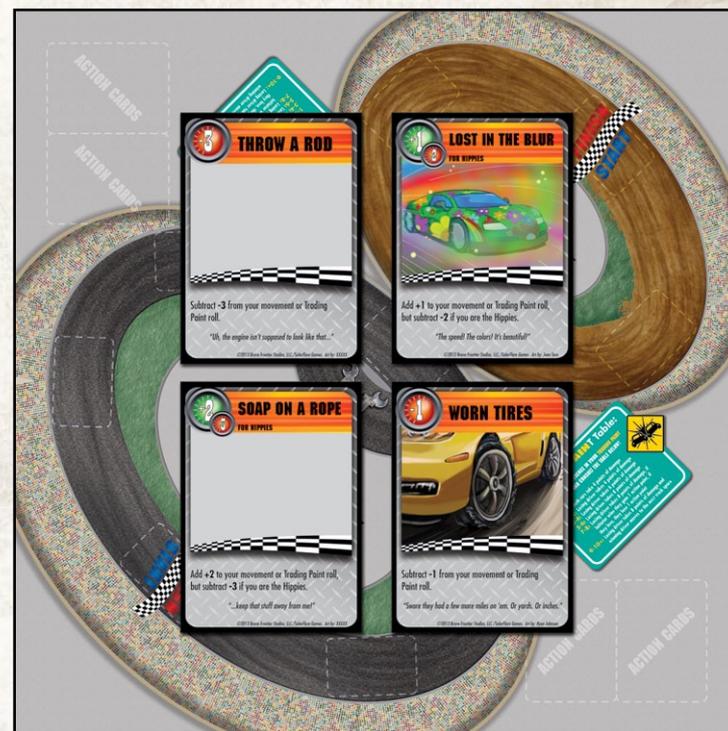


Figure 5: Cards in Driver's Racing Action Stack (from example)

2. The Driving Owner places an Action Card face down in front of themselves and moves their Action Tracking Pawn up to the next sequential number on their Action Indicator (gearshift).
3. The targeted Owner can lay up to one Action Card from their hand face down in front of themselves.
4. The Driving Owner and the target Owner each roll their 10-sided die.
5. The Owners participating in Trading Paint then flip their action cards over:
  - If an Owner plays a positive card, it adds to their own roll.
  - If an Owner plays a negative card, it subtracts from what the other Owner rolls.

*Note: Some Action Cards have an additional modifier for a particular racing team, which makes it possible to play a card that is both helpful to the Owner playing it and harmful to their opponent (Figure 6).*

Some Action Cards cannot be played during Trading Paint, as indicated by a notation on the card.

6. The Owners apply any modifiers for Trading Paint to their rolls, as determined from the Action Cards played or the Trading Paint attribute on the Team Placard. The Owner with the highest adjusted roll "wins" that interaction.
7. The winning Owner then determines the **difference** between their adjusted roll and their opponent's adjusted roll and looks up that number on the Trading Paint table located in the green boxes on the Game Board, on the Trading Paint Cards, and as written below:
  - 0: Both cars take 4 points of damage
  - 1-2: Losing Owner takes 4 points of damage
  - 3-4: Losing Owner takes 6 points of damage
  - 5-6: Losing Owner takes 8 points of damage
  - 7-8: Losing Owner takes 8 points of damage. If initiator wins, they gain one Action point, if they lose, they lose one Action point.
  - 9-10+: Losing Owner takes 8 points of damage and winning Owner moves to the next track space

#### *Limitations for Trading Paint:*

- Owners may not Trade Paint during their first turn of the game.
- An Owner can only Trade Paint if they still have an Action available for that turn.
- Owners must have tried to move at least once. Otherwise, they will have to have an Action left to try to move after the Trading Paint Action has been enforced.



Figure 6: Card with an Additional Modifier for The Hippies

## THE PITS

When an Owner is on the track space at the entrance to The Pits, they can choose to spend an Action to enter The Pits and repair their car's Durability (Figure 7).

Once an Owner is in Pit Row, they can purchase repairs to their car. Each Action spent will restore 10 points of Durability. Owners may purchase repairs by doing the following:

1. The Owner declares how many Actions they wish to spend.
2. They move their Action Tracking Pawn up by the same amount they have declared to spend.
3. They add 10 to their Durability for each Action spent, up to their starting maximum (see Setting Up the Game, page 1).
4. If the Owner has any Actions left for this turn, they can use one to leave The Pits. The Pit exit directs the Owner where to return to the track. If the Owner exits The Pits, they move their Action Tracking Pawn up to the next sequential number on the Action Indicator.
5. If the Owner has any Actions left after returning to the track, they can continue making movement rolls or Trading Paint.

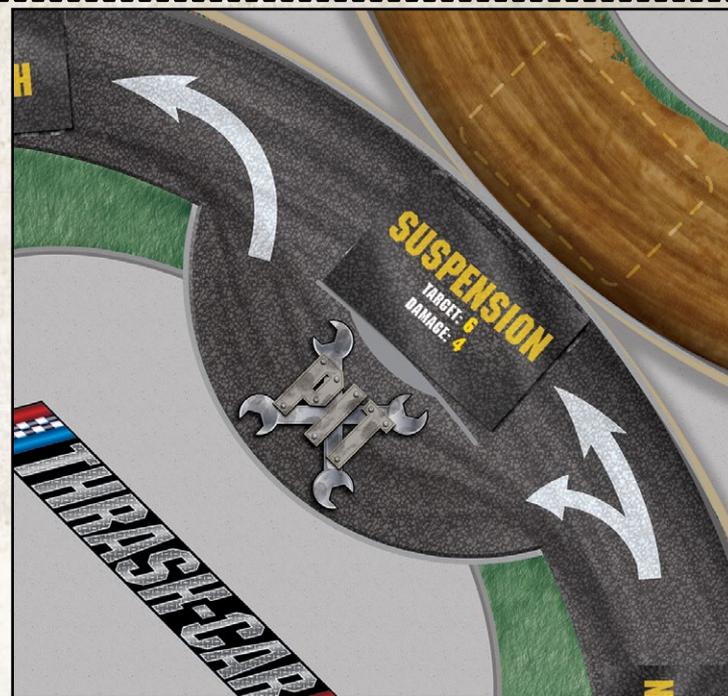


Figure 7: The Pits

### Limitations for The Pits:

- An Owner must spend at least one Action per turn to stay in The Pits regaining Durability. If they do not, they have to leave The Pits and continue racing.
- An Owner cannot spend an Action point to purchase Durability and stay in The Pits if they are already at maximum Durability.
- While repairing a car, its Durability cannot exceed the maximum that was determined at the beginning of the race (see Setting Up the Game, page 1).

### Pits Tow Rule (Optional Pit Rule)

If a car's Durability is reduced to zero or less (negative value), the Owner can pay to have the car towed to The Pits and purchase repairs to get the car back in the race. If the car passes the Start/Finish Line, the Owner moves the Lap Counter Pawn up to the next sequential number on their Team Placard.

An Owner can spend two Actions for each Track Card their tow truck passes on the way to The Pits entrance. If the Owner has an Action left, they can enter The Pits and attempt to repair their car. This process can take more than one turn.

## TURN SEQUENCE

1. Owners (starting with the Pole Position Owner and moving clockwise) draw their starting hand of seven cards from the Action Card draw pile.  
The driving owner has the option, after all other owners have drawn up, to discard up to two cards from their hand and draw two replacements.
2. An Owner can declare their turn over at any time, as long as they have initiated one Action Card sequence in an attempt to move to the next track space, even if their movement roll was unsuccessful.

If an Owner is in The Pits, they can stay there as long as they spend at least one Action buying Durability. They cannot spend an Action if their Durability is at maximum.

3. Determine if the Owner is in The Pits:
  - If YES, use The Pit rules (refer to page 6)
  - If NO, continue to the next step
4. Owner declares any Trading Paint Actions:
  - If an Owner declares they will Trade Paint, enforce any Trading Paint Actions by following the Trading Paint rules (refer to page 4)
  - If the Owner will not Trade Paint, continue to the next step
5. Owner shows they are going to attempt to move by drawing one card from the Action Card draw pile and placing it in the Driver's Racing Action Stack and then moving their Action Tracking Pawn to the next sequential number on the gearshift section of the Team Placard.
6. Action Card Sequence (see Racing/Action Card Sequence section, page 3)
7. Owner rolls their 10-sided die (1d10)
  - If the roll (after Action Card sequence modifier results are added or subtracted) is greater than or equal to Target Number on the Track Card, the Owner moves their Race Car Token to the next track space.
    - If they crossed the Start/Finish Line, the Owner moves their Lap Counter Pawn up to the next sequential number in the Lap Indicator on their Team Placard, to show a completed lap and reset any "ONCE PER LAP" Team Enhancements.
      - If the Lap Indicator equals the laps needed to win, the Owner wins and the game is over
      - If the Owner has any Actions left, go back to step 2
      - If the Owner is out of Actions this turn, their turn ends. Skip to step 10 below.
  - If they fail their roll, enforce any special effects that might be left from the Action sequence (usually the ability to re-roll a fail or being forced to re-roll a success) and continue on to the next step.
8. If the Owner fails the roll, the car's Durability is decreased by a number equal to the damage value on the Track Card.
  - If the car Durability is at zero, it is destroyed and out of the race
  - If the optional Towing Rule is in place, enforce.
9. Does the Owner have any Actions left for this turn?
  - If YES, go back to step 2
  - If NO, continue to the next step
10. The next Owner starts their turn — start over at Step 1.

*Note: Owners with destroyed cars don't have a turn, but they can still draw and play Action Cards during the other Owners' turns and continue to affect the outcome of the race. If, however, the optional Tow Rule was selected during the initial game set up, Owners with destroyed cars get a turn, so that they can use Actions to tow the car to The Pits.*



*The last car running or the first car to cross the Finish Line (after the number of laps set at the beginning of the race) wins. Please note, you must cross the Track Card on Start/Finish Line to win.*

# GLOSSARY

**Actions:** The number of things you can do during your turn. Each Owner has four Actions per turn in all race types. Actions include:

- Starting a Movement Roll Sequence
- Entering The Pits
- Buying Durability in The Pits
- Exiting The Pits
- Trading Paint

**Action Cards:** These are the cards you draw and use to improve your racing ability or hinder that of your opponent(s).

**Action Indicator:** The area of the Team Placard that resembles a gearshift and represents how many actions are available for the Owner each turn.

**Attributes:** There are five basic attributes that are used in THRASH-CAR. Four of the basic attributes are listed on the left side of the Team Placard, just below the picture of the race car:

- **Suspension:** Rates a car's ability to deal with track conditions that affect a car's suspension.
- **Handling:** Rates a car's ability to deal with track conditions that affect a car's handling.
- **Acceleration:** Rates a car's ability to deal with track conditions that affect a car's acceleration.
- **Trading Paint:** This attribute helps determine how well a car performs while Trading Paint.

The fifth basic attribute runs across the bottom of the Team Placard:

- **Durability:** Indicates how much damage a car can take before it is disabled or destroyed. All cars start with a base of 30 Durability points. For each Owner participating in the race, each car adds five more points to their starting Durability. If your Durability reaches zero, your car is destroyed and out of the race.

**Driver's Racing Action Stack:** The card or cards that accumulate in front of each Owner during their turn.

**Driving:** An Owner is "driving" when it is their turn.

**Movement Roll:** An attempt to move to the next track space.

**Target Number:** One of the numbers on Track Cards that an Owner must meet or exceed during their turn in order to move on to the next track space.

## Team Enhancements:

### *ONCE PER RACE Special Abilities*

There are two kinds of Special Abilities that you can use one time in each race: Permanent Special Abilities and the NOS Button. When you use one of these

Special Abilities, you place a "Gas Can" Team Enhancement Counter over the Special Ability you're using, to indicate it's been used up for this race. THE "ONCE PER RACE" Special Abilities are:

- **Permanent Special Abilities:** Each Team Placard has two Permanent Special Abilities (in the boxes with the heading "ONCE PER RACE") that differ on each Placard.
- **NOS button:** The NOS button is available to all cars and race teams. If you activate the NOS button when an opposing Owner enters your track space, you can force them to expend an Action point to Trade Paint with you. This has to be declared before they begin a movement roll and they have to have an Action left (see page 4 for Trading Paint guidelines).

### *ONCE PER LAP Special Abilities*

During the initial set up of the game, each Owner draws two Team Enhancement Cards and places each one face up in the two empty Enhancement boxes (the boxes with the heading "ONCE PER LAP") on their Team Placard. When they use one of these abilities, they turn it face down to show that it has been used for this lap. Each time an Owner passes the Start/Finish Line, they can turn these cards face up to indicate that those Enhancements can be used again.

**Team Enhancement Cards:** These are the cards drawn during the initial setup of the game and placed on the Team Placard's blank Team Enhancement boxes (indicated on the Team Placard by the heading "ONCE PER LAP") to determine a team's Random Enhancements for the race.

**Team Placards:** These are the large Placards that determine advantages and disadvantages for a race team and its car. Each Team Placard features a Manager, Mechanic, and Driver. Each Team Placard has two Permanent Special Abilities (indicated on the Team Placard by the heading "ONCE PER RACE") and a NOS button.

**Track Cards:** These are the cards that fill the empty spaces on the track and determine racing conditions. These cards define the target attribute that will be used to determine Owners' movement around the track.

**Trading Paint Cards:** Refer to these cards for the results of Trading Paint.

**Turn (also referred to as "Driving"):** A turn starts each time an Owner is able to draw cards and roll to move their Race Car Token. It ends when that Owner has used all of their Actions or declares their turn is over. Note: An Owner cannot pass their turn without using at least one Action to either attempt a movement roll or buy Durability in The Pits.

## CREDITS

**Game Design:** Dave Killingsworth and Bryan Ledford

**Development:** Dave Killingsworth, Bryan Ledford, and Angie Shumway

**Editing:** Dave Killingsworth, Mark Montgomery, Diana Nichols, and Rachel Weber

**Graphic Design and Art:** Bryan Ledford, Rachel Weber, and Jason Benningfield

**Playtesting:** Aaron Allred, Brian Baker, Josh Buchanan, Chris Bullock, Chris Chappell, Evan Draughon, Victoria Draughon, Gustavo Duran, Dave Friedman, Julie Friedman, Kyle Maurerhan, Diana Nichols, Victor Osemeke, Ray Park, Tony Salla, James Scarano, Angie Shumway, Brad Venable, Russ Parker

## SPECIAL THANKS

Madness Games and Comics, Chris Mettler and Sophie, Morgan Schmidt, and Jason Henriksen

© 2013 SolarFlare Games/Brave Frontier Studios, LLC. Thrash-Car is a trademark of Brave Frontier Studios, LLC.  
All rights reserved. No part of this product may be reproduced without permission from the publisher.

**For more information, visit [www.thrashcargame.com](http://www.thrashcargame.com)**

