

TOP SPEED MINI

A board game for 2 to 8 players by
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Setup example for 4 players

INTRODUCTION

TOP SPEED MINI is a fast and furious racing game for 2 to 8 players (recommended 2 to 5). It's the simplified version of **TOP SPEED**. **TOP SPEED MINI** uses one single **TOP SPEED** deck shared by all players, one small car for each player and a small board. The games are shorter than in **TOP SPEED** and are based on *Kart racing*.

Please read the rules carefully, as they are quite different from those in the **TOP SPEED** rulebook and you might miss something!

For example, there is no *Safety Car*, *Pit Stop* or *Drive Through* penalty in **TOP SPEED MINI**. Also the number of laps for the race is smaller.

You can play **TOP SPEED MINI** with a **TOP SPEED** set, but not the opposite.

MATERIAL

This is what you need to play **TOP SPEED MINI**:

- A small TOP SPEED board (one pad) depicting the Montmeló circuit (SPAIN).
- A **TOP SPEED** deck of cards. Some of the cards are not used in **TOP SPEED MINI**.
- 8 cars in different colors.
- 8 color markers.
- A carrying case.

BASIC RULES

SETUP

Place the board (circuit) in the middle of the playing surface.

Remove all '*Safety car*' and '*Drive Through*' cards from the deck. They are not used in **TOP SPEED MINI**.

Each player uses a race car and takes the corresponding color marker.

If it's your first game, randomly determine the starting order and place the cars on the track in order, starting on the 'finish line' space (see picture). If you play several games in a row, the cars start a new race in reverse order as they ended in the previous one.

The deck is shuffled and placed next to the board. This is the 'drawing pile' and it must be face-down at all times. A 'discard pile' will be formed next to it during the game (face-up, to avoid confusion).

Determine the number of laps for the race (around 3 is recommended).

Place your color marker before you, so everybody can see which player drives each car.

The race can start now.

ROUND

The game is played in rounds.

Players play in **turn** each **round**. The turn order is determined by the **race order**, with the first player in turn order being the driver of the lead car in the race.

Example:

*'Red' leads the race, then 'blue', 'yellow' and 'green'.
The round goes 'red', 'blue', 'yellow', 'green', 'red',...*

For a large number of players, it is recommended that one player takes care of the racing order, by announcing the colors in order.

DRAW PHASE

The cars are moved by drawing cards. There are several types of cards:

- 'Movement cards': They allow you to move your car.



One (22 cards) and two (12 cards) movement points

- 'Trouble cards': They may cause you some trouble:



Yellow Flag (2), Engine trouble (9), Tire trouble (10) and Off track (12)

On your turn, you must do **one** of these 3 things:

- **Draw** the topmost card of the 'drawing pile' (just 1 card!) and place it in front of you, forming a row with the previous cards you've drawn (if any). If you've just drawn a 'Trouble card' and there is an **identical** card already present in your row, then **you end your round and you cannot draw more cards until the next round**. You lose all your movement points and your car will not move this round. **Do not** remove the cards from the table yet! (See TROUBLE CARDS' EFFECTS.) If you haven't drawn two identical 'Trouble cards', then when it's your turn again, you can draw another card.



Example: You've drawn 2 'Engine trouble' cards!
You're done for the round!

- **Pass:** If you pass, turn the last card you've drawn 90 degrees. **Your round has ended and you cannot draw any more cards until the next one**. Keep the cards on the table. You may not pass if you haven't drawn any cards this round. You must have drawn at least one.
- **Fix your car:** If you've accumulated 'Damage cards' in previous rounds, you might want to fix your car. You can fix your car **only** if you haven't drawn any cards yet in this round. If you declare that you're fixing your car, you can't draw cards this round. Discard **one** of your 'Damage' cards (see 'Trouble cards' effects' below) to the 'discard pile'. **Your round ends and you cannot draw any cards until the next round**.

Once everybody's round has ended, the movement phase begins. Players that have passed sum up the movement points of their 'green' cards.

TROUBLE CARDS' EFFECTS

Remember that if you've drawn two equal 'Trouble cards' during the round, you lose all your movement points and your car will not move this round. Apart from this, **some** 'trouble cards' have **additional** effects:

- **Tire troubles:** You keep one of the two 'Tire trouble' cards before you, forming a row with any other previous 'damage cards' thus forming your 'Damage row'. From now on, and until you discard it by fixing your car, all your movement points for the following rounds are reduced by 1 for every card on your 'Damage row'.
- **Engine troubles:** You keep one of the two 'Engine trouble' cards before you, forming a row with any other previous 'damage cards' thus forming the 'Damage row'. From now on, and until discard it by fixing your car, all your movement points for the following rounds are reduced by 1 for every card on your 'Damage row'.

- **Yellow Flag:** If there are 2 'Yellow Flag' cards on the table (no matter which player has drawn each of them), overtaking is not allowed in this round.

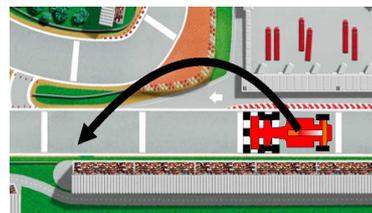
Example: Player A draws a '1', an 'Engine Trouble', a '2', an 'Off Track', and then... another 'Engine Trouble'! He loses all the movement points and places one of the 'Engine Trouble' cards in front of him, discarding the rest at the end of the round, after the movement phase.

MOVEMENT PHASE

The movement phase begins. Every player, **in race order**, moves his car a number of spaces equal to the number of movement points collected in his row, if any, minus 1 for each card in his damage row, if any. Remember, if there are 2 'Yellow Flag' cards on the table, no overtaking is allowed, so if you would overtake another car, you simply stop behind it. Movement points cannot go below zero.

If your car lands on a space occupied by another car, your car must be placed in the space behind it. If this space is also occupied then place it in the space behind that one, and so on.

If the **lead car** crosses the finish line in the direction of the race, the Laps Remaining are reduced by 1.



The lead car crosses the finish line

The movement phase ends.

Remove your played cards (but not the *Damage cards!*) and add them **face-up** to the discard pile.

Whenever the drawing pile gets depleted, shuffle the discard pile and place it facing down. It becomes the drawing pile.

The round ends.

LAPPED CARS

In rare cases, a car may be lapped. To keep track of this, place its corresponding color marker next to it (until it catches up).

GAME END

The game ends when, **at the end of a round, at least one** of the cars has crossed the finish line completing all the laps. The leading car wins the race.