

Welcome to Tau Ceti RaceCards

A Note From The Designer

Tau Ceti RaceCards began with my son's early obsession with cars. Two years later, and after dozens of game revisions, he is even more passionate about cars and now he gets to share that passion with the whole family when we play Tau Ceti RaceCards on a nightly basis.

The game has taken many forms over the years, from sliding cards around to change positions to the race track tabletop version today. We have kept testing, revising, and improving it through family games, friends, and blind playtests. We are still developing Tau Ceti RaceCards, including work toward a premium physical version. Now, we feel this print-and-play kit is ready to share with you.

Thank you for giving Tau Ceti RaceCards a place on your table. We hope you enjoy the race.

Included in the print

- Rules
- Cards
- Track tiles
- Cars and car tokens
- Fuel tokens

What To Bring

- Scissors or paper cutter
- Tau Ceti RaceCards dice app running (<http://dice.race.cards>) OR d6, d8, d10, and d12 dice
- Optional: rounded corner cutter, card sleeves, cardstock, coins/cubes as tokens

Before Your First Race

- Cut out cards, track tiles, car tokens, and Fuel tokens.
- Give each player 3 Fuel tokens.
- Build a circuit with the track tiles.
- Shuffle the deck and deal 4 cards to each player.

Tau Ceti RaceCards

Objective of the Game

Be the first car across the finish line. If multiple cars finish in the same round, the car that travels farthest past the line wins.

Setup

Each player chooses a car and the matching token.

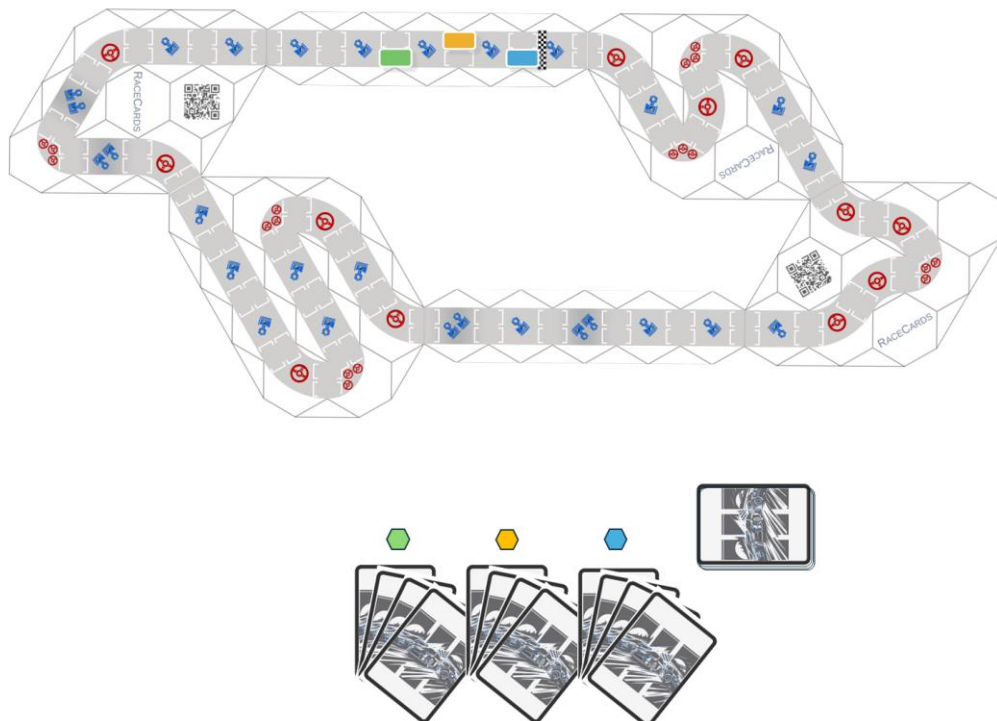
Connect the track tiles to build a racetrack circuit, then place the start/finish line on one tile.

Use the Tau Ceti RaceCards Dice Roller app (<http://dice.race.cards>) to decide starting positions. Line up the cars in the bracketed positions behind the start/finish line.

Place one car token for each car in the race in a central spot within the play area.

Give each player three Fuel tokens.

Shuffle the deck. Deal four cards to each player. Place the deck face down near the tokens, within reach of all players.



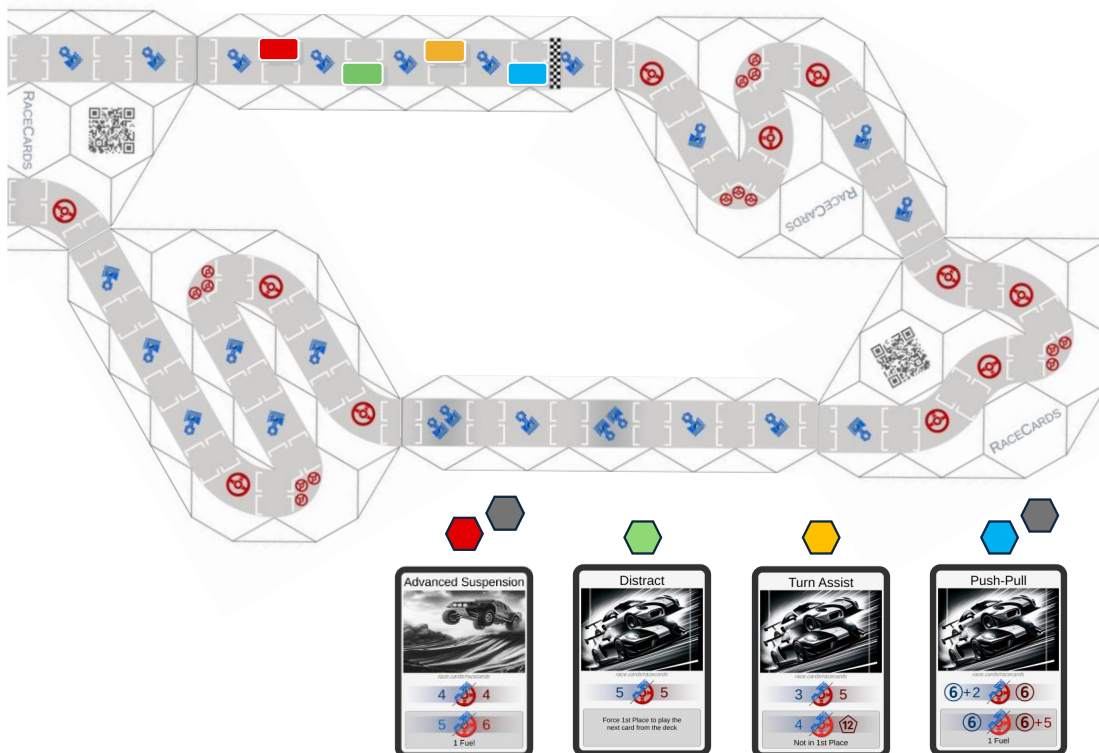
How to Play

The Basics

Racetrack tiles are marked with either performance [piston pic] or handling [steering wheel pic] icons. The number of icons on a tile shows how much of that attribute a car needs to advance past the tile.

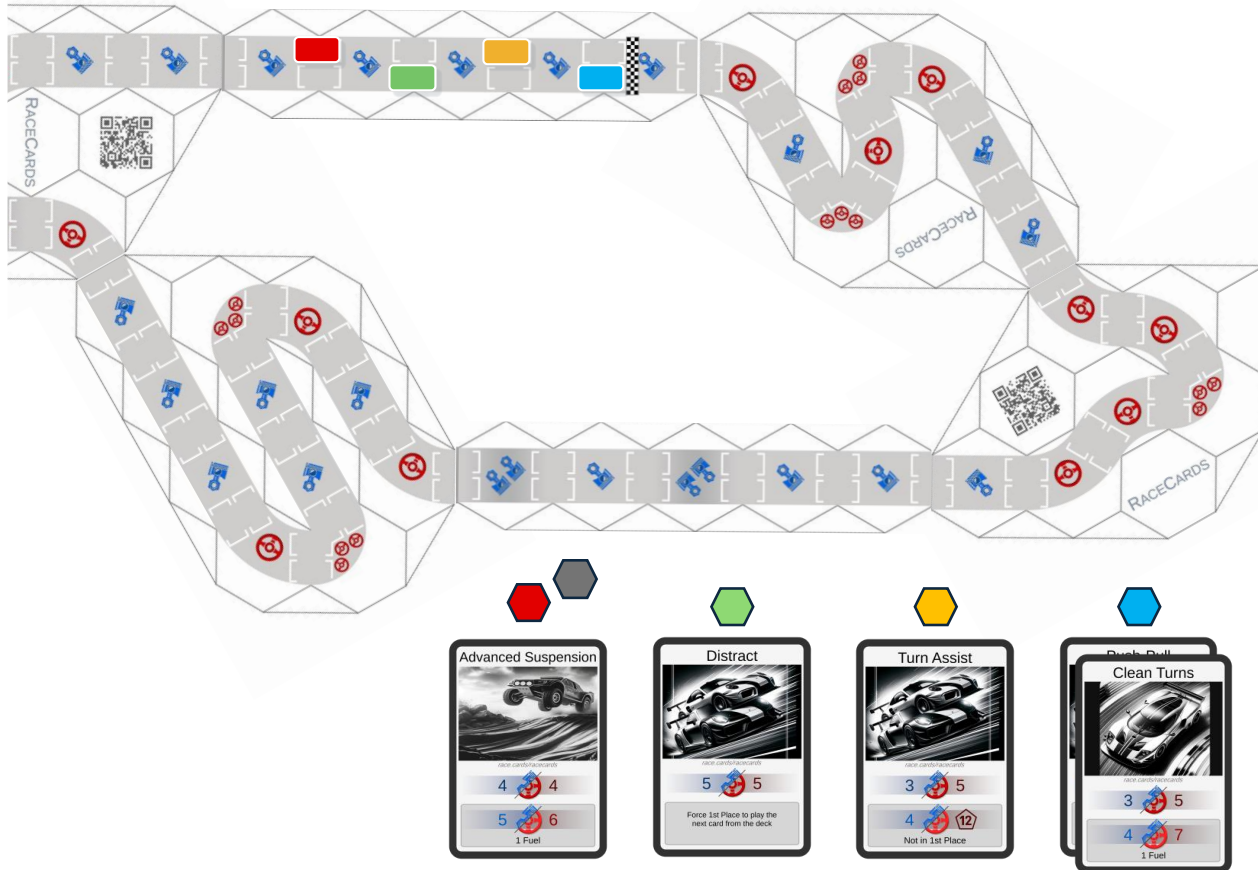
At the start of each round, every player chooses one card from their hand and places it face down beside their token. Each player then draws back up to four cards. Each card provides performance  and handling  for that round, or gives a special action to follow when the card resolves.

Once all players have played a card and drawn, the game manager reveals all played cards. Resolve special car movement first: Pace Car effects, then Rolling Start effects. After special movement, resolve general car movement by advancing each corresponding car tile by tile until it lacks the required performance or handling to move past the next tile. Resolved cards are placed face up in the discard pile.



Distract

If a Distract card is played, the game manager draws a new card from the deck and places it on top of the card originally played by the player in first place. The new card is the card that player follows for movement that turn. If the covered card used Fuel for a paid boost, refund that Fuel to the player. If multiple cars are tied for first place, each tied player receives a separate replacement card.

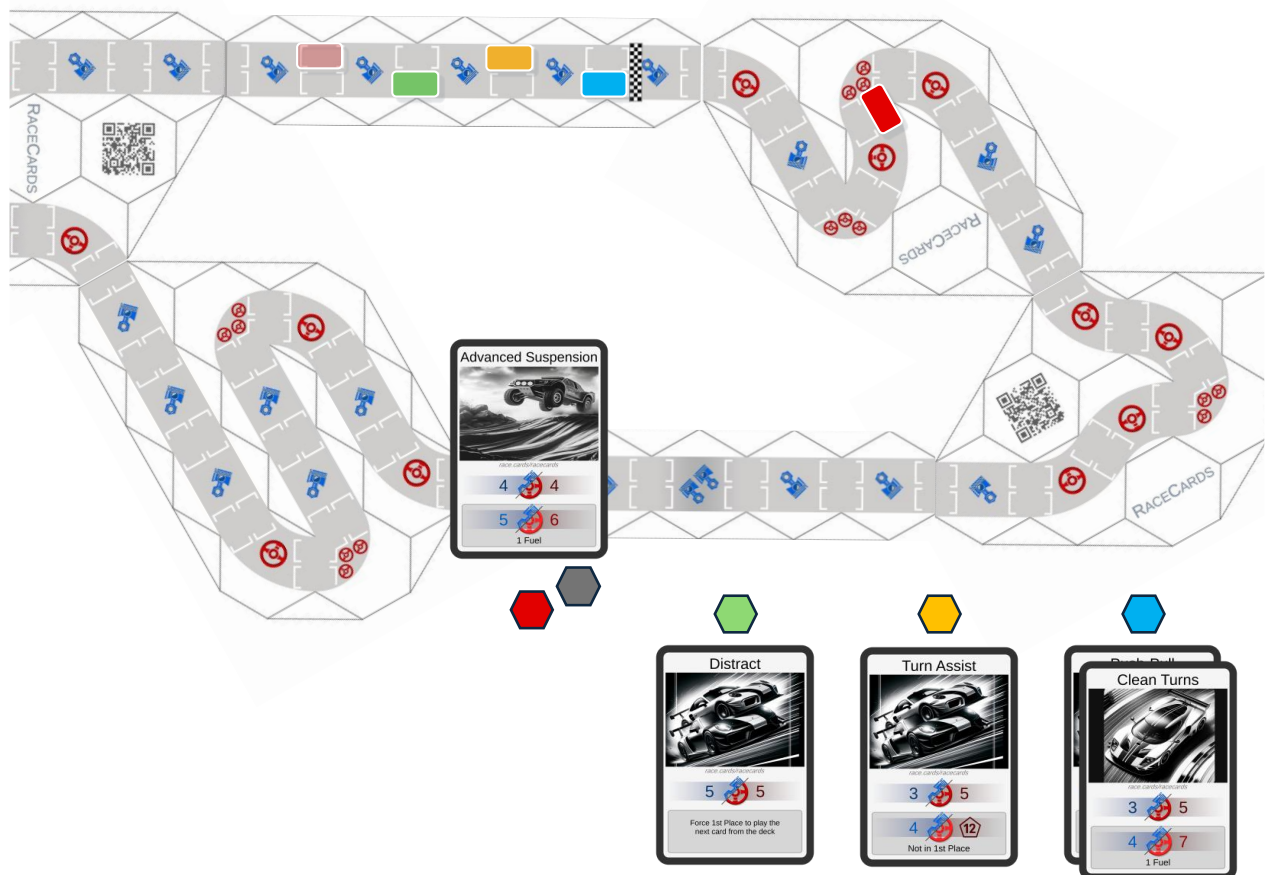


Boosted States

Some cards include a boosted state below the normal state. Use the boosted state instead of the normal state only when its condition applies. Position-based conditions, such as Not in 1st Place, Between Performance tiles, or Between Handling tiles, are checked when the card is played. Later movement or special effects during the movement step, including Pace Car and Rolling Start, do not change whether the boosted state applies. Fuel conditions are optional paid boosts: the player may spend the listed Fuel to use the boosted state.

Fuel Tokens for Movement

Players may spend Fuel to use paid boosts shown on cards. Paid boosts are optional. If a card with a paid boost is replaced by Distract before it resolves, refund the Fuel spent on that card.

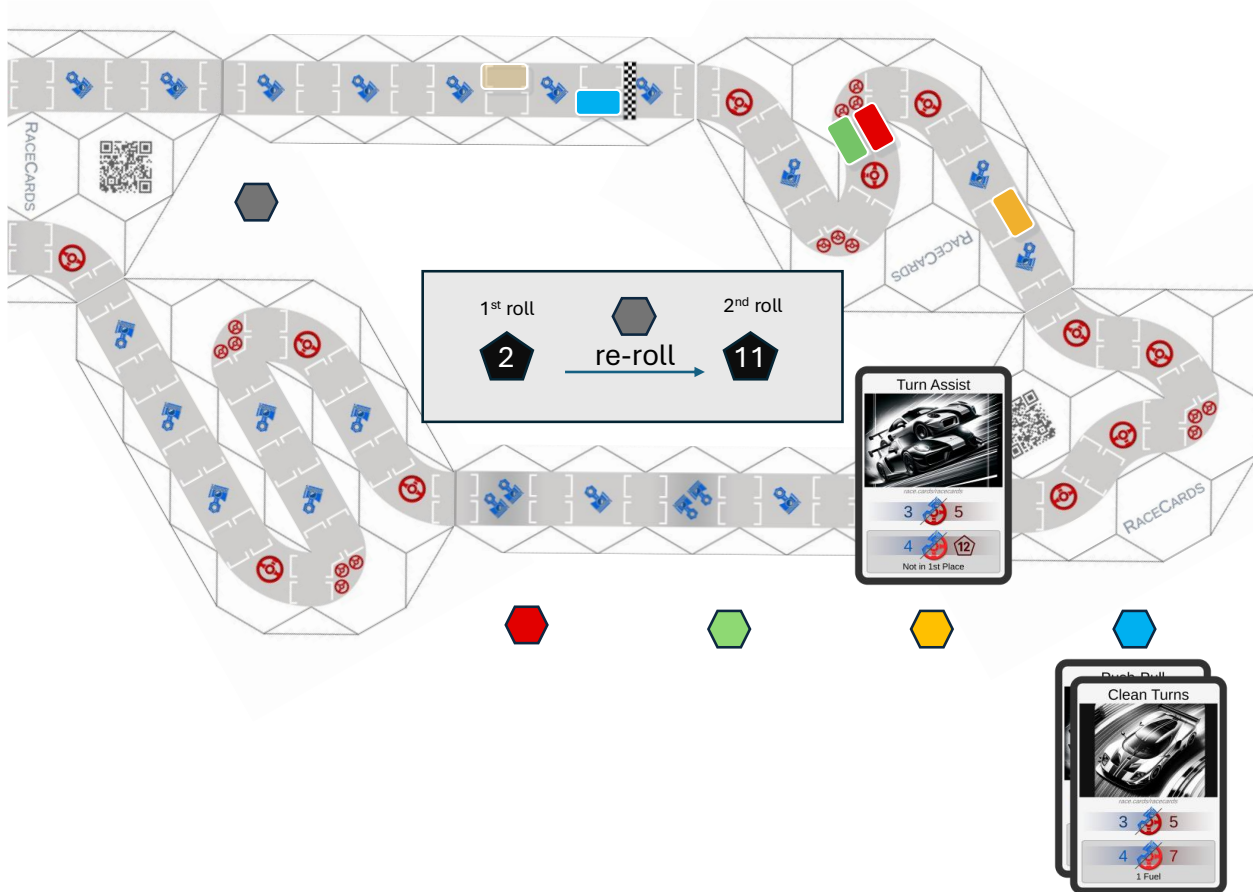


Roll cards

Most cards provide fixed performance and handling values. Roll cards show a die-shaped outline around any value that must be rolled. When the card resolves, roll the matching die and use the result for that value. If the same die outline applies to both performance and handling, make one roll and apply that result to both attributes.

Fuel Tokens for Re-rolls

Players may spend Fuel to re-roll a roll card. A player who is in last place, or tied for last place, when they play their card receives one free re-roll for that round.



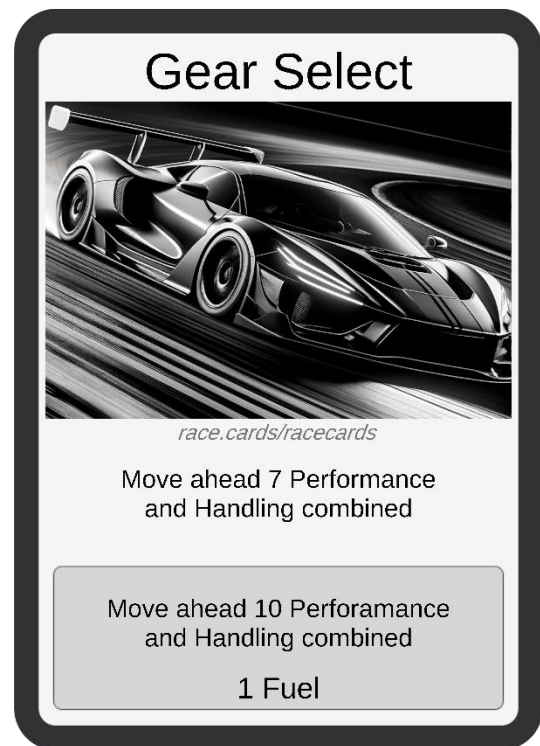
Space Cards

Some cards move a car forward a number of spaces, ignoring the performance and handling requirements on the tiles. The number of spaces may be fixed, or it may be determined by a die roll shown on the card.



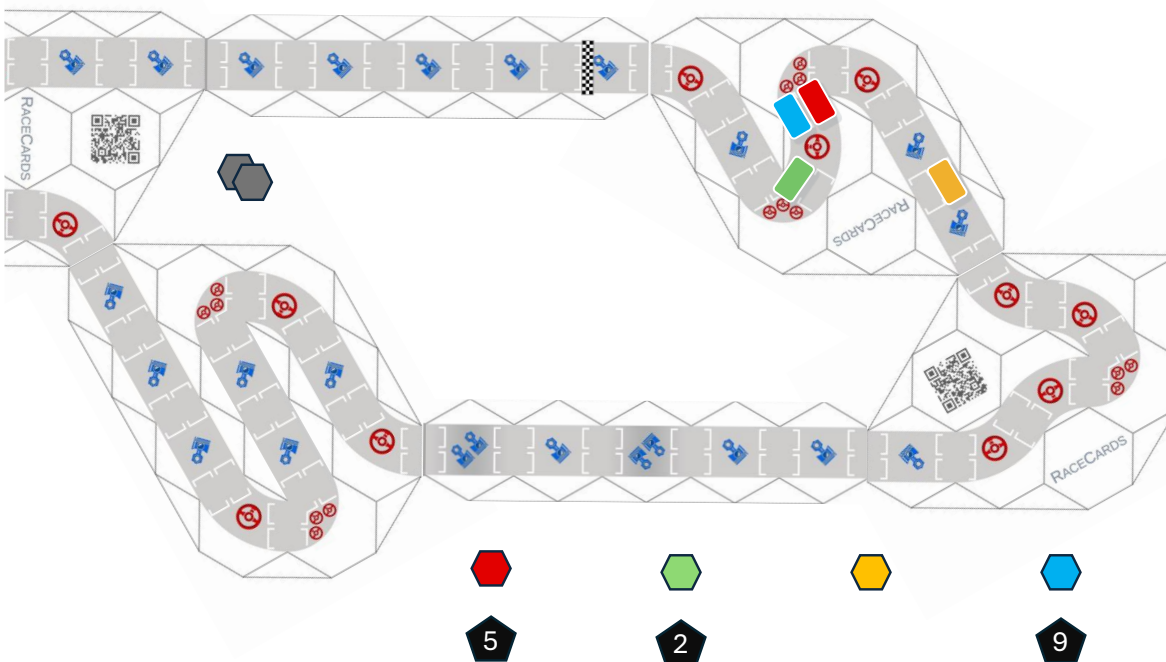
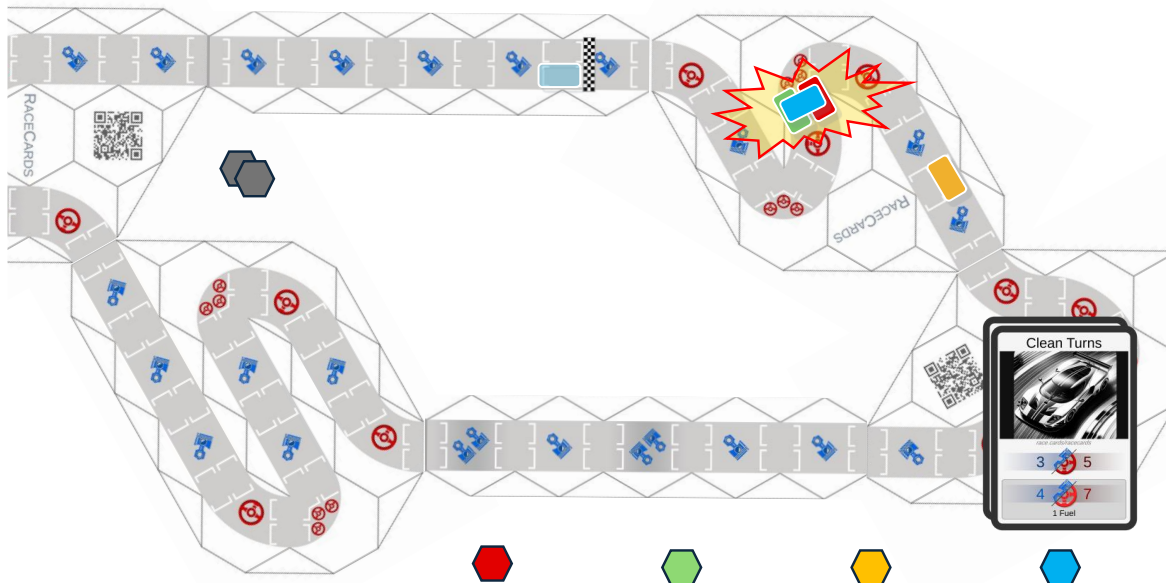
Combined Movement Cards

Some cards provide a combined pool of performance and handling that the player may divide between the two attributes in any whole-number allocation totaling the card value. For example, a 7-point combined card could be spent as 5 performance and 2 handling, 3 performance and 4 handling, 7 performance and 0 handling, or any other whole-number split totaling 7. If the card has a boosted state, use the boosted total only when that state applies.



Collisions

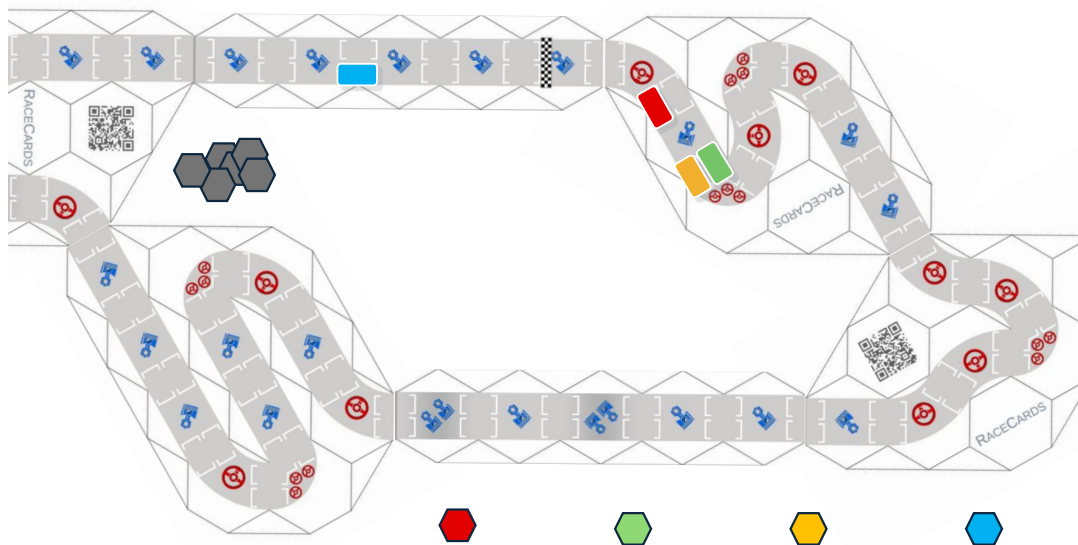
If three or more cars end a round on the same tile, a collision occurs. All players involved in the collision roll a 12-sided die. The lowest roller, or lowest tied rollers, move back one tile until no more than two cars occupy the same tile. The next round begins from the resolved positions.



Winning the Game

At the end of each round, determine the winner as follows:

- If exactly one car has crossed the finish line, that player wins.
- If two or more cars have crossed the finish line, the car that traveled farthest past the finish line wins.
- If two or more cars have crossed the finish line and are tied for position, hold a runoff. Gameplay continues among the tied players until one car takes the lead.



Variations

Multi-Lap Race

Gameplay may continue for multiple laps. Decide the number of laps before the race begins. A player may make a pit stop and refill to three Fuel tokens by ending their movement at the start/finish line or by landing on it.

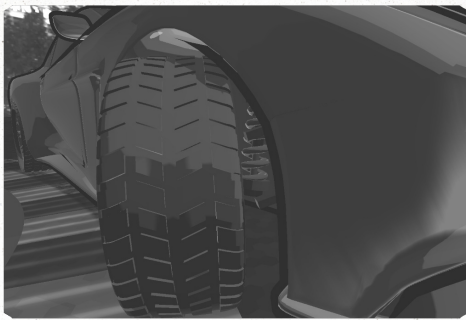
Tournament Style

Play a set number of one-lap races and award points after each race: 5 points for 1st place, 3 points for 2nd place, and 1 point for 3rd place. The car or player with the most points at the end of the tournament wins. Change the track layout between races for more variety.

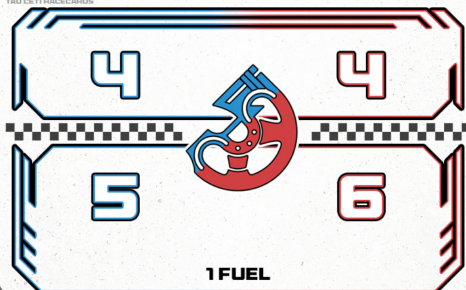
Teams

In this tournament variation, each player drives two (or more) cars, or players form teams and combine their points. If one player is driving two cars, they play a card for one car and draw back up, then they play a card for another car and draw back up again.

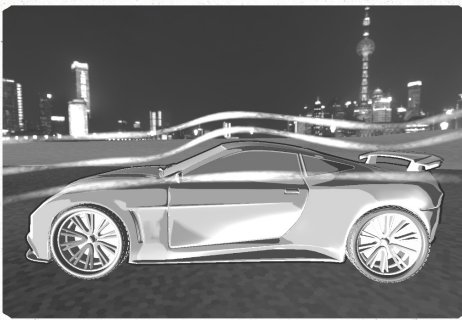
ADVANCED SUSPENSION



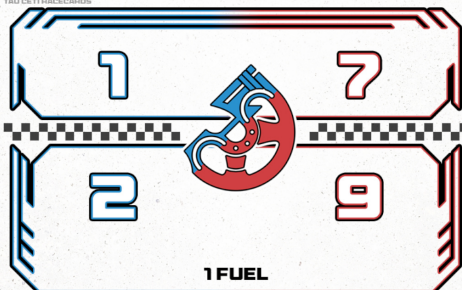
TAU CITY RACECARS



AERODYNAMIC UPGRADES



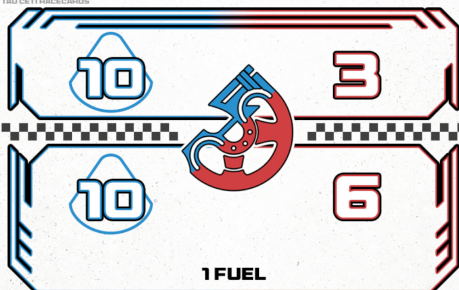
TAU CITY RACECARS



AGGRESSIVE TACTICS



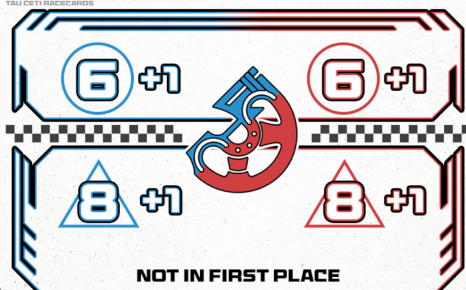
TAU CITY RACECARS



BALANCED



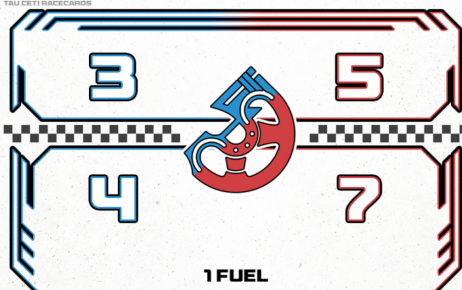
TAU CITY RACECARS



CLEAN TURNS



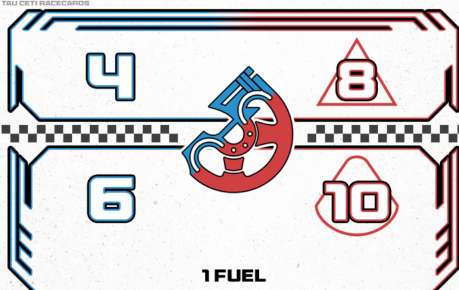
TAU CITY RACECARS



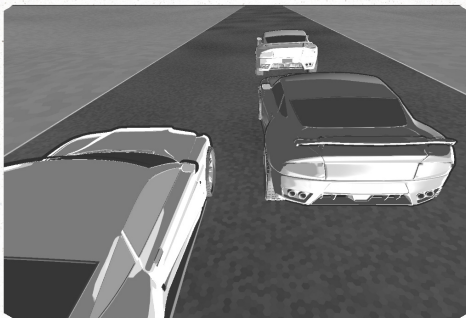
CORNER CUT



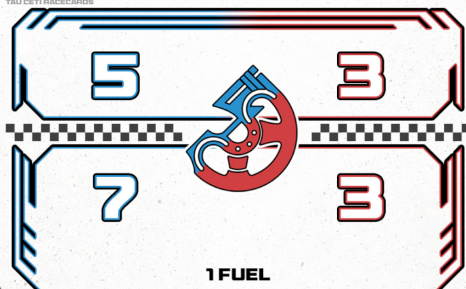
TAU CITY RACECARS



DRAFTING



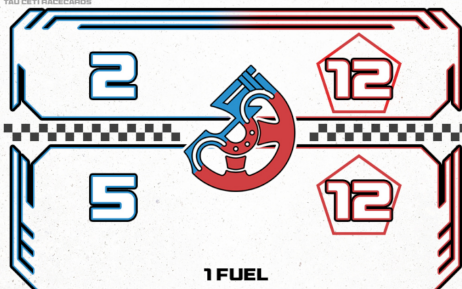
TAU CITY RACECARS



DRIFT MANEUVER



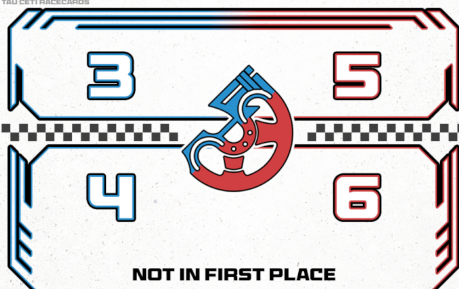
TAU CITY RACECARS



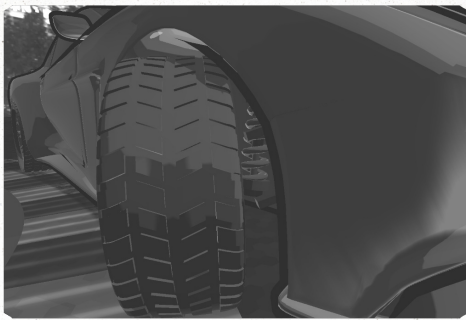
FUEL EFFICIENCY



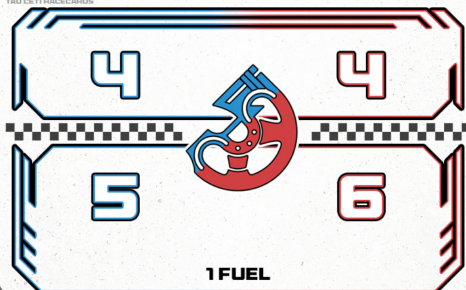
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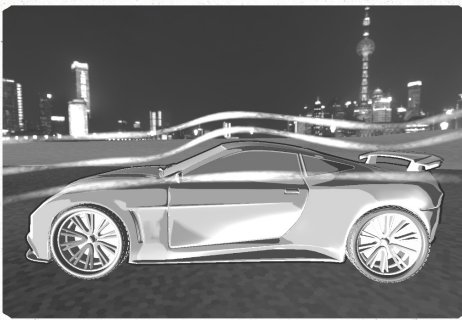
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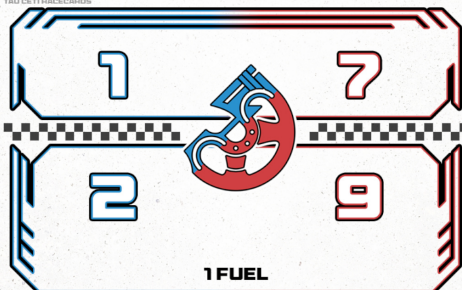
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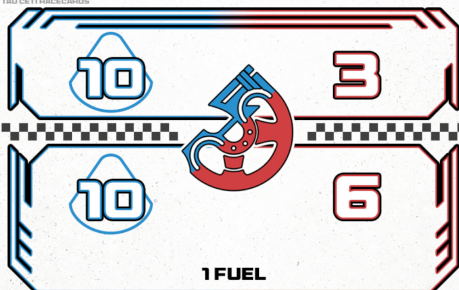
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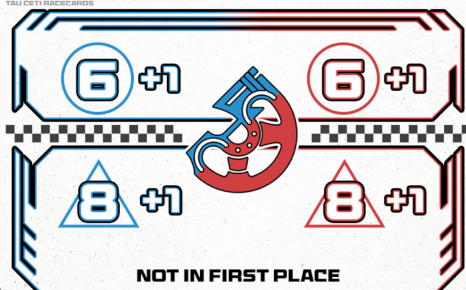
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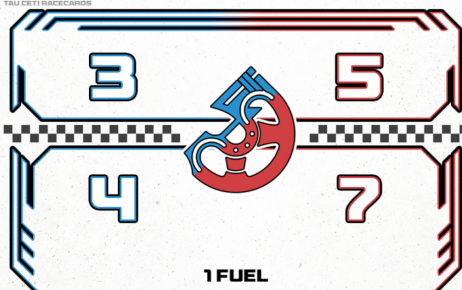
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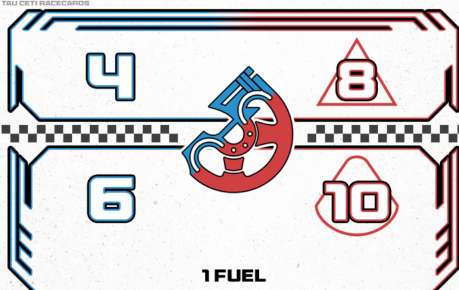
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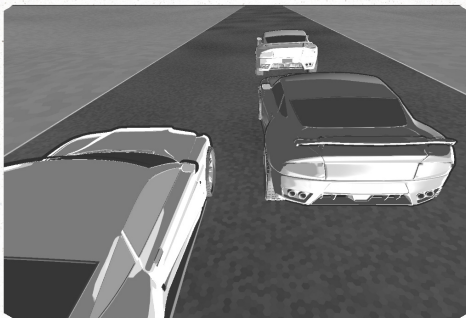
CORNER CUT



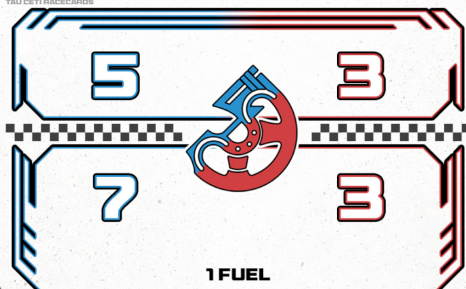
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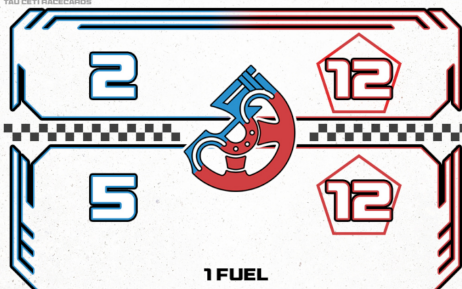
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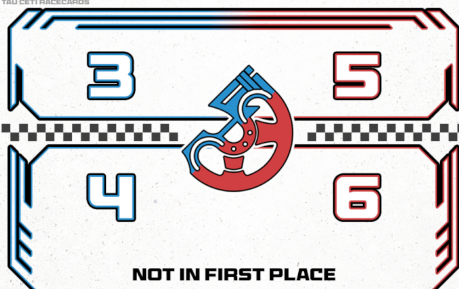
TAU CITY RACECARS



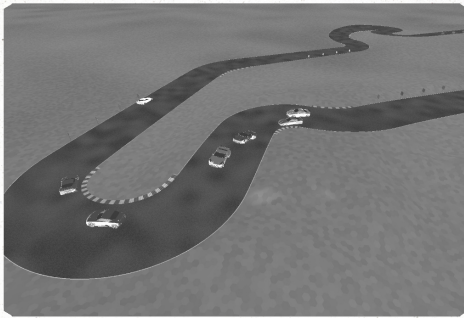
FUEL EFFICIENCY



TAU CITY RACECARS



GEAR SELECT



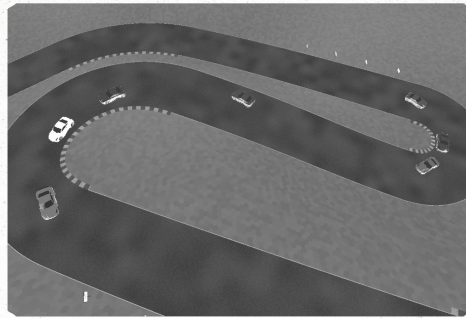
TAU CITY RACECARS

MOVE AHEAD SEVEN
PERFORMANCE AND
HANDLING COMBINED

MOVE AHEAD TEN
PERFORMANCE AND
HANDLING COMBINED

1 FUEL

HIGH PERFORMANCE TIRES



TAU CITY RACECARS

6

5

6

8

1 FUEL

INSIDE TURN



TAU CITY RACECARS

2

6

2

8

NOT IN FIRST PLACE

LATE BREAKING



TAU CITY RACECARS

ROLL THE  AND MOVE
AHEAD THAT MANY SPACES

ROLL THE  AND MOVE
AHEAD THAT MANY SPACES

1 FUEL

NITRO BOOST



TAU CITY RACECARS

6

2

10

3

2 FUEL

OVERDRIVE



TAU CITY RACECARS

5

3

8

5

2 FUEL

PUSH-PULL



TAU CITY RACECARS

6 +2

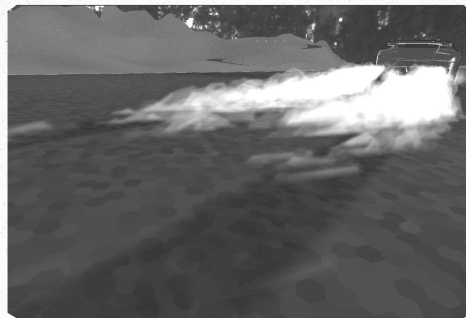
6

6

6 +5

1 FUEL

PUSH TO THE LIMIT



TAU CITY RACECARS

7

1

9

2

1 FUEL

RAM INTAKE



TAU CITY RACECARS

8 +2

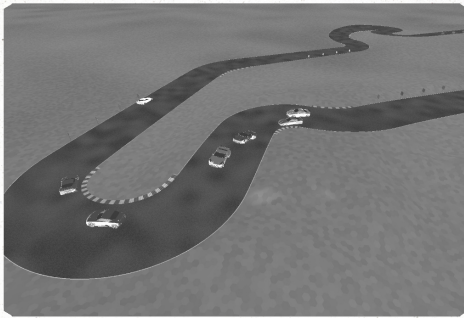
2

8 +4

3

1 FUEL

GEAR SELECT



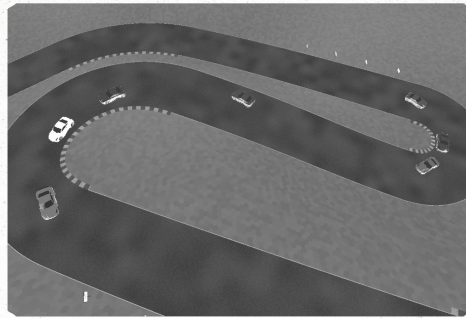
TAU CITY RACECARS

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MOVE AHEAD TEN
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1 FUEL

HIGH PERFORMANCE TIRES



TAU CITY RACECARS

6

5

6

8

1 FUEL

INSIDE TURN



TAU CITY RACECARS

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2 FUEL

PUSH-PULL



TAU CITY RACECARS

6 +2

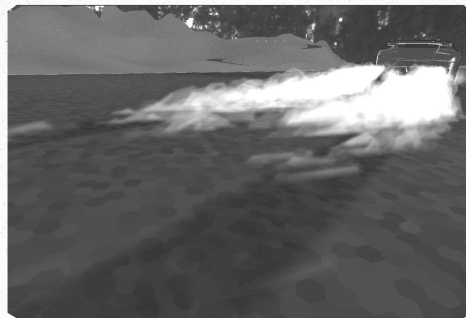
6

6

6 +5

1 FUEL

PUSH TO THE LIMIT



TAU CITY RACECARS

7

1

9

2

1 FUEL

RAM INTAKE



TAU CITY RACECARS

8 +2

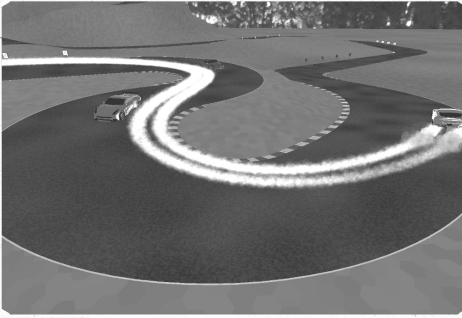
2

8 +4

3

1 FUEL

ROCKET RUN



TAU CITY RACECARS

**MOVE AHEAD
FIVE SPACES**

**MOVE AHEAD
SEVEN SPACES**

BETWEEN PERFORMANCE TILES

ROLLING START



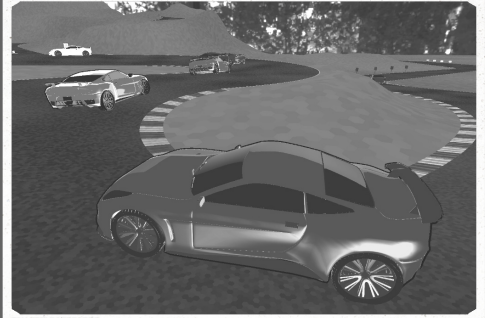
TAU CITY RACECARS

6  **2**

**MOVE ALL CARS BEHIND
YOU AND YOURSELF
FORWARD TWO SPACES**

1 FUEL

SHARP TURNS



TAU CITY RACECARS

2  **6**

2 **9**

BETWEEN HANDLING TILES

SLINGSHOT



TAU CITY RACECARS

6 +2 **6**

6 +4 **6**

NOT IN FIRST PLACE

SLIPSTREAM



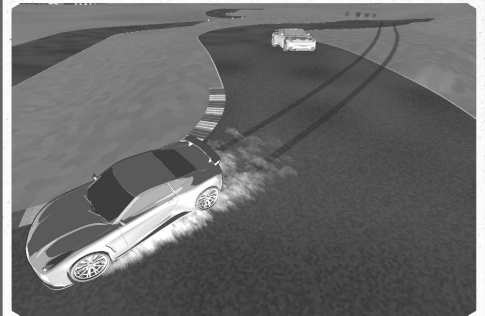
TAU CITY RACECARS

4  **8**

10 **6**

1 FUEL

STRAIGHT SHOT



TAU CITY RACECARS

**MOVE AHEAD
FIVE SPACES**

**MOVE AHEAD
SEVEN SPACES**

1 FUEL

STRATEGIZE



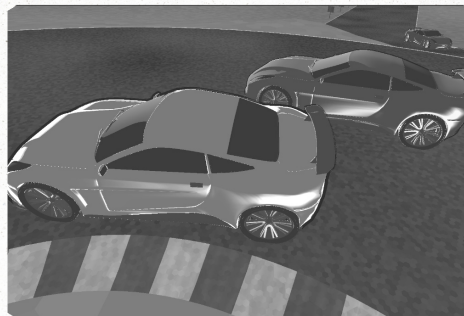
TAU CITY RACECARS

6  **6** +2

6 +5 **6**

1 FUEL

TIGHT CORNER



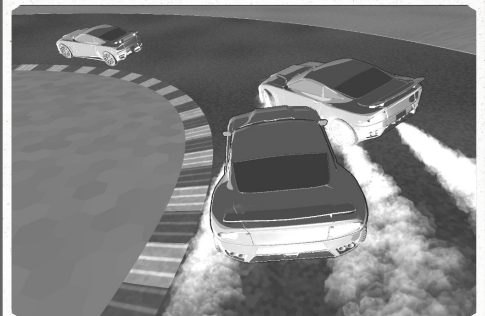
TAU CITY RACECARS

6  **6** +2

6 **6** +4

NOT IN FIRST PLACE

TURN ASSIST



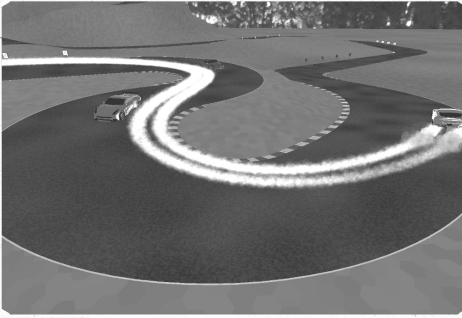
TAU CITY RACECARS

3  **5**

4 **12**

NOT IN FIRST PLACE

ROCKET RUN



TAU CITY RACECARDS

**MOVE AHEAD
FIVE SPACES**

**MOVE AHEAD
SEVEN SPACES**

BETWEEN PERFORMANCE TILES

ROLLING START



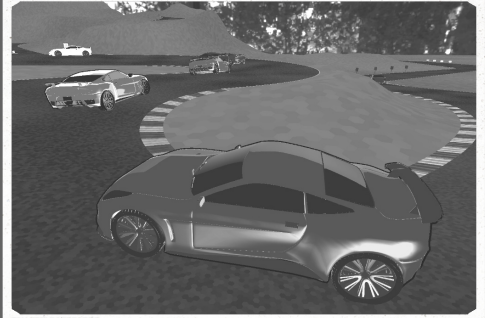
TAU CITY RACECARDS

6  **2**

**MOVE ALL CARS BEHIND
YOU AND YOURSELF
FORWARD TWO SPACES**

1 FUEL

SHARP TURNS



TAU CITY RACECARDS

2  **6**

2  **9**

BETWEEN HANDLING TILES

SLINGSHOT



TAU CITY RACECARDS

6 **+2**  **6**

6 **+4**  **6**

NOT IN FIRST PLACE

SLIPSTREAM



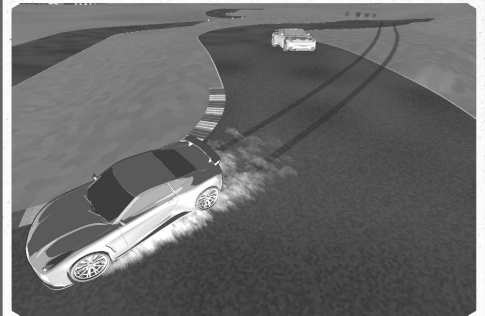
TAU CITY RACECARDS

4  **8**

10  **6**

1 FUEL

STRAIGHT SHOT



TAU CITY RACECARDS

**MOVE AHEAD
FIVE SPACES**

**MOVE AHEAD
SEVEN SPACES**

1 FUEL

STRATEGIZE



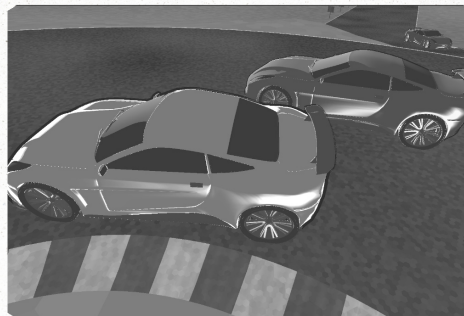
TAU CITY RACECARDS

6  **6** **+2**

6 **+5**  **6**

1 FUEL

TIGHT CORNER



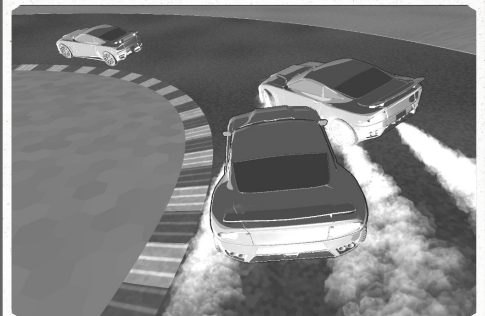
TAU CITY RACECARDS

6  **6** **+2**

6  **6** **+4**

NOT IN FIRST PLACE

TURN ASSIST



TAU CITY RACECARDS

3  **5**

4  **12**

NOT IN FIRST PLACE

SHADOWING



TAU CITY RACECARDS

**MOVE AHEAD
FIVE SPACES**

**MOVE AHEAD
SIX SPACES**

NOT IN FIRST PLACE

SHADOWING



TAU CITY RACECARDS

**MOVE AHEAD
FIVE SPACES**

**MOVE AHEAD
SIX SPACES**

NOT IN FIRST PLACE

DISTRACT



TAU CITY RACECARDS



**FORCE 1ST PLACE TO PLAY THE
NEXT CARD FROM THE DECK**

DISTRACT



TAU CITY RACECARDS



**FORCE 1ST PLACE TO PLAY THE
NEXT CARD FROM THE DECK**

DISTRACT



TAU CITY RACECARDS



**FORCE 1ST PLACE TO PLAY THE
NEXT CARD FROM THE DECK**

DISTRACT



TAU CITY RACECARDS



**FORCE 1ST PLACE TO PLAY THE
NEXT CARD FROM THE DECK**

PACE CAR



TAU CITY RACECARDS



**MOVE 1ST PLACE
BACK TWO SPACES**

PACE CAR

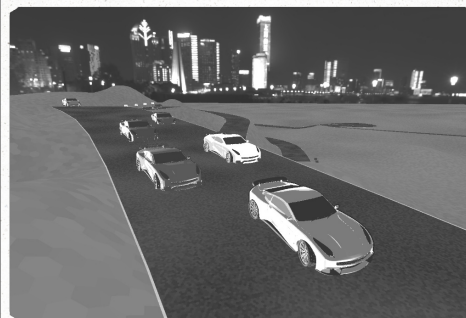


TAU CITY RACECARDS



**MOVE 1ST PLACE
BACK TWO SPACES**

PACE CAR



TAU CITY RACECARDS



**MOVE 1ST PLACE
BACK TWO SPACES**

