

Pocket Rocket Racers!

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Setup: This game is best played on any tabletop littered with objects. These objects become the obstacles on the race course. The players should begin by defining the start line, the course through the obstacles and the finish line. The the racers should be placed power-side up at the start line.

Play: Play is done in 2 phases; bidding and moving.

Bidding: Each player behind one hand holds a number of fingers (0 to 4) equal to the number of moves they want this turn. When all players have chosen, the bids are revealed. Starting with 0, work up numerically. If only one player bid that particular number, then the player may make that number of moves. If two or more players bid the same amount then neither of those players may move. When all players that could move have moved, start bidding again.

Moving: If the player bid zero, then the power listed on the rocket can be used or repairs can be made. Otherwise, the player may move the rocket. When moving the rocket, before each move the player may change the facing of the rocket by placing a fingertip on the pivot point and sliding the card around that pivot point. Then the rocket is slid forward the length of the card. This process is repeated the number of moves the player bid. When done, the next higher bidder goes next. If a racer touches another racer or obstacle while pivoting or sliding forward, the racer is damaged and must be flipped over to display "Damaged!". If the racer is already damaged then the racer is removed from play.

Powers: To use a power, the card must be power side up. If not, the player may choose to repair the racer. In this case, the card is then flipped over so the power side is up and the player's turn ends.

Available Powers:

2X Boost This power when used allows the racer to move a number of moves equal to the highest bid times 2. So if another player bid 4, this racer then would have 8 moves!

Cannon This power when used causes damage! To determine if another racer is damaged, the player places his pinky finger on the cannon depicted on the card and stretches his thumb out to the front side of the racer. If another rocket is reachable in this fashion, then it is attacked! Ro-Sham-Bo and if the attacker wins then the victim's racer is damaged. If the victim is already damaged, it is removed from play. If the victim wins then nothing happens and it becomes the next bidder's turn.

Transwarp This power when used allows the racer to swap positions with any racer in the race. To do this, place your finger on the pivot point of the target ship and pull the card out from under your finger. Your victim should do the same to your racer. Then exchange racers placing your racer's pivot point under your finger and orient the racer any way you want. Your victim should do the same with same with his.

Power Aura This power when used causes damage! To determine if another racer is damaged, the player places his pinky finger on the star depicted on the card and stretches his thumb and circles all sides of the racer. If another rocket is reachable in this fashion, then it is attacked! Ro-Sham-Bo with one victim. If the attacker wins then all racers in range are damaged. If a victim is already damaged, it is removed from play. If the victim wins then the attacker is damaged!

Winning: The first racer to cross the finish line or the last surviving racer, wins!

Front of Racer Cards



