

Racing Stars

MAGICAL GIRL KART RACERS

What you need:

- ☆ A Racing Stars Playsheet (Also these rules)
- ☆ A set of Polyhedral Dice (Specifically 1D4, 1D6, 1D8, 1D10, 1D12 and 1D20)
- ☆ Pen/Pencil (Or, optionally, 5 different coloured pens/pencils)

How to play:

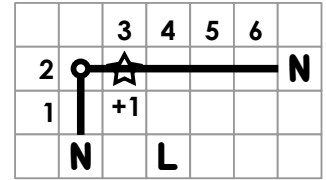
- ☆ Roll 1D4, 1D6, 1D8, 1D10 and 1D12
- ☆ Assign each die to one of the racers
- ☆ Starting with the lowest-numbered die, start drawing a horizontal or vertical line that many spaces long, from the matching racer's kart. Only the most recent copy of a racer's initial counts as a Kart. Earlier initials count as part of their line.

- ☆ **Steering:** When you draw a line, you may change direction by 90 degrees once. Draw a dot where you changed direction. This is a vortex.
- ☆ **Crashing:** You may not cross the border of the track or enter a space that contains either a vortex or another racer's kart. If the current racer would do any of these, place their kart in the space adjacent to whatever is blocking them and cross out one of their hearts. If a racer runs out of hearts, they cannot move for the rest of the game
- ☆ **Drafting:** If you cross a line already on the track, add 1 to the current racer's speed. Do the same if you move through a star or monster. At the end of a move, if you would place a racer's kart in a space that is not empty, extend their line by 1 space. If there is not an empty space anywhere in front of the line, place the kart in the nearest empty space and cross out one of their hearts.
- ☆ **Fighting:** If your speed is higher than a monster's defense you may defeat it by moving through it. Cross out both the monster and one of the current racer's swords. Each racer may only defeat two monsters. If you are not going faster than the monster's speed to defeat, it blocks you
If you enter a monster's range - shown by the dashed circle - going slower than their defense, cross out one of the current racer's hearts.
- ☆ **Powering Up:** If you move through a star, cross out both that star and one of the current racer's. Each of the racers has a special ability that either triggers whenever they collect a star, or after collecting three. Each racer may only collect 3 stars.
- ☆ **Finishing:** If a racer moves over the finish line, cross out their flag. Remove the die they used from the game.

- ☆ After drawing the line, place the current racer's kart at the end of it, then resolve the next-lowest die.
- ☆ After resolving each of the racers, cross out one of the icons on the Timer track. If all timer icons have been crossed out, the game is over, count up your score.

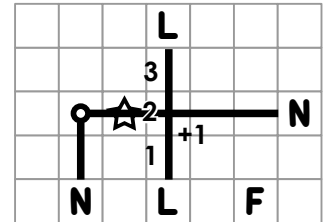
- ☆ **Bragging:** Before beginning a game, you may brag by circling one or more of the icons in the Scoring section. For Flags, Swords and Stars, you are saying you will collect all of them, for Hearts, none. If you live up to your bragging, multiply your score by the number of brags +1. Otherwise, set your score to zero.

Nightengale has a die showing 5



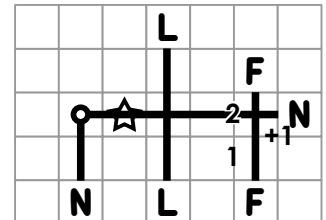
Collects a star, increasing speed by 1

Loxley has a die showing 2



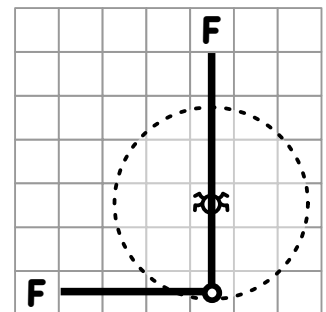
Drafts through Nightengale's line

Fayte has a die showing 1



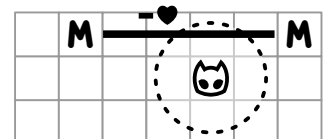
Drafts through Nightengale's line

Fayte has a die showing 8



And can defeat a monster

Misty has a die showing 4



And loses a heart



Nightengale   
 ♥♥♥ ☆☆☆

Ignores monster defence

★ All racers get your power this turn



Misty   
 ♥♥♥ ☆☆☆

Can steer unlimited times

★ Go anywhere on the track instantly




Zipper   
 ♥♥♥ ☆☆☆

Add 2+ ★ to speed



Loxley   
 ♥♥♥ ☆☆☆

Can defeat monsters in range

★ Defeat 1 monster anywhere 



Fayte   
 ♥♥♥ ☆☆☆

May reroll assigned die once

★ Roll an additional D20 next turn

Queen Destructa has issued a challenge: One kart race against her own team of champions, winner decides the fate of the world. When our heroes arrive, the track is swarming with monsters and Destructa's racers are flying overhead. As they start their engines and transformation sequences, they remain undaunted, because this is just a normal Saturday for the

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Score:

:5 :10
 ★:1 ♥:-5

Monsters:

Defence:
 10  8

Timer:

Cross out 1 per turn:



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