

HOT ROD CREEPS



CUSTOMIZABLE
RACING GAME

CRYPTOZOIC
ENTERTAINMENT

2COOL



Welcome, race fans, to the world-famous Hot Rod Creeps Speedway! Are you a maniac for motorized mayhem? An addict of acceleration? Do you have a rapturous regard for recklessly ridden racing roadsters? If so, today's pursuit on the pavement should feed your inner speed demon! I am Eddie "Splat Fink" Broth, and I will be your talking-about-the-race-guy for this afternoon's event, the PUSCAR* Cup!

(*Psychotic Union of Severely Crazed Auto Racers)

As the goblin track-layers are smearing on the final bit of asphalt and the drivers approach the starting line, I would like to take this opportunity to mention the sponsors of today's race: STP (Specialty Torpedoes and Projectiles), fine crafter of triggered munitions since 1841... Adequatewrench Auto Restoration and Werewolf Groomers... and finally, Pappy's Moonshine, whose motto is, "I suppose you could drink our hooch if you are so inclined, but don't say you weren't warned, and if y'all don't mind, don't sip outta that jar until I move to a safe distance."

Looking out over the track, it looks like we are ready to start, race fans! The oil slicks have been lit on fire, the engine hamsters are at full gallop, the rat-apults have been crammed with pestilence-infested vermin, and most importantly, my sandwich has arrived.

And with a wave of the green flag held by a homicidal robot, THEY'RE OFF!

Immediately, Team Battle Wizards casts a spell of Thaumaturgical Promptitudery to unleash a nitro-burning power vortex and take an early lead! Arrogantly waving their wands, the Wizards appear to be mocking their opponents, who are now choking on their nitro fumes and tire smoke. Perhaps it's a bit early in the race to be so brazenly overconfident.

Indeed, Team Rockabilly looks mightily offended. They appear to be as angry as if someone had suggested that they "boogie" without the "woogie"! Three greasers leap up from their rumble seat and hurl grappling hooks at the Battle Wizards. Two of the Wizards' lavaspawn familiars are able to deflect hooks, but the third latches to the bumper. With a shearing of metal, Team Battle Wizards is slowed!

This Rockabilly attack appears to be what Team Food Fight was waiting for. With a command from General Chicken, the Food Fight Hot Rod is pouring some kind of viscous fluid into their engine, and if I'm not mistaken, it's a combination of rocket fuel and ketchup. This strategic application of tangy condiment bolts Team Food Fight into the lead!

Near the back of the pack, Team Underworld looks to be preparing a big move. In a Mephistophelian ritual that seems to involve infernal chanting, the diabolists are boosting their power with the malevolent firestorm of Hell! Either that or they are pressing harder on the accelerator. No, no, I was right the first time—they are definitely doing the Hell-firestorm thing. And it's working! Team Underworld lurches into first place, with Team Food Fight cooking in second, and Team Rockabilly strumming along in third.

1

Team Aliens has been quiet up to this point, and now they are cruising into the first pit stop. Their Martian pit crew is now frantically using all of their tentacles to equip the Alien Hot Rod with all manner of doohickeys: they are adding an Andromedan hyper-drive to the engine, replacing the wheels with space-time paradoxes, and attaching a nuclear singularity hidden inside a pair of fuzzy dice to the rearview mirror. And, with a quasar-neutrino blast from Uranus, Team Aliens blow back into the race!

Team Monsters has been lurking creepily in the rear of the pack. Traditionally, they like to bide their time, like a vampire waiting for dusk. In fact, I now see they are unleashing a malevolent poltergeist directly at the Team Underworld Hot Rod! The Monsters' poltergeist is immediately grappled by a demonic pit fiend, and the struggle appears to be slowing the Underworld vehicle. Now the Monsters are hurling dozens of zombie heads at the other Hot Rods, denting their sides and forcing their opponents to swerve!

The Monsters have caught up to Team Rockabilly, and now a werecrocodile leaps from the Monster Hot Rod and lands on the hood of the Rockabilly vehicle! A Rockabilly greaser is fending off the ravenous jaws of the werecroc with his steel guitar.

Now Team Food Fight has squeezed out a lead as thin as a strip of bacon. Sergeant Sushi is hoisting a wasab-uzi to his shoulder and firing a stream of tungsten-tipped tuna directly at the Team Battle Wizard Hot Rod. The Wizards counter by summoning a Gore-nado, which jolts them back into the lead!

The Hot Rods careen around the next corner in a shockingly tight pack. It looks like these racers are predominately interested in random annihilation, but then again, so are the fans. Which one of these six teams will emerge from the bedlam and nab the PUSCAR Cup?

Team Underworld summons a yawning chasm into the eternal abyss directly in front of the Team Alien Hot Rod, but the Aliens activate their abrupt-levitator and successfully glide across oblivion! The Aliens counter by launching face-hugging scorpion bugs at the driver of Team Underworld and laser-guided wooden stakes at the vampire driver of Team Monster!

I have never seen anything like this, race fans! As the Hot Rods approach the checkered flag, the race has deteriorated into screeching anarchy! Team Rockabilly tosses out a pomade grenade, and now the track is slick with hair gel! Team Battle Wizards goes spinning towards the pit stop, while Team Food Fight starts throwing waffles in front of their Hot Rod to give their wheels more traction. Team Monsters is targeting their gothic Gatling gun at anyone and everyone in range, and Team Underworld is disgorging gallons of satanic ectoplasm!

And wait, it appears Team Aliens is prepared to deploy their singularity. With a yank on the string attached to the fuzzy dice, there is a cataclysmic nuclear explosion! The world has gone utterly white, ladies and gentlemen, and it is entirely possible that my retinas have melted and I am permanently blind. In any case, while we wait for my sight to possibly return and for the mushroom cloud to dissipate enough to determine the winner of the PUSCAR Cup, I would like to thank all of you race fans for watching today's event, and ask you to remember Newman's first law: "It is useless to put on your brakes when you're upside down."

Now, I'm going to take a bite of my sandwich. Dammit, I said no mayo. Twice.



2

Gentle-creeps... start your mayhem!

In this customizable racing game, your Hot Rod Creeps Team is your ticket to glory! Each Team has its own special deck of cards and its own strategy. Customize your Hot Rod! Add a new Engine, Weapon, Pit Crew, or set of Wheels at a Pit Stop along the way. Customize your racetracks! Make them as wild and crazy as you want with a wide variety of interlocking track tiles. Everything you need for a race unlike anything you've ever seen is in this box.

Game Components

6 Team Decks	6 Hot Rod Record Sheets
1 Nitro Deck	50 Double-Sided Track Tiles and Extras
4 Upgrade Decks	1 3-D Hot Rod Creeps Motor Speedway Standee and Others
6 Plastic Hot Rods	1 Rulebook

Object of the Game

The first player to cross the finish line is the winner. Play a single race for all the marbles or start up a Racing Circuit and watch your team climb the leaderboard in a series of five races. Either way, get ready for some wild, wacky, and creepy racing fun! But which team to choose?!

The Teams

When you choose a team, you get to use that team's deck of 20 cards (called a Tank) and that team's Hot Rod. These cards are the Move cards you will play throughout the game to race your Hot Rod towards the Finish Line. You may examine your cards before the race starts if you wish, then shuffle your Tank. There are six teams/Hot Rods to choose from, each with its own strengths and strategies.

Team Aliens

This team is made up of Martians, Invaders from the Crab Nebula, The Floating Brain-Men from the 6th Dimension, and other visitors from galaxies far and wide. This high-tech team is the master of technology. They thrive when they have all of their Upgrade slots filled. They even have several cards in their Tank to make that happen as soon as possible. This team's strategy is to collect Upgrades quickly, and then demolish the competition.

Team Battle Wizards

This team is made up of Mages, Sorcerers, Prestidigitators, and other pointy-hat-wearing wand-wavers. This team likes the big effects of the Nitro deck. That deck has big highs and big lows, but this team is able to manipulate it to mitigate the danger. This team's strategy is to try and always have at least one card in hand so that they can access the Nitro deck when they need to.

Team Food Fight

This team is made up of militant food troops like General Donut, Big Bad Bacon, Sergeant Sushi, and other entrees and side dishes. This team is all about combinations. They gain special bonuses when they play the right card at the right time. This team's strategy is to play their cards in a sequence, like odd-even-odd-even values. A great way to do this is to hold cards in your hand until you find the best time to play them.

Team Monsters

This team is made up of classic monsters like Zombies, Werewolves, Vampires, and other creatures of the night. The team likes to live dangerously—they are monsters, after all. This team gains bonuses on several of their cards when their Tank is half empty (or is it half full, like the moon?). This team's strategy is to get cards out of their Tank quickly but then maintain their Tank somewhere between half-empty and completely empty.

Team Rockabilly

This team is made up of Greasers, Fast Women, 50's Rockers, and various other stray Cool Cats. They are the most stylish team and have the best taste in music. This team would rather leave things to chance than do like the squares do. Their strategy is to play (or "Flip") the top card of their Tank whenever possible, as they have more "Flip" cards than any other team. More on that later...

Team Underworld

This team is made up of Hellacious Demons, Devils, Gremlins, and other infernal denizens. This team has some big cards in their Tank, but when dealing with the devil, there are always risks. This team's strategy is to keep track of what cards are in their hand and Tank to avoid getting burned. A great way to do this is to draw cards frequently.

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Set-Up

To have a race, you will first need a track, and you get to customize it to your own tastes from start to finish! First off, find the three starting grid track sections.



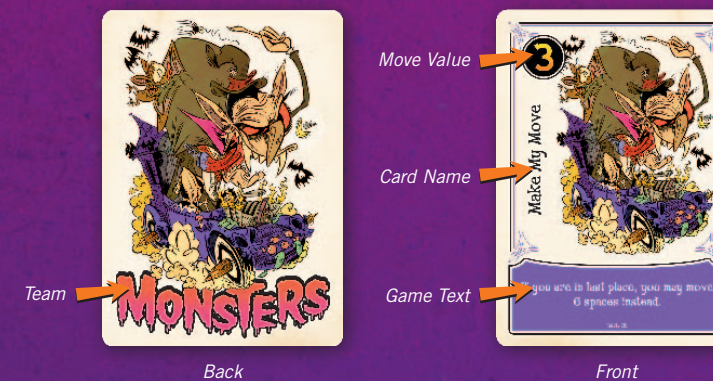
Next, set the Finish Line tile aside, but keep it handy, as it will be the last track section you place. Now that you have the start and finish, you need to fill in the rest. Go as crazy or be as traditional as you want. More on building tracks later...

Starting Position and Cards

Place your team's Hot Rod on the starting grid. The player in the pole position (the front space of the starting grid) is the player with a birthday closest to today, looking forward only.

The rest of the Hot Rods should be added to the starting grid at random. Place the Hot Rods in a cup or the game box top, draw them out one at a time, and place them in that order into the starting grid behind the pole position player, one Hot Rod per space. Players should sit in order based on their starting position. Play moves clockwise from the starting player, so the player in starting grid position #2 should be sitting to the left of the pole position player (who is in position #1).

Now, look at the number underneath your Hot Rod in its starting grid position. The number will be a 2, 3, or 4. Draw that many cards off your Tank. That is your starting hand of cards. Your starting grid spot is where you start the race.



Make My Move Card

Each of the cards in your Tank has a picture of your Hot Rod on it, and each card typically has a Move value of 1 through 5. That number is how many spaces you move on the track.

Playing the Game

The player in pole position goes first. Play then proceeds clockwise for the rest of the game. On your turn, choose one of the following four options as your action for your turn:

- Play a Move card from your hand.
 - Flip the top card of your Tank.
 - Flip the top card of the Nitro deck.
 - Draw four cards from the top of your Tank.
- **Play a Move card from your hand**
When you take this action, you move your Hot Rod forward a number of spaces equal to the Move value of the card you played. This method of movement is the most reliable, as you know what the card you are playing is. This is a great way to land in Pit Stops, avoid Hazards on the track, or take Corners safely. If a card you play from your hand says "Hand Only," then you read the card and do what it says to do. The game text on cards that say "Flip Only" won't have any effect when you play them from your hand, but you will still move your Hot Rod a number of spaces equal to the Move value of the card. If a card says neither of these things, the text will be active wherever it is played from. If you have no cards in your hand, you can't choose this option.

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• Flip the top card of your Tank

This is a random method of play that offers a lot of tension, thrills, and a “let’s leave it up to chance” attitude. You won’t know what the card is until you reveal it. To flip the top card of your Tank, you must announce it to the rest of the players before revealing it. Otherwise they might think you are drawing cards instead. When you play the top card of your Tank, you are “flipping” it as your play for the turn. If that card says “Flip Only,” then you read the card and do what it says to do. The game text on cards that say “Hand Only” won’t have any effect when you flip them from the top of your Tank, but you still move your Hot Rod a number of spaces equal to the Move value of a Hand Only card when you flip it. If a card has neither of these keywords, the text will be active wherever it is played from. If there are no cards in your Tank, you can’t choose this option.

• Flip the top card of the Nitro Deck

While each team has their own Tank of cards, all players have equal access to the shared Nitro deck. The cards in this deck have Move values ranging from 6 to 9...mostly. But look out for some nasty side effects. You might burn a lot of the cards off your Tank, take some damage, or “scrape the wall” and lose some Upgrades—just hope you don’t flip your Hot Rod or get a flat. But sometimes you just gotta take a chance and hope for some of that speed! **If you wish to flip a Nitro card, you must have at least one card in your hand.** If you do, then you simply flip the top card of the Nitro deck and play it. Do what the card says to do, and then move your Hot Rod the number of spaces indicated.

• Draw four cards off the top of your Tank

Taking this action is a strategic option that won’t move your car but will give you great control over your next few turns. This is also a great way to wait for a Pit Stop ahead of you to clear out. If you don’t have four cards in your Tank when you take this action, just draw as many as you have remaining.

Order of Events

1. When you play a Move or Nitro card, resolve the game text on the card, then move your Hot Rod a number of spaces according to the Move value of that card. The game text can modify the actual number of spaces you move.
2. After moving, resolve all Weapon and Engine effects based on the card you played. These effects could still modify your Hot Rod’s final resting space for the turn.
3. Finally, effects that are generated by spaces or action on the track are dealt with in the order that they happened on the track. These effects typically include Hazards/Bonuses, Corners, Drafting, Passing, Pit Stops, and so on. Hazard/Bonus and Pit Stop spaces will always be the last effect that happens, as they require you to land on them to take effect. You are never affected by a Hazard/Bonus until your movement has fully resolved for the turn.

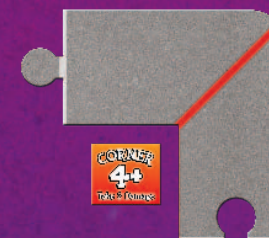
Drafting

There is a maximum of one Hot Rod per space. If you end your movement on another Hot Rod, you must Draft past that Hot Rod to the nearest empty spot ahead of it. This can result in you Drafting past multiple Hot Rods at once if they are all in an unbroken line. Drafting can happen at multiple points during your turn. You draft at the end of your Move or Nitro card play. You Draft if a Weapon or Engine effect moves you onto a foe. And you can Draft if a space on the track propels you onto an occupied space. Basically, at the end of each of the Orders of Events, if you are sharing a space with another Hot Rod, you draft them! Drafting is a powerful tool that can slingshot you into the lead when other Hot Rods are bunched up. Any effects that trigger when Drafting a Hot Rod occur on the space the Hot Rod you are Drafting occupies.

Note that if you are moving backwards (which can only happen through card effects; never as a choice), you will Draft backwards as well, ending up in the nearest empty spot to the rear of any Hot Rod(s) you land on.

Passing

When you move over another Hot Rod, that is called Passing. Some cards have effects that happen when you Pass other Hot Rods. When you Draft another Hot Rod, you are also Passing it. Any effects that trigger when Passing a Hot Rod occur on the space beyond the Hot Rod you moved over.



Burn

“Burn” is an effect that removes cards from the top of your Tank. You can take Burn from Weapons, Wheels, Nitro cards, Hazards, and so on. When you take Burn, you put that many cards from the top of your Tank into your discard pile. If there are not enough cards in your Tank to satisfy the Burn, you simply Burn as many cards as you have remaining off the top of your Tank. Once your Tank is completely depleted, additional Burn has no effect. Once there are no more cards in your Tank, you are essentially immune to Burn.

Damage

“Damage” is an effect that depletes the cards in your hand and possibly your Tank as well. You can take Damage from Weapons, Nitro cards, Corners, Hazards, and so on. This is the harsher of the two types of harm you can suffer. For each point of Damage you take, you must choose and discard a card from your hand. Unlike Burn, if you run out of cards in your hand before satisfying the Damage requirement, you are not out of the woods! You must take any remaining Damage as Burn. Note: You must discard all cards from your hand before you can convert any of the Damage to Burn.

Example: You have one card in hand and another player shoots you for 2 Damage with a Switchblade Launcher. You must first discard the one card in your hand, then the additional 1 Damage converts to Burn, so you must put the top card of your Tank into your discard pile.

Corners

Corners are curved track tiles also distinguished by the bold red line between the two spaces on the tile. Corners are assigned difficulty markers, which indicate the Move value that will cause you problems if you are moving at that speed or greater. You “Corner” when you move from one side of the red line to the other side. The Move value at which you are crossing the line is determined only by the number in the upper left corner of the Move card you played. Your speed is not how many spaces you moved that turn. If you cross a Corner line playing a Move value 2 card, but you Drafted three Hot Rods (essentially moving 5 spaces), your speed is still just 2. Likewise, if you play a Move value 5 card with game text that allows you to move fewer than 5 spaces, you are moving as a 5, not as the number of spaces you decided to move.

Running Out of Gas

When there are no cards remaining in your Tank, you’re running on fumes, but you aren’t out of gas yet. If you have any cards in your hand, you are still safe. It works the other way, too. If you have no cards in hand, but there are still cards in your Tank, you are safe. However, at the start of your turn, if there are no cards in your hand or Tank, you are out of gas. Instead of choosing any of the four regular turn options, you must move your Hot Rod backwards to the nearest empty Pit Stop space. This is not movement. You are just picking up your Hot Rod and placing it on the nearest empty Pit Stop space behind you. You are not Passing, Drafting, Cornering, or similar. If you are already on a Pit Stop space when you run out of gas, you do not move.

If there are no empty Pit Stop spaces at the Pit Stop nearest to the Starting Grid (or you didn’t make it that far), place your Hot Rod on the nearest unoccupied Starting Grid space. It is considered a Pit Stop space in this case. Putting your Hot Rod onto a Pit Stop in this way causes you to Pit, but you must choose the Gas Up option.

After shuffling your discard pile to create a new Tank (a.k.a. Gassing Up), draw 2 Move cards. You only get these bonus cards when you run out of gas and are forced backwards to the nearest Pit Stop. You don’t get them when you Pit and choose to Gas Up.

Pit Stops

When you end your move on a Pit Stop space during your turn, choose one of the following two options:

- Gas Up
- Draw an Upgrade card

Note: You must actually play a Move or Nitro card (even if you end up moving 0 spaces) in order to Pit when taking a normal turn. If you are on a Pit Stop and choose the “Draw four cards” option, you did not play a card and will not Pit again.

• Gas Up

When you Gas Up, shuffle your discard pile into the remainder of your Tank, if any. Cards in your hand remain in your hand. Your Tank does not have to be fully exhausted to Gas Up. However, it is typically more efficient to draw an Upgrade card if you are not in danger of running out of gas any time soon.

• Draw an Upgrade Card

Whenever you draw an Upgrade card, choose one of the four Upgrade types: Weapons, Engines, Wheels, or Pit Crews. Place that card face up onto your Hot Rod sheet into the appropriate slot. If you already have a card in that particular slot, you can keep only one of them. You can choose to replace what you have or discard the newly drawn Upgrade. Place the card you decide not to keep face down on the bottom of that Upgrade deck.

Upgrades

The Upgrade types are Weapons, Engines, Wheels, and Pit Crews. Each of the four Upgrade decks has 12 unique cards in it. At the start of each race, you should shuffle each of the four decks separately and then place each of them face down and off to the side a bit. These Upgrade cards will improve the capabilities of your Hot Rod and give you the means to harm to your opponents. You can acquire them at Pit Stops or through effects on other cards.



Weapon Upgrades

Ah, Weapons . . . a crowd favorite. Fit your Hot Rod with one of these, and you can rule the track. However, you don't get to fire your Weapons every single turn. Weapons typically trigger when you play a Move value 4 or 5 card. It doesn't matter whether you play it from your hand or off the top of your Tank—those bullets, lasers, and flying mustachioed grapplers work fine either way.



Engine Upgrades

There's nothing quite like the roar of a highly-tuned Engine to get your heart pumping... but you can't just turn one on with the flick of a switch. Engines typically trigger when you play a Move value 4 or 5 card. It doesn't matter whether you play it from your hand or off the top of your Tank—those carbs, headers, and blowers work fine either way.



Wheels Upgrades

Wheels grant your Hot Rod certain bonuses when you Draft one or more Hot Rods. The reward does not increase for Drafting multiple Hot Rods, but sometimes your Wheels can affect multiple foes. Wheels trigger only once per turn. Each Wheels card will tell you what your reward is for performing a Draft maneuver.



Pit Crew Upgrades

Pit Crew cards have abilities that trigger when you end your turn on a Pit Stop.

Note: Because running out of gas does cause you to Pit during your turn, it will trigger the game text of your Pit Crew.

Hazard/Bonus Spaces

On the back of each Corner marker is a Hazard or Bonus marker. You can add them to spaces on the track for an additional level of mayhem. These spaces are dangerous (or friendly) to land on, whether it is your turn or not! This makes them a great spot to try and push other Hot Rods onto, as your opponents will be affected even when it is not their turn. While a Hot Rod occupies a Hazard or Bonus space, no other Hot Rods will be subject to that space's text.

Banana Peel Hazard: A Hot Rod that lands or is moved onto this space discards the top card of their Tank and moves *backwards* that many spaces.

Fan Frenzy Hazard: The fan frenzy is where the fans spill out of the stands to swarm the racers. They're so enamored that they end up doing a lot of Damage to your Hot Rod. A Hot Rod that lands or is moved onto this space takes 1 Damage for each player in the game. So in a five-player race, a Hot Rod landing here takes 5 Damage.

Oil Hazard: A Hot Rod that lands or is moved onto this space takes 3 Burn.

Potholes Hazard: When your Hot Rod is weighed down with a lot of Upgrades, you're in danger of "bottoming out" (scraping the pavement). A Hot Rod that lands on or is moved onto this space takes 1 Damage for each Upgrade it has. So if you have three Upgrades, you take 3 Damage.

Rain Slick Hazard: A Hot Rod that lands or is moved onto this space takes 1 Damage, then moves 1 space in the direction it was heading.

The Spotlight Bonus: If a Hot Rod lands or is moved onto this space, that player gets to draw a Move card from the top of his Tank.

Sponsor's Row Bonus: If a Hot Rod lands or is moved onto this space, that player gets to draw an Upgrade card.

Varmint Crossing Hazard: A Hot Rod that lands or is moved onto this space discards the top card of their Tank and takes Damage equal to that card's value.

Circuit Play

One race is a great way to battle it out for an hour, but for a real war, you'll want to run a series of races over several days or weeks, which is called a "Circuit." Five races is a typical Circuit, and the reason it's so special is that you get points for how high you place in each race. So even if you never win a race, if you are consistently high in the standings, you still have a great chance at winning the whole Circuit. You'll want to keep an official score log to track the total points each player has been awarded after each race.

Typically, you should play the same team for the whole Circuit. If your Circuit is running with fewer than six players, a nice variant is to allow the player with the fewest points after each race the option to swap to an unused team. (No, he can't steal an active team away from another player.) If you are running a six-player Circuit, a very interesting variant is to run six races, with each player using a different team each race.

No matter how you want to run your Circuit, be sure to build a new track for each race! Players should take turns building them. In general they should each be nearly the same length, but if you want to switch it up, start out small and make them longer as you go. You certainly wouldn't want the very last race in the Circuit to be a super small track that doesn't give you very many turns to mess with the points leader.

Here are the points that should be awarded for each race in the Circuit:

1st Place: 10 points	4th Place: 3 points
2nd Place: 7 points	5th Place: 2 points
3rd Place: 5 points	6th Place: 1 point

If you are not playing a full six-team race, simply award points from the top down. For example, last place in a four-team Circuit race would get 3 points. A Circuit makes for great strategic play, as the Leader of a particular race may not be the best target for your Weapons. You would do well to focus your mayhem on the overall point leader to keep him from pulling too far ahead of everyone on the leaderboard. When starting up each new race in the Circuit, players are allowed to choose their positions on the starting grid in order from the bottom of the Leaderboard on up. Then, players sit in clockwise order from the pole position player.

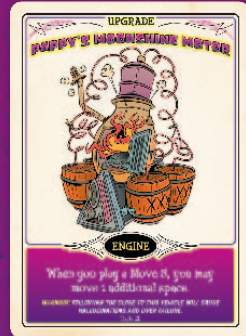
Example of Play

You decide to flip the top card of your deck. The card reads, “Flip Only: Move 1 to 5 spaces instead.” Since you did flip it off the top of your Tank, you get the “Flip Only” effect. You can now choose to move your Hot Rod anywhere from 1 to 5 spaces. You decide to move 2, so you move your Hot Rod 2 spaces. You land on another Hot Rod, so you Draft it. This moves your Hot Rod an additional space forward, which sends you across a Hairpin Corner line.

Now that you have moved, the card you played will trigger your Weapon and Engine.

Now you deal with any effects that were generated by spaces or action on the track in the order that they happen on the track. The first track effect was that you Drafted another Hot Rod, so you get to draw a Move card.

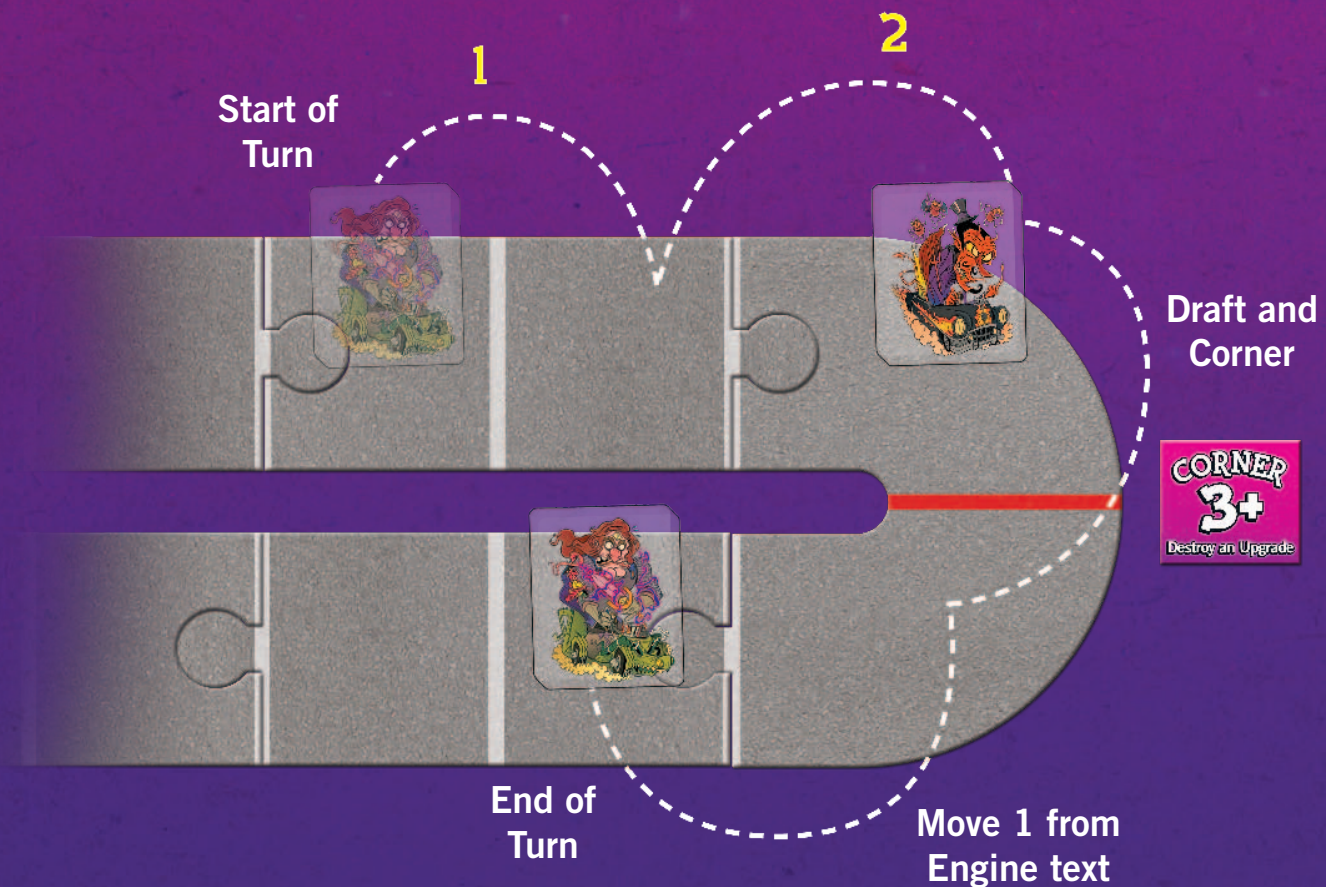
That extra movement from Drafting pushed you across the Corner line, so you must destroy an Upgrade and place it on the bottom of its Upgrade deck.



You played a Move value 5 card, so you get to shoot a foe with your Automatic Ninja Nunchuck Launcher.

You played a Move value 5 card, so you get to move your Hot Rod an additional space.

Since you Drafted one or more Hot Rods, you draw a Move card.



Order of Events in the Example of Play

1. Flip “Gear Selection” off the top of your Tank, triggering the “Flip Only” text.
2. Choose to move 2.
3. Move 2 spaces.
4. Draft the foe you landed on, which pushes you over the Corner line.
5. **Engine and Weapons Effects:** Move forward 1 space from your Moonshine Motor and fire your Nunchuck Launcher in the order of your choosing.

6. On-Track Effects in the order that they happened:

1. You triggered your Drivin' Donuts by Drafting a foe this turn, so you get to draw a Move card.
2. You crossed a Hairpin Corner at speed 5, so you must destroy an Upgrade. You chose to move 2 spaces (although you ended up moving 4), but the Move value of Gear Selection is still 5, so you must destroy an Upgrade. You decide to destroy Drivin' Donuts.

If two effects are generated in the same track space, you get to choose the order of their resolution. Example: If you played a card that had an effect when you “Passed” another Hot Rod in the above example, you would Pass and Corner on the same space.

Designing a Track

It's up to you to make a clever, challenging, and memorable racetrack. Each time you race, a new player should be given the opportunity to build the track. The track tiles are double sided, so you can make any turn swing to the left or right.

Track Length

This should depend on a few factors: number of players, desired game length, and whether or not you want to loop the track and play multiple laps. Here is a rough guide to the number of track tiles you should use:

Looping Track: 12 Tiles (3 minutes per player, per lap)

Short Track: 20 Tiles (5 minutes per player)

Medium Track: 30 Tiles (10 minutes per player)

Long Track: 40 Tiles (15 minutes per player)

So on a Medium Track with 5 players, you can expect the race to last around 50 minutes. Keep in mind that with brand new players, things will take a bit longer.

The Finish Line

The Finish Line is a single space on one tile, but you do not have to land perfectly on that space to win. Blowing past it is perfectly fine. When you do finish, your Hot Rod should be removed from the board.

If you have created a looping track with a race lasting 2+ laps, grab a penny or write down which lap you are on whenever you cross the finish line. In this case, the race does not end the first time you cross the finish line. Decide ahead of time how many laps the race will run before starting, with 2 to 4 being the typical number.

Pit Stops

Pit Stops should typically be evenly spaced out on the track, though some variation can make things interesting. Here is a guide to the number of spaces you might want to have between each Pit Stop:

Easy: 6-7

Medium: 8-10

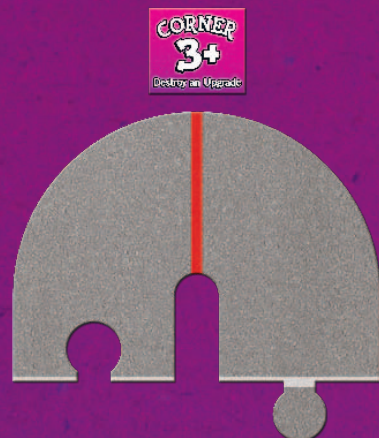
Hard: 11-14

The number of players and the desired number of Upgrades should also dictate the frequency of Pit Stops. The further apart the Pit Stops are, the fewer Upgrades players will have, because they will need to choose the Gas Up option more often. Hard difficulty is not recommended for races with five or more players.

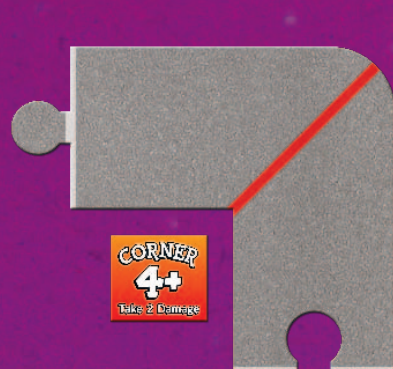
The first Pit Stop tile on the track should be roughly the same number of spaces away from the Starting Grid as the number of spaces between Pit Stops. The last Pit Stop should typically be 10 or more spaces away from the Finish Line. That way The Leader can't Gas Up so close to the Finish Line that no one has a chance to run him or her out of gas.

Corners

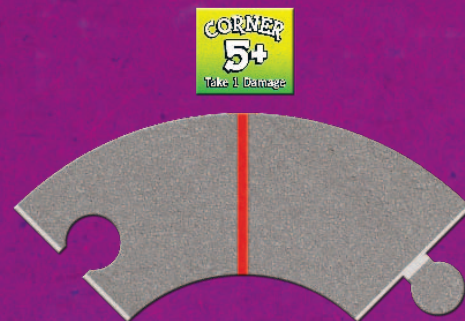
When you place a Corner tile, you will also need to grab one of the difficulty markers to place alongside it (next to the red line). Below you will find the typical difficulties for each particular Corner tile, but you can mix it up if you're particularly devious track designer. Just alert the other players ahead of time if you part with the norm.



Hairpin Corner



90° Corner



Slight or Banked Corner

Hazards and Bonuses

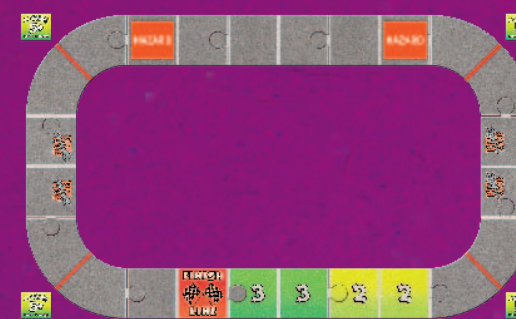
The Hazard markers should typically be used sparingly at the start of a track but increase in frequency as you progress towards the Finish Line. Conversely, the Bonus markers (The Spotlight and Sponsor's Row) should be used mostly in the early portions of a track and rarely if ever on the second half of a track. Typically, it is best if the track doesn't resemble a checkerboard of Corners, Hazards, and Bonuses.

The Jump

The Jump comes with two Hazards that also count as spaces on the track: The Flaming Ring of Fire and the Shark Tank. You may place either or both of these in between the takeoff and landing tiles to create a fun challenge. When you move over these Hazards, they count as spaces you must cross. If you fail to reach the landing tile on the other side, you are subject to the effect of the hazard upon which you land. After suffering the effect of the hazard, pick up your Hot Rod and place it on any empty space between 1 and 3 spaces backwards, prior to The Jump.



Sample Tracks



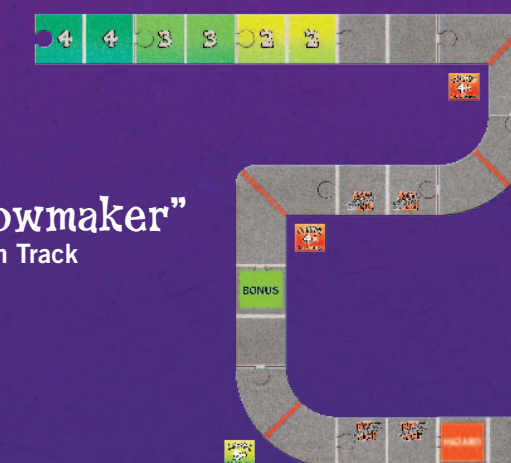
"The Oval"
Short Track



"The Whirlpool"
Long Track



"The Widowmaker"
Medium Track



Specific Card Clarifications

Bribing Race Officials: The foe nearest the front must play a card from his hand, a card from the top of his Tank, or even a Nitro card if he has at least one card in his hand and is feeling particularly crazy. If that foe does not have a card in hand, he will need to Flip a card off his Tank as his immediate play.

Gator Grippers: When you place your Hot Rod onto a Pit Stop space due to this effect, your move ends.

Slug-Thrower: A card with no value is disregarded. The lowest value is typically 1. It is often a good idea to put the card you chose face up on top of your foe's Tank, as a reminder that he must perform the Flip option of movement on his next turn (whether that card remains there or not).

Big Daddy-O, Foul Play, Terrify, and Thundering Turbine Twister: When multiple Hot Rods move backwards at once, start with the back of the pack and work your way forward. This will prevent a whole series of unintended backwards Drafting.

Make my Move and others: The Hot Rod at the very back of the pack is in "last place."

Deal with the Devil: If the chosen foe decides against discarding a card, neither of you draws any cards.

Death Wish, Methy-ions Backpack of Speed, Wild Magic, Gore-nado: These Battle Wizard cards don't have an inherent Move value. Your Move value for the turn will instead be the Move value of the Nitro card you end up playing for the turn.

FAQ

Q: Can I choose to "Draw four Move cards" on my turn, even if I have no cards in my Tank?

A: Yes, but that is just like skipping your turn, and it doesn't count as moving, so you won't get any benefit if you are on a Pit Stop space or anything similar. Note that the rules for Running Out of Gas don't give you the chance to choose an action for the turn. You get sent back at the start of your turn.

Q: In a Circuit series of races, can we keep our Upgrades between races?

A: PUSCAR advises against this, but it might make for a crazy variant after you have already run a few successful Circuits. Scary!

Q: If I play a Move value 4 card during my turn, will that trigger my Weapon and Engine if they both trigger on a 4?

A: Yes!

Q: What does the phrase "deal 2 damage to the foe closest to the front" mean?

A: In most cases, it means "deal 2 damage to the Leader." However, if you are the Leader, it will deal that damage to your foe in second place instead, as he is the foe closest to the front (of the pack). You don't shoot yourself if you are up front.

Q: If there are opposing Hot Rods on both sides of a Corner line, does that "turn off" the Corner marker text when I cross that Corner line?

A: No. The Corner marker text is not on any space, so there is no Hot Rod covering it like a Hazard space can be covered.

Q: If an opponent plays a Move value 4 card that moves my Hot Rod backwards across a Corner line, am I subject to the Corner marker penalty?

A: No. You are only affected by Corners when you play a card and generate a Move value. The Nitro card "Bribing Race Officials" can force you play a card out of turn, in which case you would be subject to Corner penalties.

Q: If the bonus movement from an Engine or other Upgrade makes me cross a Corner, is that bonus movement still at the speed of the value of the card I played for the turn?

A: Yes, because you are still in the movement portion of your turn at the point your Weapon and Engine Upgrades resolve. Note that the Pit Crew Upgrade "Satanic Mechanic" happens after the end of your turn, so since you are not still in the movement portion of your turn, you have no speed value for that bonus movement. The card you play dictates your speed value from the time you play it until the end of your turn.

Q: If I play a move 5 and end that move on another Hot Rod, I Draft it. Got it. But I also trigger my Engine Upgrade that says I get to move 1 additional space. Do I move that bonus space before Drafting the Hot Rod that was 5 spaces away, or do I get the bonus movement after Drafting?

A: You get it after Drafting. First you move and Draft, then you deal with your Weapon and Engine Upgrades.

Hot Rod Creeps Credits

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Playtesters: The Wednesday Night Crew and too many others to mention by name!

Special thanks to Nick Edwards and Robb Mommaerts



On Your Turn

Choose one of the following four options as your action for your turn:

- Play a Move card from your hand.
- Flip the top card of your Tank.
- Flip the top card of the Nitro Deck. Use this option only if you have at least one card in hand.
- Draw four cards off the top of your Tank.

Pit Stops

When you end your move on a Pit Stop space during your turn, you get to choose one of the following two options:

- Gas Up (Shuffle your discard pile and Tank together to form a new Tank.)
- Draw an Upgrade card (Take the top card from one of the four Upgrade decks.)

Running Out of Gas

At the start of your turn, if there are no cards in your hand and Tank, you are out of gas. Place your Hot Rod on the nearest empty Pit Stop space behind you. Gas Up, then draw 2 cards.

Corners

You corner when you cross a red line on one of the curved track tiles. The penalty for taking a corner too fast is listed on the Corner marker that is next to that tile.

Hazard and Bonus Spaces

If you land on an empty Hazard or Bonus space during any player's turn, the effect of that space happens.

Burn

Lose that many cards off the top of your Tank.

Damage

Lose that many cards from your hand. If you run out of cards in hand, the rest of the Damage, if any, is taken as Burn.

Order of Events

- Read the game text of the Move or Nitro card you play (if applicable), then move.
- Read the game text of any Weapon or Engine Upgrades that triggered.
- Deal with the effects that were generated on the track in the order that they happened.

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