



Your goal? To become the Street King using your cars, crew, upgrades and skills. You'll start at the bottom just like the others, using your D class cars to win races, and earn credits. With these credits, you'll be able to buy parts, hire crew members, or advance to the next class. Another way to gain credits is to show off your car at car shows. Be the first to win enough gold trophies and you'll be crowned the undisputed Street King!

SETUP

Separate and shuffle each deck.

Example, for a 2-player game,
reveal 3 cars from class A, B, and C.
For a 3-player game, reveal 4 cars and so on.

If you have two D cars with identical stats, discard one and draw another.

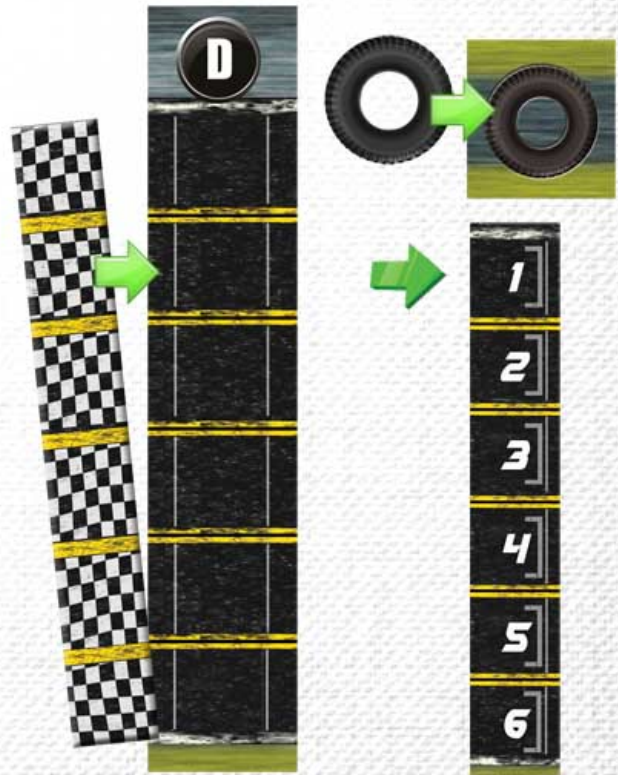
their trophy icons on the main board.

The screenshot shows the 'Street Queen' slot machine interface. The main board features four reels with numbers 1 through 9. Below the reels is a label that reads 'STREET QUEEN FELICIA MIDNIGHT'. To the right of the reels is a trophy icon of Felicia Hardy. Below the main board, there is a secondary board with four reels showing numbers 1 and 2, and a trophy icon of Felicia Hardy. Green arrows point to the trophy icons on the main board and the secondary board.

Place a number of Car Show cards on the board equal to the number of players **minus 1**. The rest of the Car Show cards are removed from the game.



Place the Finish Line marker under the D class of the track .
Place the tire marker on its spot on the board.
Place the Green Arrow pointing at lane 1 on the racetrack.



ROUND SUMMARY

The game is played in rounds of 4 phases each. Each round, players will do the following phases in this order:

1. The first player will choose the race class
2. Actions are taken by all players until everyone qualifies for the race or passes.
3. Race the event class chosen on the 2 locations placed there.
4. Clean up

PHASE 1: CHOOSE A RACING CLASS



The first player chooses a class for the race of this round. This determines where the finish line token is placed on the track. You must own a car (in your playing area) of that class. This means that for the first round, the race will be a D class event. Place the finish Line Marker on the track under the determined class letter.

The class chosen determines the class of the car a player can use during the race of this round. **For example, if class B was chosen, you can only use class B cars during the racing phase of this round.**

PHASE 2: PLAYERS TAKE ACTIONS

Starting with the first player, each player in clockwise order will take an action on his or her turn. Keep doing this until all players have taken the Qualify action or said Pass, which will end this phase.

You can only take one of these actions during your turn. (You will have multiple turns during this phase and you can take an action you already took on your previous turn, if that action is available.)

List of actions you can take during Phase 2:

- Go to the Shop
- Go to the Car Show
- Go to the Dealership
- Choose a Racing Location
- Qualify for the Race or PASS

GO TO THE SHOP:

The shop has newly available items to buy every round. When you take this action, you can buy an upgrade. The value of the upgrade is the number in the green box at the top left corner of the card. You can only buy 1 upgrade during this action. When you buy an upgrade, place it under one of your cars, so that the stats (and stars) are visible. All cars have 4 stats in this order: Top Speed, Acceleration, Handling, and Braking. Each upgrade will modify a specific stat. Each car can only have one upgrade of the same color/type attached to it. **You cannot upgrade a car that is at a car show.** Once an upgrade has been attached, it cannot be moved to another car.

Cost to buy

Beauty Value



Color/Type

Stat Value

Top Speed - Acceleration - Handling - Braking

Crew members are not "color-coded", nor are they assigned to a specific car when hired. They are kept face up in front of you until you take the Qualify action. When you buy an upgrade, **do not** reveal another card from the deck (The shop needs time to replenish its stock).

NOS: It does not add to the Beauty value of the car and it is a one time use upgrade. After you moved your car pawn, you may use and discard attached NOS to move 3 extra spaces. You may only have 1 NOS attached to a car.



CREW MEMBERS are not color coded, so you can have more than one assigned to a car before a race. However, you can never own two crew members with the same artwork. You can hire the same crew member when taking the Shop action, but you must then immediately discard one of them. Remember, crew members are only assigned to a car when you take the Qualify action.



ELITE CREW MEMBERS cards give you two options; the left or the right side. Attach them to the side of the car instead of to the bottom. They will add 2 stars to a stat but will reduce 1 star from another. They are a Mini expansion and may be removed from the game should you choose to.



This is what a car looks like when it has brakes and tires attached to it. The upgrades are placed under the car:



This is what a car looks like when it also has NOS and an Elite Crew Member attached to it:



GO TO THE CAR SHOW ACTION:

You can only take this action if there are Car Show cards on the board. When you take this action, place a Car Show card from the board onto one of your available cars. When you place a Car Show card on your car, you immediately gain credits equal to the beauty value of the car plus its upgrades (the number in the yellow box at the top right corner of the cards). But choose wisely, that car remains there for the whole round, which means you won't be able to race with it or upgrade it. You cannot place a Car Show card on the car you qualified with during this round. You may have several of your cars in different car shows during a round. Move the cube on your credit track according to the amount gained (the beauty value of the car) at the car show.



Place a Car Show card on one of your cars.



Gain credits equal to the total Beauty value of that car. In this case, you would gain 6000 credits.

Keep track of your total credits on your player board.

GO TO THE DEALERSHIP ACTION:

When you take this action, you can BUY and/or SELL cars at the dealership. The value of a car is the number in the green box on the top left corner of the card. You can only buy a car that is one class above any car you own. (So if you own a D class car, you can only buy a C class car. To buy an A class car, you need to own a B class car). Of course, you can always buy cars of a lower class should you need to. When you buy a car, place it face up in your playing area.

At the dealership, you can also sell a car (along with all the upgrades). Add the value of the car and all the upgrades attached to it, and gain half that amount of credits (rounded down). The car you sell goes back into the dealership along with all the upgraded parts attached to it. A player may choose to buy that car by paying its total cost. You can both sell and buy in one dealership action. You can only buy one car and only sell one car. Cars and upgrades cannot be sold separately.

The Dealership should like this at the start of a 2-player game:



Don't forget to increase or decrease your total credit on your player board if you buy or sell a car. You must buy or sell a car if you take this action.

CHOOSE A RACING LOCATION ACTION:

Choose the track in which the race will take place. You can only take this action if there is an empty location spot on the board. When you take this action, draw a location card from the deck. You **MUST** then place one of your locations cards from your hand face down on any available location spot on the board. There are two spots you can place a location card. If the deck is empty, shuffle the discard pile and make a new deck.

(The strategy here is to choose a location that your qualifying car will perform well in. For example, if your car has good handling, place a location card that has the handling icon OR if you think you might lose this race, place a Police card in the number 2 location spot).

Note: The Police location cards are a mini expansion and you may choose to remove them from the game.

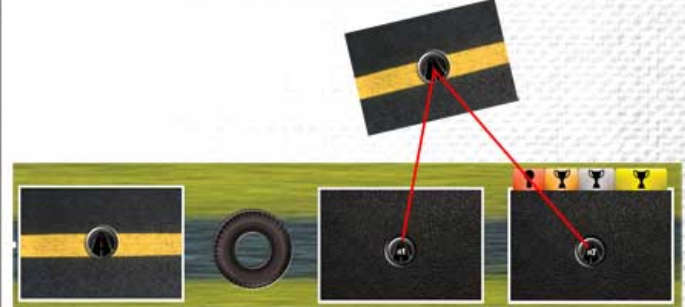
1-) Draw a card from the location deck on the board.



2-) Choose a Location card from your hidden hand.



3-) Place that card, face down, on any available location spot.



QUALIFY FOR THE RACE ACTION:

Qualifying for the race will allow you to place your car pawn at the start line. When you take this action, you place your car pawn on the starting grid of the top most available lane of the track (1-6). The number on the starting grid is the order in which the cars will move during a race (the car on the #1 lane will move first, then the car on the #2 lane, and so on). When you qualify, you must choose a car you own of the same class as the race. You may then assign crew members to that car.

Place your car:



Assign your Crew Members:



QUALIFY FOR THE RACE ACTION Continued:

Finally, adjust the cubes on your player board to match the total stars of the cars stats. For each of the 4 stat types, add up the stars and move the cubes to the total of each stat. The Elite mechanic will make you lose some stars (while making you gain others) so choose wisely if you want to use them or not this race.



This car has 3 in Top Speed, Zero acceleration, 3 in Handling and 6 in Braking! The Nos does not add to any stat, but after moving, this player can discard it to move an extra 3 spaces.



Placing your pawn on the starting grid does not remove you from the action phase. You can still take an action at your next turn. If you do not have a car to race with, you cannot qualify and must choose another action or Pass. When you say "Pass" you're taken out of the action phase.

Important:

When all players have taken the Qualify action or Passed, the action phase ends immediately, no further actions can be taken, and you move on to phase 3... RACING!

PHASE 3: RACING!

Before starting the race, if there are empty location spots, fill them with cards from the top of the Location deck, face down, from left to right.



The race starts by flipping over the first Location card, making sure that the Prizes are facing the racing lanes.



The Location card will have 2 stats on it. Each player will now move their car pawn a number of spaces equal to the number listed on their player board following the stat order of the Location card. Move the cars in order from lanes 1 to 6. Do so for the 1st stat on the Location card, then the 2nd.



Example: the location card has **Brakes** first and then **Top speed**. The red player in the #1 lane will move up on the track the amount listed on their player board for the Brakes stat. Then the yellow player in lane #2 will do the same and so on. When all players have moved according to their brakes stats, repeat from lane #1 using the Top Speed stat.

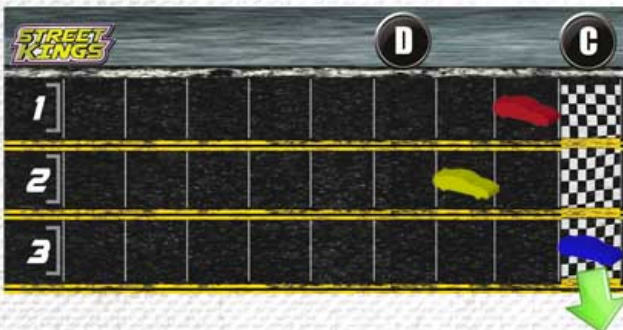
PHASE 3: RACING! Continued

Once both stats on the first location card are done, flip over the second Location card. Now move the cars again using the stats on the second location card.



Example: This track started with brakes, then top speed, then acceleration, and finally handling.
Only the second card is used in giving prizes to the players.
(4000 credits for 1st, 3000 for second, 2000 for third, 1000 for fourth.)

When a car lands on the finish line, place the car pawn above the corresponding prize; so the winning car above the Gold trophy, the runner up above Silver and so on. If a car does not reach the finish line when all 4 location stats have been completed, continue using the first location card (as though you're doing laps.)



You can pause the game during a race. Use the Tire Marker for the current stat and the Arrow marker for the current lane, to keep track of where you stopped.

GIVING OUT PRIZES:

When all cars have reached the finish line, it's time to give out the trophies. Go from left to right, starting with the last car. The 5th & 6th place receive no credits but still get a red ribbon prize. 4th gets a ribbon and credits, 3rd gets bronze and credits, 2nd gets silver and credits. Finally, the winner gets gold and credits. Place the player cubes on the corresponding Trophy Track on the board to keep track of trophies.



If a player reaches 2 trophies of the same type, they must immediately trade those two for one of the next level trophy. (For example: if you get your second Bronze trophy, lose both of them and gain a Silver. If this gives you a second Silver, lose both Silver trophies to gain a Gold trophy.)



Important: You cannot gain a 7th Gold Trophy by "trading up". It must be won in a race. Simply keep the excess silver trophies; they may be used in tiebreakers at the end of the game.

\$5000 The red X on the second location card means that the winner of this race will have to discard the corresponding upgrade attached to the winning car. If the car does not have that upgrade, nothing happens.

\$4000 If it's a police card, the winner must choose between discarding any one upgrade of his choice OR paying a 2000 credit fine.

Crew Members can never be discarded this way. Players take back their car pawn after receiving his or her prize.

PHASE 4: THE CLEAN UP PHASE:

- Return the Car Show Cards back to the board.
- Remove the location cards from the board and discard them in the Location discard pile next to the Location deck.
- The First Player marker moves to the player to the left.
- Discard ALL cards from the Shop and reveal new upgrades according to the number of players plus 1.

START A NEW ROUND!

GAME END / CHAMPIONSHIP ROUND!

When a player gets his 7th gold trophy by winning it, there is ONE more special round, the Championship!

Important Rule:

You cannot trade up to get your 7th Gold trophy. It must be won by winning a race. However, you can trade up for your other Gold trophies.

This round differs in some ways from the other rounds. Play this final round with these rule changes:

- The finish line marker is set to the class A. *The first player cannot choose the class of the race.*
- Place the top two Locations cards from the top of the location deck, face down on the locations spots, creating a random track. *Players cannot play locations cards this round.*

At the end of the championship round, the player with the most Gold trophies is the _____ Street King/Queen.
(your city's name)

In the case of a tie, the player with the most silver trophies wins. If the tie persists continue to bronze and then finally ribbons. If it still persists, the player with the most cars breaks the tie. The final tiebreaker is the amount of credits.

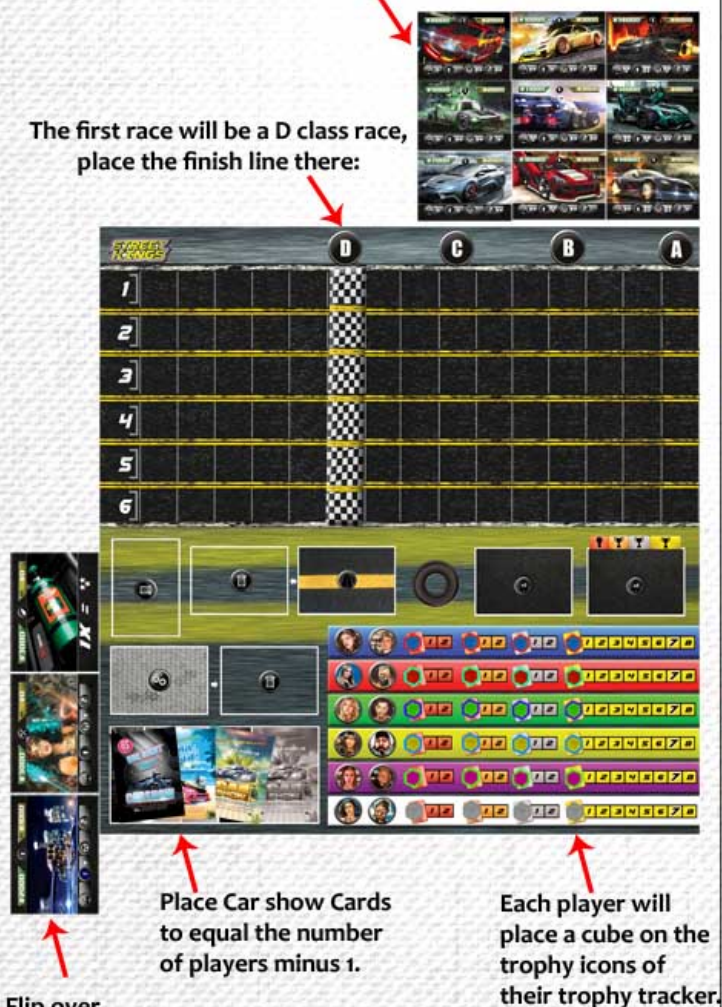
VARIANT RULES:

- **2 Player Game:** For a 2-player game, each player will control a team of 2 characters. Setup the game as if playing a 4-player game. Alternate between players the First Player marker and Action turns. Each player still only has a hand of 3 Location cards, not 6.
- **Shorter Game (Recommended when playing 5-6 players):** During setup, each player starts with one D class and one C class car. Each player also gets one random upgrade (excluding crew) to each of those cars. End the game when a player has 5 gold trophies instead of 7.
- **Gone in 60 Seconds:** Sold cars go back to the box, not the dealership.
- **The Word Tour:** During setup, each player gets 1 random car from each class and 1 random upgrade from each of those cars (excluding crew). The first player does not choose the class anymore for this game. The class will change every round to the next class and loop around. So, the first round will be class D, second round is class C, third round is class B, fourth round class A, fifth round class D and so on....
- **Betting / Pink Slips:** Before flipping the first location card, players can bet credits, cars, and even trophies on who will finish in first place.
- **Under the Hood:** Hide upgrades under the cars until they are revealed when you qualify.
- **SuperParts Store:** When a player takes the shop action they can discard the shops items and reveal the same amount from the deck before buying.
- **House Rules:** Feel free to make house rules, different winning conditions or even remove cards like Nos or Crew members. No championship round, etc... Be creative and have fun!

BOARD SETUP EXAMPLE:

Create the dealership for each class of car, reveal a number of cars equal to the number of players plus 1 (A, B, and C):

The first race will be a D class race, place the finish line there:



The cone icon on the cards represents a Promo card. You can thank the Kickstarter backers for these extra cards. They are the ones that helped unlock these promos!

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BLOGS & WEBSITES TO GO CHECK OUT!

The Undead Viking: Youtube - UndeadVikingVideos

Testeur Alpha - Youtube - Testeur Alpha

Brian Everett Coggaming: Coggaming.net

NVS Videos: Youtube - icurnvss

Board Game Brawl: Youtube - boardgamebrawl

Playing Board Games: Youtube - PlayingBoardGames

Top Shelf Boardgames: Youtube

Hugo Oliveira: Addboardgames.blogspot.ca

Gone Wacko: Gonewacko.org

Pedion Battlefields: Pedionterrain.com

Nurd Radio: Nurdradio.com

Greg Frank: Youtube - Gfripper

D6 Sports: Saguisag.com/tts/

Angry Joe Show: Angryjoeshow.com

Game Nite Magazine: Gamenitemagazine.com

Wombat Games: Wombatgames.tumblr.com

GameThyme: Gamethyme.com

Ludold: Ludold.com

La Recreation: Larecreation.ca

Zero Bad Ideas: Zerobadideas.tumblr.com

How to be a Nerd: H2bn.com

The Dreaded Geek: Youtube

Medievalords: Medievalords.com

Cortex-Hugim: Cortex-hugim.com

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SPONSORSHIP MINI EXPANSION

The Sponsorship expansion adds a 10-card deck to the game. To play with this expansion shuffle the deck of cards and place is next to the board. Reveal 3 cards face up. When a player completes a Sponsorship card, he will get the reward listed at the bottom of the card. The card is removed from the game and a new one is flipped over. There should always be 3 sponsorship cards available.

IMPORTANT:

A player may only complete 1 Sponsor card per round.



When a player trades two trophies of the same type for one of a higher level, they complete one of these Goals and receive the rewards listed at the bottom of the card (Credits).



When a player has cars in two car shows at the same time, he completes this Goal and receive 2000 credits.



When a player buys a car of the next class, he completes this Goal and receives 2000 credits.



When a payer qualifies for a race and his cars stats are all above 3, he completes this Goal and receives 3000 credits.



When a player has 3 different basic mechanics in his playing area, he completes this Goal and receives 2000 credits.



When a player has a car with all 4 different types of upgrades, they complete this Goal and receive 2000 credits.



If a player did not enter a race in a round, he completes this Goal and receives 3000 credits. If two or more players are not in the race, the first player to have Passed completes this Goal.



When a player loses an upgrade due to a race, that player may choose another player to also lose a part of his choice.
An eye for an eye!



ROUND SUMMARY

CHOOSE A CLASS

The first player chooses the class for the round. (D,C,B or A)

TAKE ACTIONS

Starting with the first player, players will perform any one of these actions: (Keep going around the table until all players have placed their car on the grid and have taken the Qualify action or passed)

- **SEND ONE CAR TO THE CAR SHOW** (Earn credits)
- **GO TO THE DEALERSHIP** (Buy/Sell one car)
- **GO TO THE SHOP** (Buy/Sell an upgrade)
- **CHOOSE A RACING LOCATION** (Place a track card face down on an empty spot)
- **QUALIFY FOR THE RACE** (Place your car pawn on an empty spot of the grid)
(You can now add crew members to the car for this race and adjust your stats)

START THE RACE

- Flip over the first Location card
- Using the stats of each car, move the car pawns on the racetrack
- Flip over the second Location card
- Using the stats of each car, move the car pawns on the racetrack
- When all cars have passed the finish line, give out the prizes.
- Trade up trophies

CLEAN UP

- Take back your car pawn.
- Return Car Show cards back to the board.
- Remove assigned Crew members from your car. (Keep them for next round)
- Discard the location cards used for the race.
- Discard the shop cards and reveal new ones.
- Pass the First Player token.
- A new round begins.

