

MEGARACE

THE MORE YOU PLAY, THE FASTER YOU GET ADDICTED!

FUNSKOOL

6+
Ages

2-4
PLAYERS

30
MINS

Instructions Sheet

Megarace is an adventure racing game that leads you on an epic journey across different terrains. To be the Megaracer, you will need to outdrive and outsmart your opponents who will do everything to stop you from getting to the top. In this world, there can only be one megaracer! Is that you?

Contents:

1. 1 Game Board.
2. 6 Bike Cards.
3. 30 Special Cards.
4. 40 Biker Badges.
5. 4 Pawns.
6. 2 Dice.

Objective:

The first player to collect 10 Biker badges is the winner of the game.

Setup:

1. Place the game board on the table/floor.
2. Each player chooses a pawn and places it on the "Garage" space on the game board.
3. Each player picks up a bike card and keeps the rest of the cards aside from the game play.
4. Place the Biker badges and the special cards (facing down in a deck) near the game board.

Gameplay:

1. The youngest player starts the game by rolling both the dice and moves ahead in the direction of the arrow .
2. The player then chooses any one number amongst the two dice to move their pawn forward, the same number of spaces as indicated on the selected dice.
3. If a player rolls 3 in any of the dice, in addition to moving 3 spaces ahead, it is also considered "GOOD DRIVING" and they can pick up a special card from the special cards deck.
4. If a player has to cross a challenge area, they have to complete the challenge successfully, (See- Completing the challenge), pickup the respective number of Biker Badges* and then move ahead in the game.

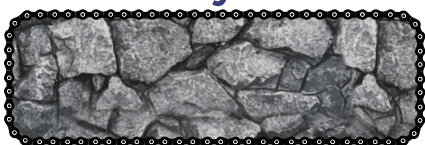
Completing the Challenge:

In order, for a player to pass through a challenge area, they have to roll the specific numbers on the dice as mentioned in the bike card. Incase, the player does not roll the specified numbers, then the player gets to roll the dice only on their next turn.

*Note - In case a player gets a special "MOVE+(1,2...6)" card just before / during a challenge area you can move your pawn ahead only if the numbers on the MOVE+ card corresponds only to the numbers mentioned on the respective bike card.(See Example)

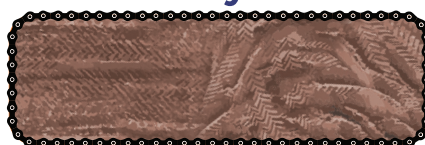
1. There are three types of challenge areas on the game board.

1. Rocky Road



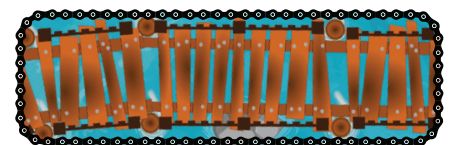
* Get 1 Biker Badge

2. Muddy Road



* Get 2 Biker Badges

3. River Pass



* Get 3 Biker Badges

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Example:

For the bike "BALLISTA" to successfully cross the "ROCKY ROAD" challenge area, the player must roll ONLY the numbers 2, 3 or 4 to move ahead 2, 3 or 4 spaces respectively on the rocky road challenge area. A player may have to roll the dice multiple times to successfully cross over the challenge area. If the player picks up a special MOVE + card before or during the "ROCKY ROAD" challenge area he can move ahead by only using the following move cards "MOVE +2, +3 or +4".(Fig.1)



Rocky Road



Special Spaces:



Fig.1

1. Pick 1, Pick 2 : Biker Badge(s).

When a player lands on a "Pick 1" or "Pick 2" Biker Badge space, they have to pick up 1 or 2 Biker Badge(s) respectively.(Fig.1)

2. Petrol Bunk:

When a player lands on a "Petrol Bunk" space, they get another chance to roll the dice.(Fig.2)

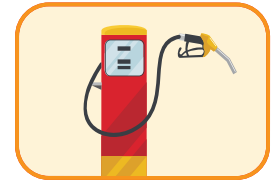


Fig.2



Fig.3

3. Potholes:

When a player lands on a "Pothole" space, they have to give back 1 Biker Badge as a penalty. However if they do not have a Biker Badge with them, they must miss a turn. (Fig.3)

4. Go Slow:

When a player lands on or passes a "Go Slow" space, the speed limit is 4. Therefore, if the player has rolled above 4, then they have to give back 1 biker badge as a penalty.(Fig.4)



Fig.4



Fig.5

5. Traffic Signal:

The player **must** land on the "Traffic Signal" space before passing. During gameplay, if a player rolls a number and crosses a Traffic signal space without stopping, they have to give back 1 biker badge as a penalty and must miss a turn.(Fig.5)

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5. No Parking and Men At Work:

When a player lands on a “No Parking” or “Men At Work” space they must miss a turn.(Fig.6) & (Fig.7)



Fig.6



Fig.7



Fig.8

6. Garage:

If a player passes through the garage space after completing a round on the game path, they can pick up 2 special cards from the special cards deck.(Fig.8)

Special Cards:

1. Apply Brakes:

If a player has an “Apply Brakes” special card when they land on a “Pothole” space, then they don’t have to pay the penalty.(Fig.9)

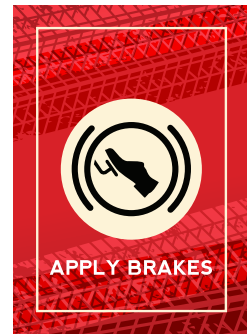


Fig.9

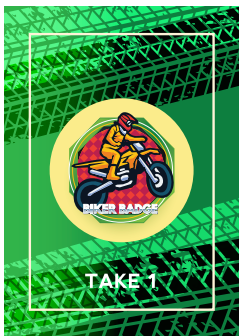


Fig.10

2. Take 1:

Players can use this card to exchange it for a biker badge.(Fig.10)

3. Petrol Bunk:

Players can play one more turn, if they get this card. (Fig.11)

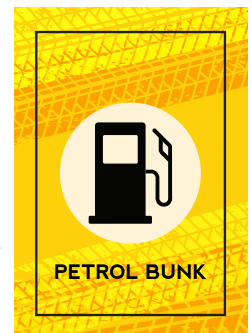


Fig.11



Fig.12

4. Move card:

When a player gets a “Move” card, they can move that many number of spaces as mentioned on the move card.(Fig.12)

End Of the Game :

The first player to collect 10 Biker badges is the winner of the game.