

PROJECT

NOS

REAL-TIME DICE DRAG RACING

Designed by Peter Newland, Mind the Gap Studios

1-4 Players

10-15 minutes

OVERVIEW

Brightly colored, modified cars are everywhere. The sound of high performance engines fills the night. Your adrenaline seems tied to your gas pedal and spikes with each rev as you line up. Tonight you will show them. In less than 10 seconds you will be the next top racer on these streets.

Ready...Set...Go!

Project Nos is a real-time racing game. All players roll dice at the same time in a race to be the first to place their matching dice on the track.

WINNING

The first player to place each of their dice on every track card in sequence wins that race and the first player to win 2 races wins the game!

Solo: how fast can you complete the track?

- under 15 sec: master
- 15-25 sec: pro
- 25-35 sec: amature
- more than 35 sec: novice

COMPONENTS

4 Player Color Cards



12 Modification Cards



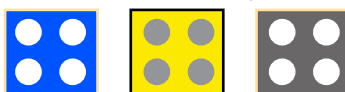
18 Track Cards



12 Common D6



15 Modification D6 (color matches card, each x5)

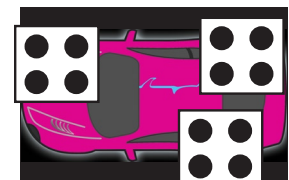
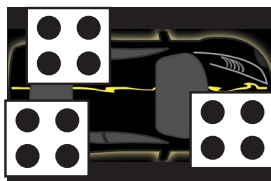
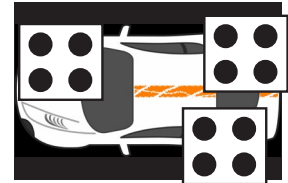
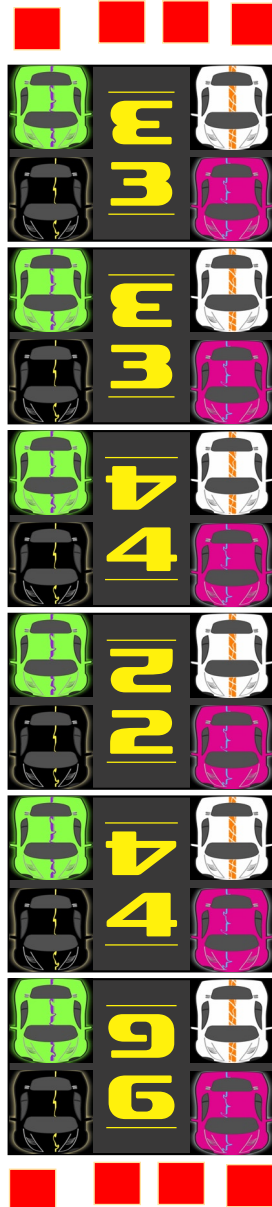
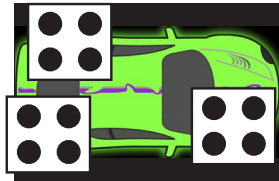
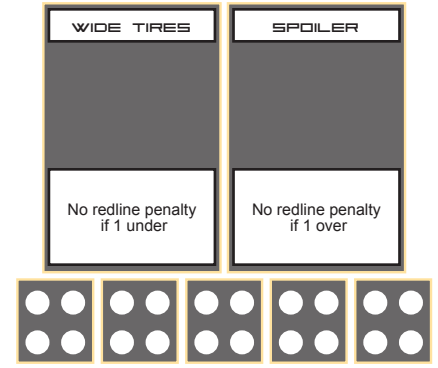
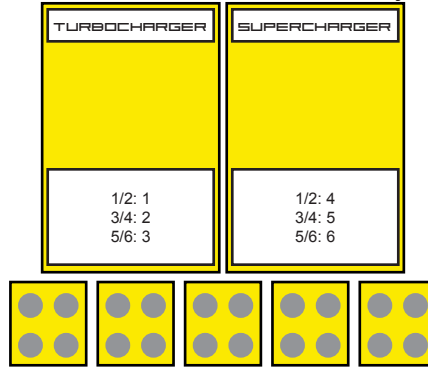
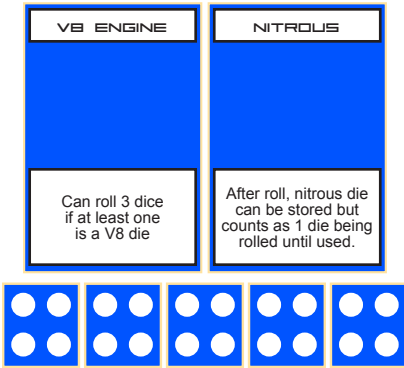


8 Redline Cubes



SETUP

1. Separate out the modification cards into three groups based on their color and place the matching dice near the cards.
2. Shuffle the track and deal out six cards. Place the rest to the side.
3. Arrange the track cards so that the same color squares are on the same side of the track.
4. Give each player the color card of the track space that matches where they are sitting at the table and 3 common d6.
5. Place half the redline cubes at each end of the track for easy reach.



RACE!

1. All players select 2 of their dice to roll
2. Roll the dice! All players roll simultaneously and are trying to:
 - Match the track value **OR**
 - Be 1 under the track value and take a redline cube **OR**
 - Be any number over the track value and take a redline cubeWarning! You can only take 2 redlines as your engine will explode on the third!
Once any player has rolled a die that meets one of these requirements, they will place it on the track space that matches their color
3. Once a player places a die on the track they need to grab another die so that they have 2 dice in hand and repeat!

MODIFICATIONS

Selecting Modifications

At the start of each race, after the track has been laid out, players will take turns modifying their cars by

1. taking at least one modification card and 1 associated modification dice (same color as card) **OR**
2. take 1 modification die of the same color as a modification card they already have.

Players can only choose up to 2 modification cards, and those modifications must be different colors. If a player chooses the Wide Tires, for instance, they cannot also chose to have a Spoiler.

When you choose a modification card, take one die of the same color.

Using Modifications

Modification effects only apply to their associated dice. For example, if a player has the Wide Tires and a grey die but is only rolling the common white dice, they will still take a redline if choosing to place a die that has a value of one less than the track requirement.

List of Modifications

- V8 Engine: Roll 3 dice as long as one of those dice is a V8 modification die.
- Nitrous: After rolling, the nitrous die can be saved at its current value. Until the saved nitrous die is placed on the track it counts as 1 die being rolled.
- Turbocharger: $1/2 = 1$, $3/4 = 2$, $5/6 = 3$
- Supercharger: $1/2 = 4$, $3/4 = 5$, $5/6 = 6$
- Wide Tires: No redline if 1 under the track value
- Spoiler: No redline if 1 over the track value

SEQUENCE OF PLAY

1. Select modifications / draft modification dice
2. Race!
3. Give the winner 1 of the track cards. Set the others aside to be shuffled in later.
4. Reset the modifications and deal a new track. If there are no track cards left, shuffle the previous tracks and start a new track pile.
5. Repeat with modification selection being in reverse order of finishing the race (i.e. last place player picks modifications)
6. First player to win 2 races wins the game.