

PROJECT

NOS

TABLETOP STREET 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

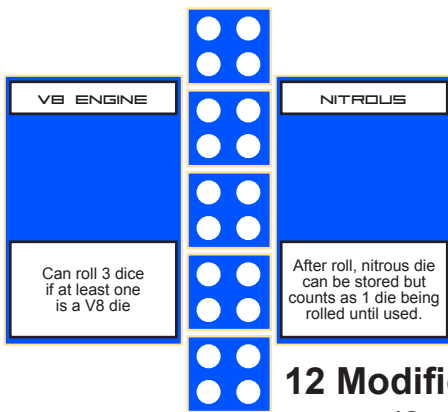
At the end of each race and going in order across the finish line, players will take a track card for the points earned in that race.

At the end of 3 races, the player with the most track points wins!

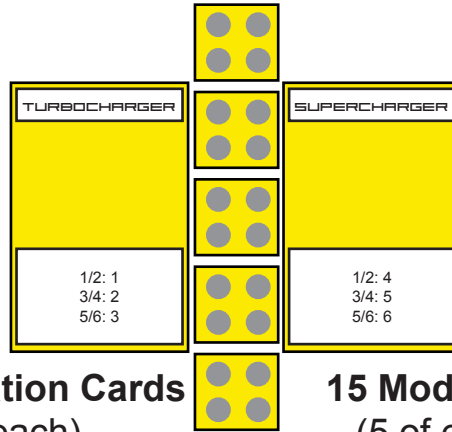
Solo: how fast can you complete the track?

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

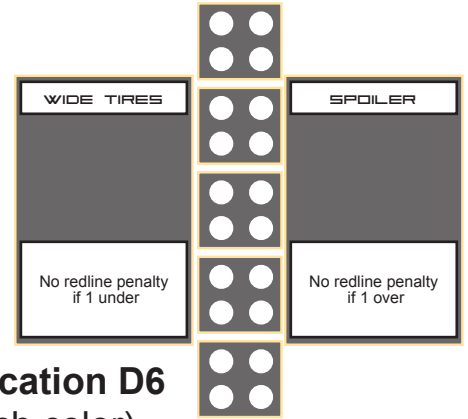
COMPONENTS



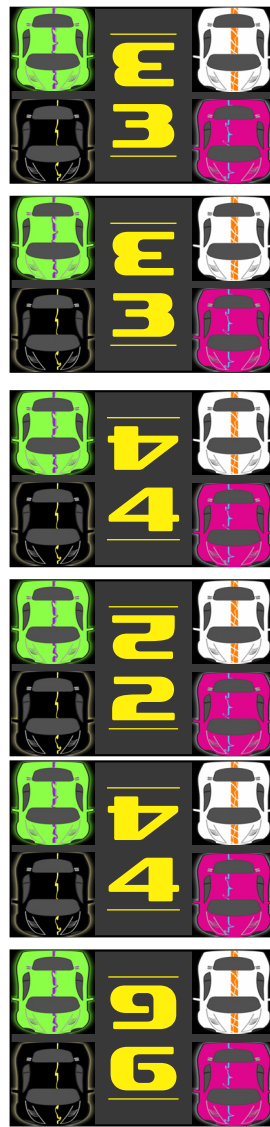
12 Modification Cards
(2 of each)



15 Modification D6
(5 of each color)

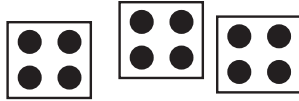
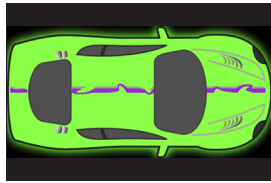


18 Track Cards
(6 dealt out at a time)
track value

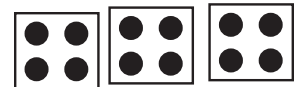
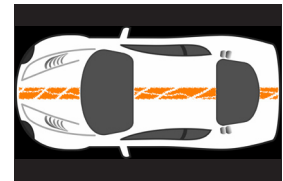


player dice space

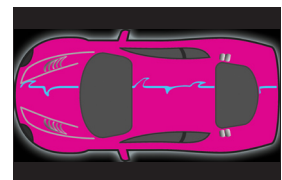
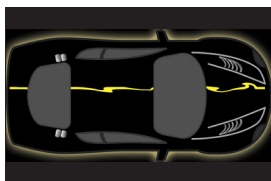
4 Player Color Cards



8 Redline Cubes



12 White D6
(3 per player)



Finish line

SETUP

1. Separate out the Modification Cards into their three colors.
2. Place the Modification Dice near their corresponding cards. The number of Modification Dice used = number of players +1.
3. Shuffle the track and deal out six cards. Note that the cards must be placed with the same cars are on the same side of the track. Place the rest to the side.
4. Each player takes 3 Common Dice and the color of car matching their position next to the track (alternatively, take the car you want).
5. Place half the redline cubes at each end of the track, as shown, for easy reach.

SEQUENCE OF PLAY

1. Modify
2. Race!
3. Score
4. Reset
5. Repeat x 2

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.
3. repairing their engine(see Redlines)

Players repeat these steps until each player has 3 modification dice.

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 cube if choosing to place a die that has a value of one less than the track requirement.

RACE!

The race consists of placing dice on each track card from the starting line of the track to the finish line.

1. At the start, each player selects 2 of their dice to roll
2. On "Go!" roll the dice! All players roll simultaneously and are trying to:
 - Match their current track value **OR**
 - Be 1 under their current track value and take a redline cube **OR**
 - Be any number over their current track value and take a redline cube

Warning! You can only take 2 redline cubes as your engine will explode on the thirrd..

Once you have rolled a die that meets one of these requirements, place it on the track card space that matches your car color.
3. Once a player places a die on the current track card, they need to grab another die so that they have 2 dice in hand and repeat on the next track card (the race progresses one track card at a time from start to finish)!
4. The first player to place all of their dice correctly on the track wins the first pick of the track cards for points, 2nd place gets second pick, and so on.

REDLINES

Redlines are damage your engine is taking during the race and this damage persists from race to race.

During the modification phase, you can choose to skip adding a modification and, instead, remove a redline cube.

Once the modification drafting is done, simply grab enough dice **that do no match any modifications you have** to bring your dice pool up to 6 dice

SCORE

3-4 player game: At the end of each race and in finish order, players will take a track card for their points for that race. At the end of 3 races, total up your points and highest score wins.

2 player game: At the end of each race, the winner will take a track card to indicate they have won. Best out of 3 races wins.

RESET

Once each player has taken their track card for points:

- discard the remaining used track cards and deal out a new track
- return all modification cards and dice to the setup position for the next modification phase

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

SPECIAL THANKS

Playtesters: Kimberly Newland, Aaron Donogh, Ian Glodich, Sarah Mendonca, Tap Pribbenow, Chris Rowlands