

CRASH CITY

Welcome to CrashCity! This city is filled with crazy racers, limited jobs, and no rules of the road. Each morning everyone leaps into their cars, stomps on their gas pedals, and races off to work. It isn't about getting to your job on time; it's about getting to your job **first!**

GOAL

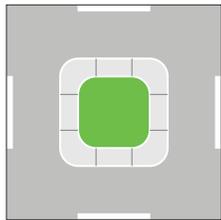
Be the first player to get your 8 racers from home to any shop or factory in the city.

COMPONENTS

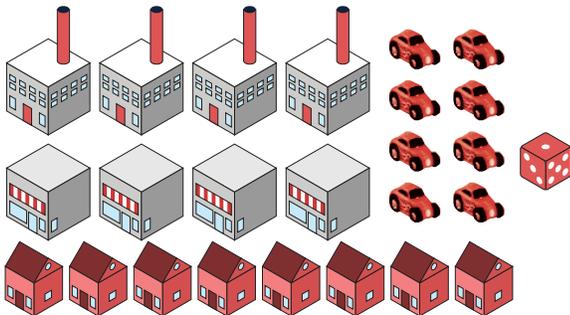
- 8 houses per color (32 total)
- 8 cars per color (32 total)
- 4 shops per color (16 total)
- 4 factories per color (16 total)
- 4 dice
- 64 street tiles
- 1 town square tile
- Rulebook

SETUP

- Find the town square tile and place it in the center of the table.



- Shuffle the street tiles and give a stack of 16 to each player. (If there are fewer than 4 players then put the unused tiles back in the box.)
- Don't look at your tiles. Keep them facedown.
- Take 4 factories, 4 shops, 8 cars, 8 houses and 1 die of the same color.



- You are now ready to begin the game.

PHASES

Crash City is played out in two separate phases:

FIRST PHASE: CONSTRUCTION

In the **Construction Phase** the players take turns building the city. In turn, each player places both a street tile and a building. This phase continues until each player has placed 16 street tiles along with all of the buildings and cars of their color.

SECOND PHASE: RACING

During the **Racing Phase** the players take turns moving one of their cars along the streets in an attempt to get from home to work as quickly as possible. A racer can work in any color of building, but only one racer can work in each shop or factory. First come, first employed! This phase continues until a player gets all of his or her racers to work and wins the game!

CONSTRUCTION PHASE RULES

At the start of the Construction Phase each player rolls a die. Highest roller goes first. (Reroll ties.) Play proceeds around the table in a clockwise direction.

TURN ORDER

In turn, each player follows all of the steps below:

1. SELECT SITE

Point at a valid empty spot on the table.

2. PAVE

Reveal the top street tile from your stack. Freely rotate it, and place it in the selected site.

3. BUILD

Put one of your unplaced buildings on top of the street tile you just placed.

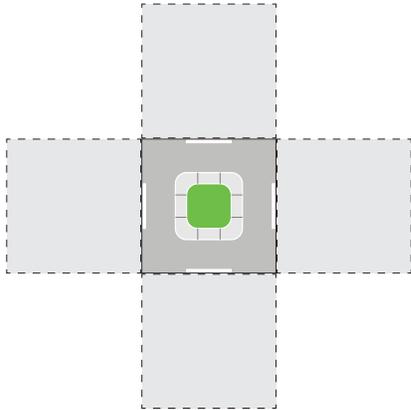
4. NEXT PLAYER

The next player repeats the turn order until all street tiles, buildings and cars have been placed.

1. SELECT SITE

Before placing a new street tile you must first select the site you are going to pave. Do this by simply pointing at an empty spot on the table.

The site you select must be adjacent (not diagonal) to an existing street tile or to the town square.



Any of the light gray squares are valid selection sites on the first turn of the game.

You must be able to place one of your buildings on the selected site. (See step **3. Build** for placement restriction details.)

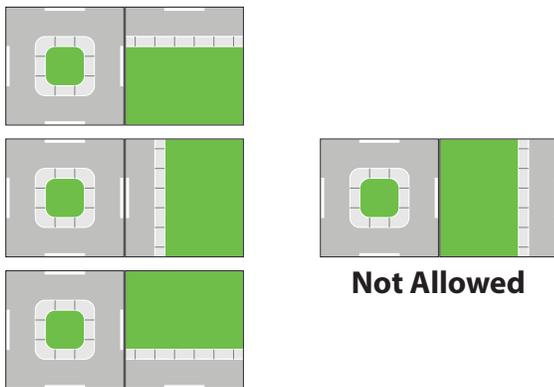
In the rare case that there are no valid sites remaining then you can choose any site you like.

2. PAVE

Reveal the top street tile from your stack.

The revealed street tile must be placed in the selected site location.

The new tile can be rotated into any position that you choose, as long as at least one street on the new tile makes an unbroken connection back to the town square.



Allowed

Not Allowed

The three rotations on the left are all valid because the road connects back to the town square. The rotation on the right is not allowed because it doesn't connect.

3. BUILD

Select one of the unplaced buildings from your supply and set it on the green area of the street tile you just placed. (The facing of the building doesn't matter, but many players like to make the front door face the street.)

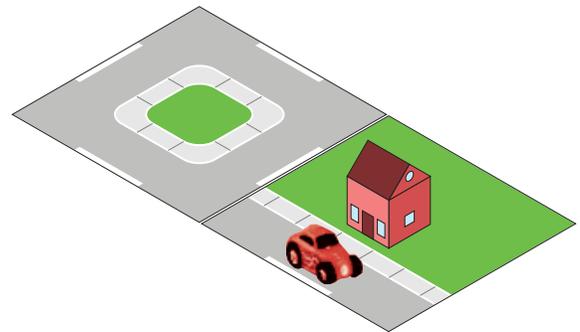


Houses and Cars

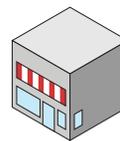
You cannot build a house adjacent to a street tile with a factory. Diagonal tiles are not considered to be adjacent to each other.

After building a house, immediately place a car on any street next to it. If the new tile has two streets on it then the car must be placed on a street that connects to the town square.

A car must always be placed alongside the thin white stripe on the edge of a street tile.

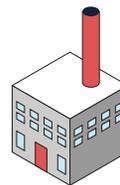


Facing matters! Cars can go faster forward than backward, so try to point your car in the direction that you believe will have the most jobs.



Shops

Shops can be built on any empty street tile without restriction. They tend to act as buffers between houses and factories.



Factories

You cannot build a factory adjacent to a street tile with a house.

4. NEXT PLAYER

After completing the **Build** step then your turn ends and play passes to the player to your left.

END OF CONSTRUCTION PHASE

After all players have placed 16 buildings and 8 cars then the **Construction Phase** ends and play proceeds to the **Racing Phase**.

RACING PHASE RULES

At the start of the Racing Phase each player rolls a die. Highest roller goes first. (Reroll ties.) Play proceeds around the table in a clockwise direction.

TURN ORDER

1. SELECT ACTION

The current player selects **one** of the two actions below:

A. Parking

Select one of your cars in front of a shop or factory, take it off the street, and “park” it on the roof.

B. Driving

Select one of your cars and move it either forward or backward along the street.

2. NEXT PLAYER

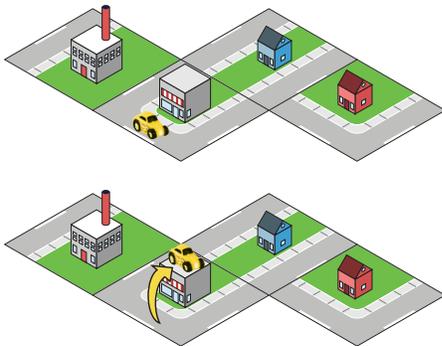
The player to the left begins his or her turn. Continue around the table until one player has parked all eight of his or her racers at work.

A. PARKING

You win the game by parking all of your cars first.

Cars can park in any color of shop or factory. You do not need to park in buildings that match your color.

To park a car it must be located in front of an empty shop or an empty factory. Only one car can park in a given shop or factory.



The yellow player selects the Parking action and moves her yellow car onto the roof of the red store.

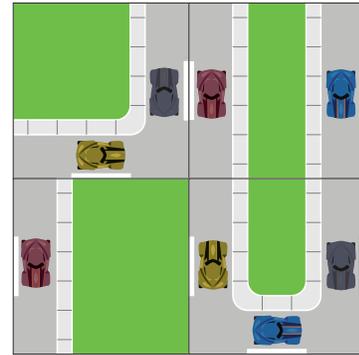
The car you wish to park must be on the same street tile as the shop or factory. If the street has two lanes, your car must be in the lane that is the closest to the building.

When parking a car, take it off the street and place it on the roof of the shop or factory.

Once a car is parked it can no longer be selected, moved, or crashed into again for the duration of the game.

B. DRIVING

A car always starts and ends a turn next to the white stripe in the center of the road. Only one car can be on each side of a white stripe at a time.

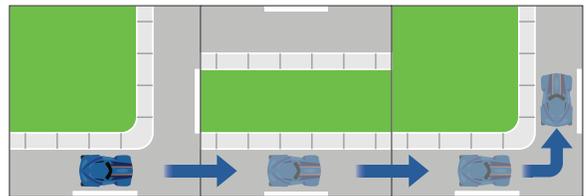


Every car must end each move next to a white stripe.

Whenever you select the Driving action then you must choose one of your cars and perform a maneuver below:

Forward

Move the selected car any number of spaces along a street in a straight line. Optionally, you can finish your forward move by “drifting” your car around a corner 90°.

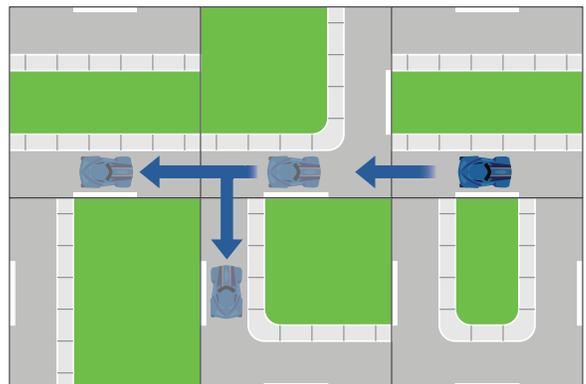


In this example, the blue car can move forward either one or two spaces. “Drifting” around a corner to a third space will immediately end the forward move.

Back Up

Move the car one or two spaces along a street in a straight line backwards.

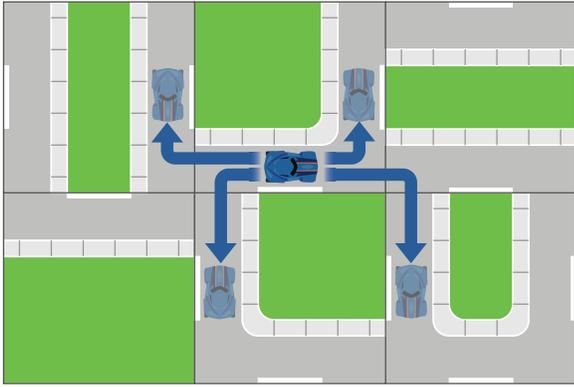
If you moved only one space straight backward then you may perform a backward turn around a corner for your second space.



After moving backward one space, the blue car can either stop, continue moving backwards to a second space, or back up around the corner.

Turn

Move forward or backward one space around a corner, turning either 90° to the left or the right.

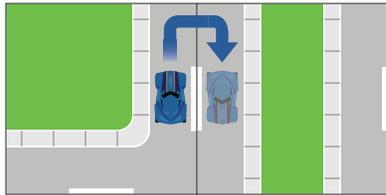


The blue car can turn forward or backward either to the left or to the right. Note how the facing of the car remains consistent after the turn is complete.

U-Turn

Move your car from one side of the street to the other, changing your car's facing 180° in the process.

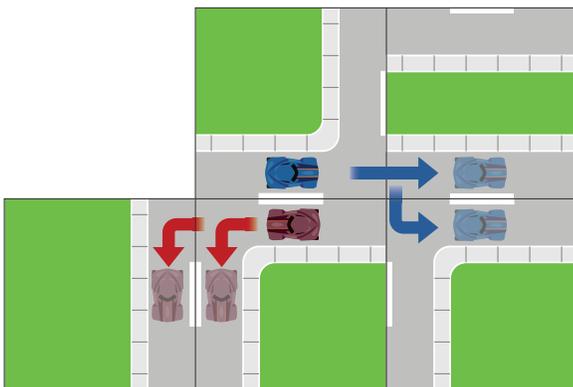
Note that you may only perform this maneuver if the street is two lanes wide.



After performing a u-turn the facing of the blue car has changed 180°.

Changing Lanes

If you are moving into a two-lane street then you can choose either lane for your car to end up in. Changing lanes does not count as move. You can freely change lanes when moving forward, backward or turning.



The blue car moves straight forward and can choose to stay in the top lane or switch into the bottom lane. The red car turns left and can choose to end up in either the right or left lane.

CRASHING!

There's a reason this place is called CrashCity. If another car gets in your path then crash into it and push it out of the way!

Momentum

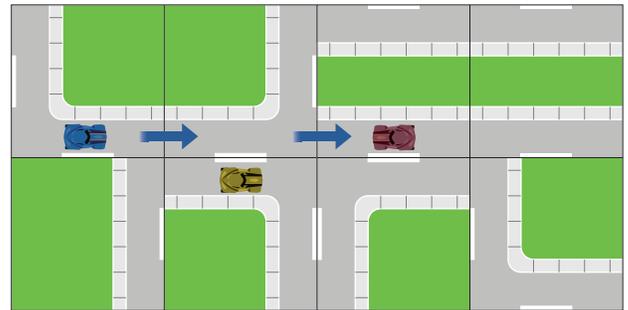
You can only initiate a crash if you moved your car at least 2 spaces this turn. Cars that only move one space (whether forward, backward, turning, or u-turning) don't have enough momentum to push another car and cannot move into an occupied space.

Blocked Cars

You cannot crash into a car that has no possible way to move. (For example, you can't crash into a car that is trapped at the end of a one-lane dead end street.)

Starting a Crash

A crash begins when you move your car into a space occupied by another car. You can crash into any color of car—even your own!



The blue car can crash into the front of the red car because it traveled at least two spaces. It would not have enough momentum to crash into the yellow car.

Moving a Crashed Car

The crashed car (the one that was originally occupying that space) must immediately move one space away from the initiating car. The owner of the crashed car chooses one of the following outcomes:

☀ Straight Crash:



Move 1 space in the same direction that the initiating car was travelling. (Choose either lane if there are two.)

DESIGN NOTES

While working on *SimCity* for Maxis I thought it would be informative to try to make a board game representation of the computer game. *SimCity* is an overwhelmingly complex game with dozens of major systems and hundreds of minor ones. My thought was that by translating it into a board game I would be forced to strip away everything that wasn't essential. This process would help me understand the relationships of the basic core systems.

My guiding principle for the board game (which is also the same for the computer game) was that the player should care more about the citizens than the buildings. Buildings are inert objects that only come to life through the activities of the human occupants and I wanted to see if I could capture this idea in a simple paper representation.

My first attempt at a board game version of *SimCity* had players move their "meeples" (small people-shaped tokens) around the city to collect money and happiness. Meeples woke up in the morning (when the game started), took factory jobs to earn money, went shopping in the afternoon to buy "happiness", then returned back home each night. Although the game was mechanically satisfying it turned out to be too dry emotionally. The problem was that the players did not care much for these materialistic meeples as they went about their predictable day-to-day chores. Why play a game that reminds you of your own humdrum existence?

This flaw was surprisingly easy to correct. I simply removed the meeples and replaced them with tiny race cars! Suddenly, the game took on a vibrant energy! Who wants to walk to work when they can drive a custom hot rod at full throttle? The movement rules were updated to make the race cars much faster and, after a few iterations, rules were added for backing up, making u-turns, and drifting around corners. At this point I realized the game was no longer a representation

of *SimCity*, but had become its own entity. Instead of treating the game as a design exercise, I decided to "follow the fun" to see where it would lead. At that point the game was renamed to *RaceCity* and I dropped all pretense of trying to duplicate a *SimCity* experience.

As the *RaceCity* design solidified, I noticed that the game lacked a strong player-to-player interaction element. About the best you could do was to park your car in the middle of a street to block other racers. This strategy led to a slower, more defensive form of gameplay that didn't fit well with the theme of souped-up racers. When one of the play testers commented to another, "I wish I could crash into you and move you out of my way!" We instantly knew that the game needed rules for high-speed collisions and we started working on them immediately.

The latest iteration, now called *CrashCity*, is the game you are looking at today.

CREDITS

Game Design: Stone Librande

Rulebook and art: Stone Librande

Playtesters: Jordan Librande, Dylan Librande, Toby Librande, George Fan, Laura Shigihara, Dan Kline, Zita Kline, Jeff Gates, and Theresa Duringer



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