

## GAME MANUAL



# CRASH BY CRASH

• for 2 or 4 players • from 8 years • 30 minutes long game •

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**CBG**  
CZECH BOARD GAMES

## GAME CONTENTS

### PLAYERS TOKENS

- 2x10 standard cars
- 2x1 magnetic cars
- 2x4 accumulator markers
- 2x1 score token

### MULTI-PIECE GAMEBOARD

- 12 flower shaped tiles
- 13 X-shaped tiles
- 10 bells
- operator token

### OTHER

- playing cards
- (39 cards – 13 different cards, 3 of each type)
- aid card
  - scoring rounds card
  - score chart



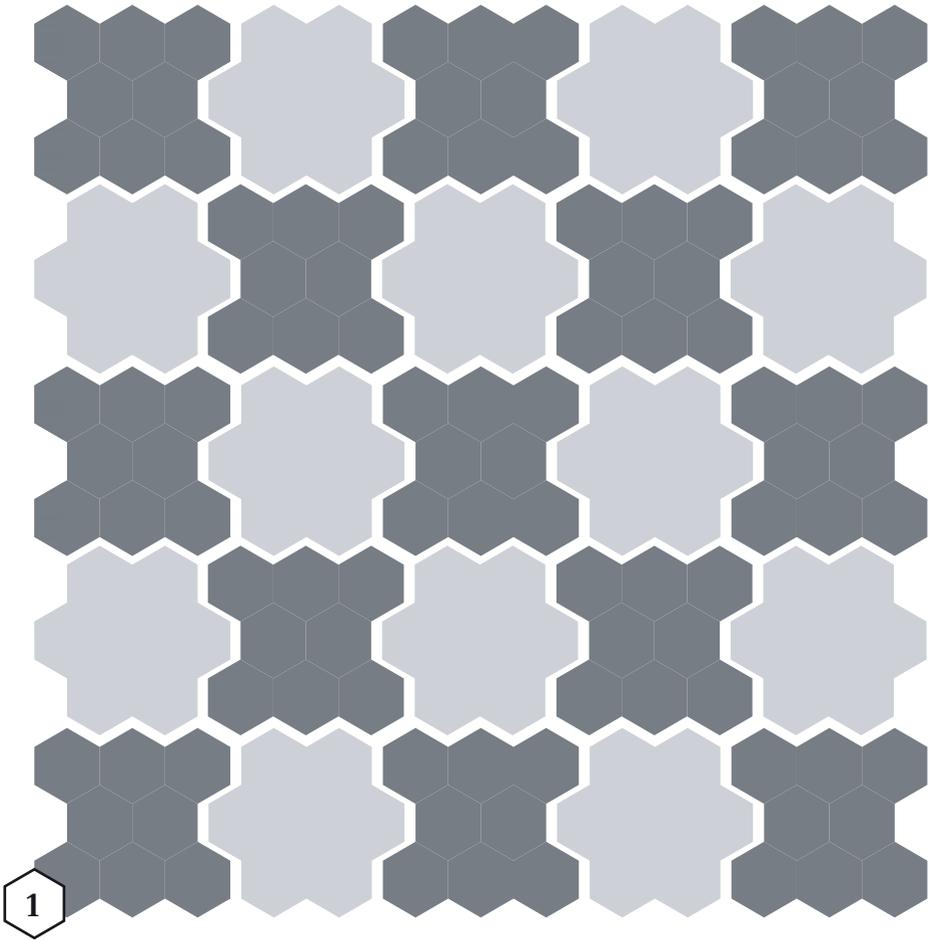
## GAME SETUP

- Randomly place board tiles forming the pattern shown on the diagram 1. Board consists of 5 rows of 5 tiles. First place X-shaped tile, then place flower-shaped, then X-shaped tile etc.. Tiles are drawn randomly; in each game the point value of cells are distributed differently.
- Place the bells on cells marked by a star on flower shaped tiles.
- Place operator in the center cell of one of the two remaining flower shaped tiles.
- Place three cards face-up near the board. Remaining cards form the draw pile. These cards can be used by any player.
- Score tokens are placed on number 10 of score chart.

### EACH PLAYER:

- draws 3 cards (for personal use)
- receives 10 standard car tokens and 1 magnetic car token
- receives 4 accumulators
- receives his score token

Scores of both players are shown on the score chart. Any scoring changes are recorded immediately upon completion of the relevant action. It is impossible to have zero or negative number of points. All actions which lead to a zero or negative score are prohibited.



Players alternately place their cars on the board. Each player places four cars. Cars should be placed on vacant cells. No more than one car can be placed on the same tile (at the beginning of the game). The last player who actually drove a real bumper-car places the first car on the board. Upon placing of the cars each player adds the value of his cars. Value of a car depends on the color of the cell it occupies:



**The player with the lowest total sum begins the game.** These sums are not counted in the game score and only serve to determine the order of play. In case of tie the last person who was in a bumper car moves first.

## GAME OVERVIEW

Players move alternately. Two actions always take place during each player's turn.

Only 7 scoring events take place during each game. The game ends after the 7th scoring event.

Game can also end when all the cars of either player are removed from the board.

The winner of the game is the player with the highest score!

## PLAYER'S TURN (2 ACTIONS)

**Player completes two actions from these 4 options:**

- placing a car on the board
- playing a card
- agreement with operator
- exchanging two cards

The first action may be repeated.

### ACTION "PLACING A CAR" ON THE BOARD

Player takes any car from his stock and places it on an unoccupied cell so that this car influences (pushes or pulls) at least one other car. Standard cars can push other cars, magnetic cars pull cars towards itself.

Cars which are pushed off the board (not only pertains to the outer edge of the board but also empty space caused by removal of tiles) return to the stock of their owner. These cars can be placed

on the board at a later turn. 2 points are always awarded to the player who pushes an opponent's car off the board. Points are immediately scored and displayed on the scoring track.

A car which is pushed or pulled into a bell causes 1 of the 7 scoring events during each game (see Scoring event).

**NOTE:** The player who repeats action "Placing a car" on the same turn loses 4 points which must be subtracted from player's score immediately.

### PLACING A STANDARD CAR

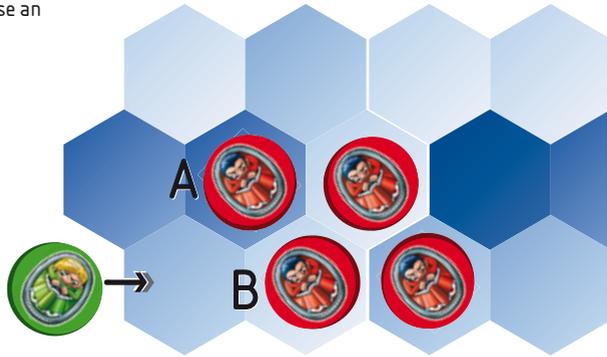
Standard cars are always placed on the board next to another car (the 2 cars occupy adjacent cells). For the lone exception to this rule see card "Expansion unlimited". Car placed on board forces adjacent car to move 1 cell in the direction of the collision. When there is a line of cars with no intervening spaces, the force is transferred to the last car in the line, which performs the movement (moving 1 cell). No other car moves. If there is more than one car next to the car just placed, the player placing the car chooses which car to push. Cars can push the operator but the operator absorbs the impact and remains on his cell.

While placing a car you may use one or two accumulator tokens to amplify the force of the push. For every accumulator token used, the pushed car moves one additional cell. When the pushed car hits another car and the movement is not yet complete, the number of cells remaining to complete the move is transferred to the following car. Any remaining movement is continued by the following car or by the last car of continuous line of cars. This continues until the movement is complete. See diagram 3.

Using accumulator(s), placing a car and completing movement comprises one complete action. Used accumulators are discarded from the

game. The player using a blue card (see action "Playing a card") can not use an accumulator on the same turn!

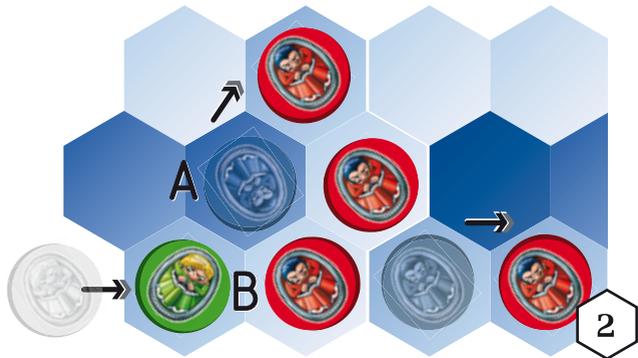
**BEFORE MOVE**



**DIAGRAM 2**

By placing the green car on the marked cell, green decides which of 2 possible marked cars to push (A or B). If green decides to push car B, then last car of continuous line is moved. Intermediate cars (B in this case) do not move!

**AFTER MOVE**



**PLACING A MAGNETIC CAR**

Magnetic cars can only pull and never push standard or magnetic cars. Note: It is not obligatory to place a magnetic car next to another car. However, the magnetic car when placed on the board must pull at least 1 standard or magnetic car.

Magnetic cars can exert a pulling force on up to 6 cells. The respective 6 cells are marked on diagram 5. The magnetic car pulls other cars towards itself if there is no intervening car or operator.

Diagram 4 shows that the placed magnetic car can pull in 2 directions (2 cars at once). There is an operator on an intervening cell in the third case.

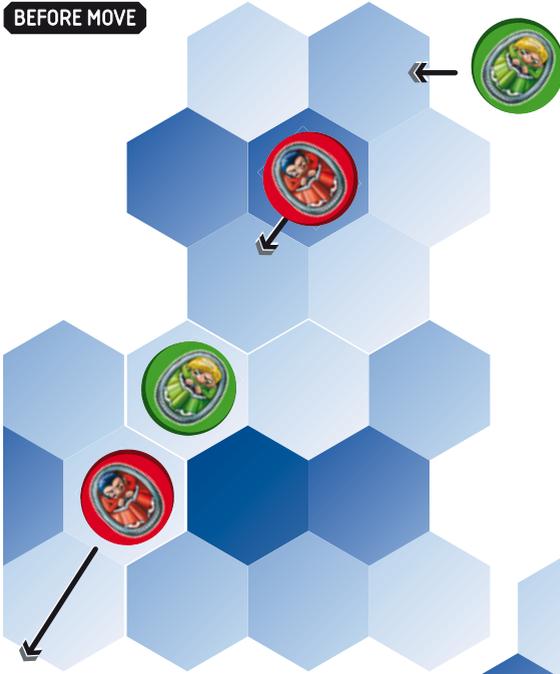
**Magnetic cars situated on the board always continue to pull** (exert pulling force in all directions). After each action in a game is completed, players must immediately move any cars (to the appropriate cell) if pulled by a magnetic car.

It is possible that a standard car appears to be pulled by two magnetic cars at the same time. In this case, the standard car remains on its cell, even if both magnetic cars and the standard car are not on the same line.

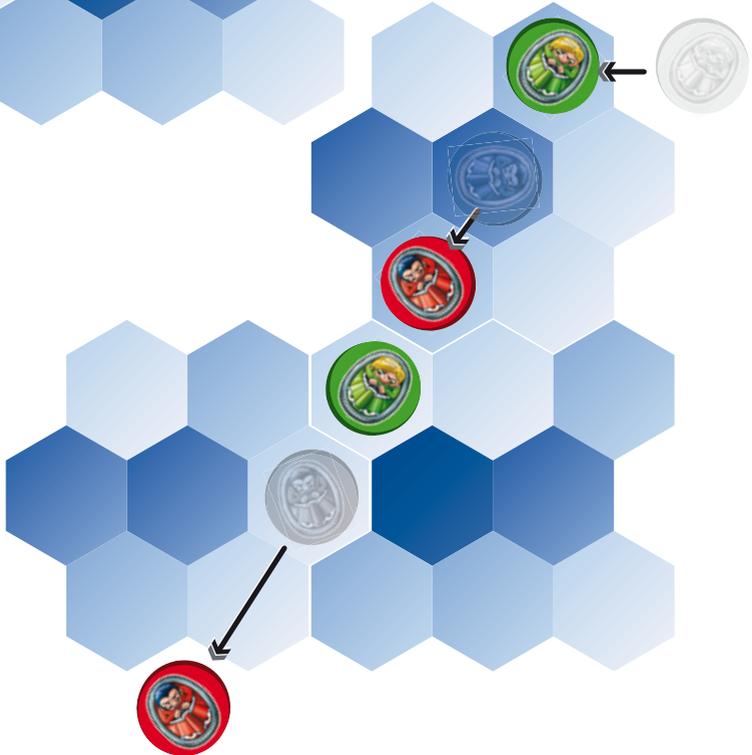
The bells as well as the operator are never pulled by magnetic cars.

Magnetic cars behave in similar manner as standard cars except as noted otherwise in this section. A magnetic car can be pushed by placing a standard car on an adjacent cell, magnetic car counts as a car during scoring event etc.

**BEFORE MOVE**



**AFTER MOVE**



3

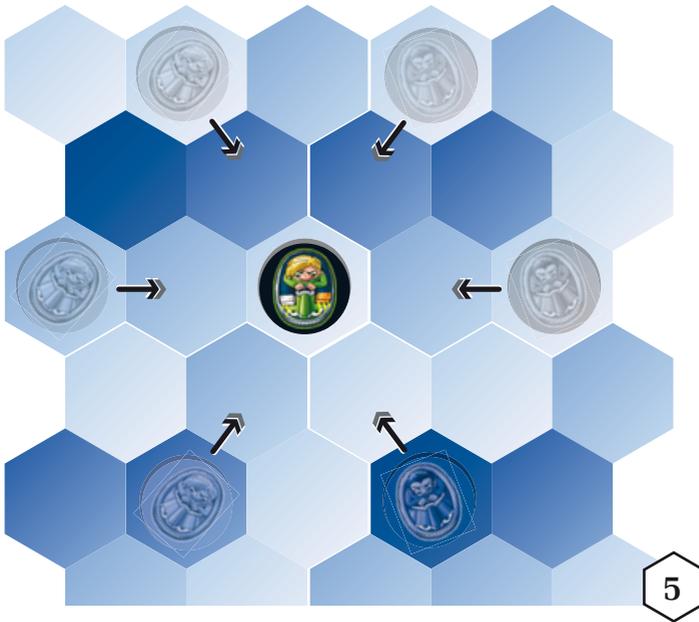
**BEFORE MOVE**



**AFTER MOVE**



4



### ACTION "PLAYING A CARD"

The playing of any gray card always completes one action. Please note that blue and yellow cards, however, are always bound to other actions:

- **Blue card is bound to placing a car.** The player must play the blue card as the first action of a turn. Then placing a car on the board must follow and this constitutes the player's second action. The placing of the car is modified by the blue card. Please note that the accumulator can not be used when playing a blue card.

- **Yellow card is bound to a scoring event.** The player must play the yellow card as the first action of a turn. Player's second action must result in hitting the bell, thereby resulting in a scoring event. This scoring event is modified by the yellow card.

- **Gray card is not bound to any action.** The effect of the card is performed immediately. The card when played is placed on top of the discard pile. The player draws a new card for every card played; this takes place only at the end of a player's turn.

Drawing cards at the end of a turn: After completing their turn, the respective player must draw (if any) a sufficient number of cards to ensure that there are 3 cards in his hand. A player can draw any of the face-up cards or he may draw the top card from the deck. After player draws his cards, any cards drawn from the face-up group of 3, must be replenished.

With 1 exception, cards played no longer affect future turns (exception: "Dead Accumulator" see Cards).

### ACTION "AGREEMENT WITH OPERATOR"

Player moves operator by 2 or 4 cells and pushes all cars. For 4 cells of movement player should pay 2 points.

During his movement operator can not return to the same cell twice. If there is a car on the field operator wants move to, the car is pushed in the direction of operators movement. Similarly operator can push whole line of cars, or push cars out of the board. In this case player also scores two point for each car pushed out of the board. Operator can enter the "hole" which is formed

### ACTION "EXCHANGING TWO CARDS"

Player discards 2 of his action cards (without any effect) and draws 2 new action cards which are chosen from the deck or from the group of face-up cards or by combining the two (drawing 1 card

when tiles are removed from the board (see scoring below). The operator must never move outside the original perimeter of the board (area in which no tile has ever occupied). Treat the hole as 1 cell. The operator can enter any cell adjacent to the hole with his next move.

Operator can enter cell with a bell. The bell is not influenced in any way. No car can be pushed to the cell with operator thus in this particular case no car can ring this bell until the operator leaves the bell.

from the deck and 1 from the group of face-up cards). During this action face-up cards are not replenished. It is replenished at the end of the move to three cards.

## SCORING EVENT

A scoring event is triggered whenever any car rings a bell. Car rings a bell when it is moved to a cell with a bell; this occurs either by being pushed there by another car, by operator or by being pulled there by magnetic car.

Each player records the total value of their cars. Value of a car is determined by the color of the cell on which it occupies.

Scoring event can be influenced by previously played yellow card (see Action: Playing a card).

The tile on which the bell was struck is removed from the game. Any cars on this tile are returned to their owner for future use. No points are scored for removing these cars. If the operator was on the tile, he is placed in the hole. The bell is placed to the first unoccupied cell on the scoring events chart. There are 7 spaces on this chart -

after the seventh scoring event the game is over. First scoring event can take place in the third move of player who did not start the game. Scoring event can split players move to first action, scoring event and then second action.



## CARDS OVERVIEW

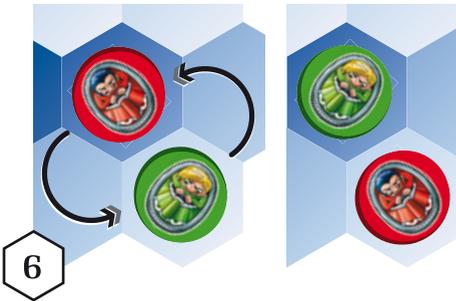
### GREY CARDS

#### BELL CHARMS

Take one bell from the board and place it on a different unoccupied cell. The bell should be placed on a flower shaped tile without another bell. It is possible to move it to another cell of the same tile.

#### LAMBADA

Exchange the position of two neighboring cars. The color of the cars is irrelevant. See diagram 6.



#### FREE RIDE

Move one car to an empty neighboring cell.

#### SABOTEUR

Discard one opponent's car from the track. You receive no points for completing this move.

#### FLYING DUTCHMAN

Change position of operator by moving him to any empty cell. The cell should not be occupied by a car or a bell.

#### DEAD ACCUMULATOR

Discard one of the opponent's accumulators. Opponent must not use any accumulators on his next move.

### YELLOW CARDS (SCORING EVENT)

The player must play the yellow card as the first action of a turn. Player's second action must result in hitting the bell, thereby resulting in a scoring event. This scoring event is modified by the yellow card.

#### POWERLESS BELL

After scoring event, the respective tile is not removed. The bell is removed as usual, any cars on place.

#### SHADY EXCEPTION

Value of cars is different.



### BLUE CARDS (ACTION "PLACING A CAR")

The player must play the blue card as the first action of a turn. Then placing a car on the board must follow and this constitutes the player's second action. The placing of the car is modified by the blue card. Please note that the accumulator can not be used when playing a blue card.

#### DOUBLE HIT

New car placed on tile can push in up two directions at the same time. Player chooses in which direction to push car.

#### CAR-RACKET

Pushed car moves until it hits another car, operator, bell or falls off the board.

- Upon hitting the operator, the moving car stops; the turn is then completed.
- Upon hitting another car, the moving car stops and the other car is pushed one cell away. The "bump" follows the same rules as the "bump" after action "Placing a car on the board"
- Upon hitting a bell the car stops on the bell, thus scoring event occurs.
- If the car falls off the board, it is regarded as

pushed out of the board. If it was an opponent car player scores 2 points as usual.

**TANDEM**

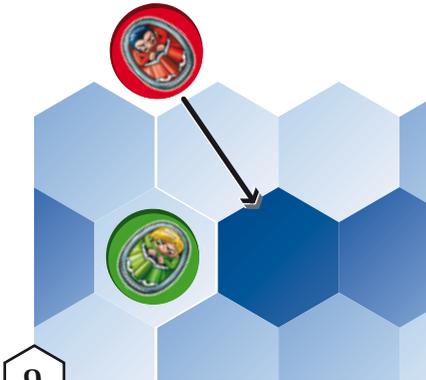
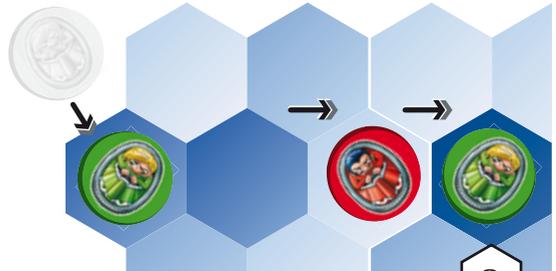
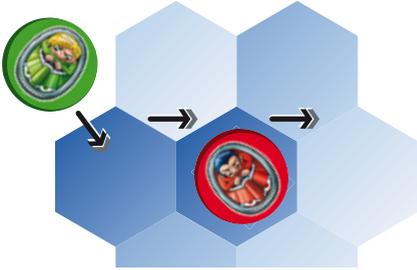
When “bumping”, the last two cars in the row are moved – diagram 8. If only one car is bumped, the “bumping” car moves as well – diagram 7.

**EXPANSION UNLIMITED**

When placing a new car on an empty tile, it is optional to push or pull other cars by this move. Therefore player can place a standard car on any unoccupied cell, not necessarily next to another car. See diagram 9.

**BEFORE MOVE**

**AFTER MOVE**



## "A fun fair arrived in town.

Bumper cars are the main attraction and run under the watchful eye of a grumpy operator. For thrills and entertainment, only the courageous and brave souls dare drive these bumper cars. With your band of young punks, you must prove to the world that you can drive better than your opponent and claim the best part of the 'track' for you and your team."

Players drive bumper cars for their respective teams. The basic principle of the game is to push other cars away and to be at in a better scoring position in the right time. The corrupt operator is rampaging through the bumper car floor while busily maintaining the bumper car attraction in perfect working condition. Both teams try to convince the operator to give them unfair advantages. The operator also repairs the overhead grid from time to time. Damaged grid sections are marked by signal bells. If any bumper car hits the bell, the car is expelled and the grid must be repaired. The operator also immediately assesses the position of all cars. When a car traverses in a section currently under repair, the car becomes disabled. In order to maximize the fun and keep the game entertaining and challenging, the operator reassembles the bumper car floor in a new configuration prior to the start of each game of "Crash by Crash"!

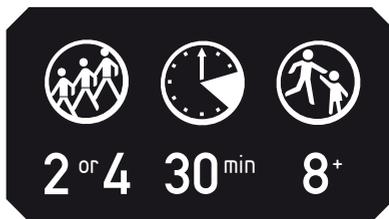
Score more points than your opponent - by placing & keeping your cars on higher value cells and by pushing your opponent's cars onto lower value cells. You can also score by pushing opponent's cars off the track.

## VARIANT FOR 4 PLAYERS

You can also play this game with 4 players; this variant is played using 2 teams with 2 players each. Teammates sit opposite each other. In other words, players must sit next to both opponents. Players take turns moving in a clockwise direction; no player can skip a turn.

Three cards are still dealt to each player as in the 2 player version but the 3 face-up cards are not used. The 2 players of each team share their cars and accumulators. Note: In the 4 player version, no scoring event can take place during the first 5 turns of the game (first 10 actions).

Note: In this version, every time a player wish to draw a card from the deck, that player must actually draw 2 cards at a time! This player chooses which of the 2 cards to keep; the unwanted card is then placed in the discard pile. The 2 players of each team are permitted to communicate with each other; but partners must not tell each other what cars they possess.



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