



## Intro

Confess it! When you see your son playing with his toy cars, you feel a strong urge fueled by nostalgia to play with him. This game might be the best way to do it!

Home Racers is mainly a set of well crafted rules allowing you to race with toy cars at the 1:64 scale anywhere in your home. The toy cars will go obviously on the floor but also on tables, shelves, chairs, counters and whatnot!

## How it Feels?

Home Racers is a dice game. Therefore luck plays its part. However, managing probabilities and trajectories is of paramount importance.

The game-play mechanics are based on selecting the right gear for the right trajectory. The players have also the opportunity to take some risks, possibly damaging their car, in order to try to lead the race. Even if realism is not the goal, the game concepts are hence matching the choices of a real driver: "should I push the engine to its limits? Should I take the risk to bump in this car? Should I make a stop to change my tires?" are the kind of questions you are going to ask yourself. The game is simple, but deep enough and has a lot of re-playability thanks to its modularity. As the designer, I play with my son since he was 8 years old.

## Required Material

This game is made for toy cars at the 1:64 scale. THE TOY CARS ARE NOT INCLUDED IN THE GAME AND MUST BE PURCHASED SEPARATELY (or borrowed from your son!). You also NEED TO HAVE ACCESS TO A PRINTER in order to print a sheet for each player for each game. It is better (but not mandatory) to have a calculator to ease the few calculations that have to be made before the game. It is also recommended to have some kind of tool to measure the length of the race in inches (this measurement doesn't have to be really accurate).

## There are enough components for 4 players:

- 24 hexagonal tiles
- 10 black dice
- 5 dice for each other colors (red, yellow, green, and blue)

# Component Overview

## 1-The Tiles

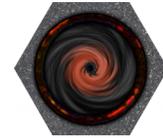
### ROAD TILES (14 tiles)

Most of the tiles are ROAD TILES. They are showing a big yellow arrow: it is the position of the car. They are showing also three little white arrows that are representing possible positions for the next tile in order to build a trajectory. The 10 remaining tiles are printed differently on both sides.



### PORTAL TILES (10 tiles)

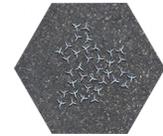
These tiles are showing a whirling wormhole inside a ring. They are used to make cars jump from a location to another (e.g. from the floor to a table). They work by pair: the entrance and the exit (determined by their order on the race track). A pair is identified by a color (e.g. blue pairs with blue, yellow pairs with yellow).



**The following tiles are printed on the back of the PORTAL TILES.**

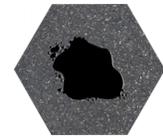
### CALTROPS TILES (3 tiles)

These tiles are showing caltrops. Caltrops damage severely the tires of cars that are going over them.



### LEAKING TILES (3 tiles)

These tiles are showing a black leaking. A car that is running over it will have trouble to drive straight.



### TIRE STATION TILES (2 tiles)

These tiles are showing a wheel inside a green circling arrow. A car that stops on these tiles can change its tires.



### BOOSTER TILES (2 tiles)

A car that is driving over it will go faster.



## 2- The Dice

### BLACK DICE (10 dice)

They represent the risk you are taking when choosing dangerous maneuvers. They build the DANGER DICE POOL and the COLLISION DICE POOL up.



### COLORED DICE (5 of each color: blue, red, yellow and green)

These dice are called GEAR DICE. They represent the gear you are on and will determine your speed on the track.



# CORE RULES

Here are the core rules. They represent the very basis of the game. You will learn here the primary game mechanics and concepts of HOME RACERS.

These rules may look long (about 30 pages) but the fully illustrated and detailed examples take most of the space.

After the CORE RULES chapter you will find the EXTENDED RULES one. This last chapter will provide optional rules that either make the game more fun, more competitive, more complete or just more convenient.

It will be up to you to select your very own set of rules.

Let's start with with the CORE RULES!

Note: you may have already noticed all the capitalized words. In this rulebook, capitalization is used in order to help the memorization process of the game words.

# Before Play

## 1- Pick a Car

Bring your favorite toy car (1:64 scale).

If it is a good one, it should bring you a fair amount of luck 😊!

## 2- Pick a Color

Pick your color: red, yellow, green or blue. Take all the 5 dice matching this color.

## 3- Define the Race Course

Agree on what will be the race course. Don't make it too lengthy if there are many players. A 15 feet (~4,5 m) race with many curves for two players will last 30 minutes.

Don't hesitate to place PORTAL TILES, CALTROPS TILES, LEAK TILES, and TIRE STATION TILES. **However you don't have to place any of them.** It is up to you and your gaming group.

### a- Placing PORTAL TILES

PORTAL TILES allow to teleport a car from one portal to another. They work by pair of the same color. Their order on the race course matters because the first one will represent the entrance and the next one will be the exit. Therefore if you place the first one on the floor and the second one on a table, a car using these portals will go from the floor to the table.

### b- Placing CALTROPS TILES or LEAK TILES

These tiles are supposed to offer a difficult choice to the players. They are usually placed inside the turns. In a multiple paths race course, they are better placed in shortcuts.

### c- Placing TIRE STATION TILES

Putting them in fast parts of the race (long straight areas) make them a difficult choice.

### d- Placing BOOSTER TILES

These tiles can really be also placed anywhere.

### e- Define the Number of Laps

If your race course is circular, you have to determine the number of laps you are willing to do. Unless you have a lot of time available, it is usually more reasonable to do just one lap.

## Example of race course

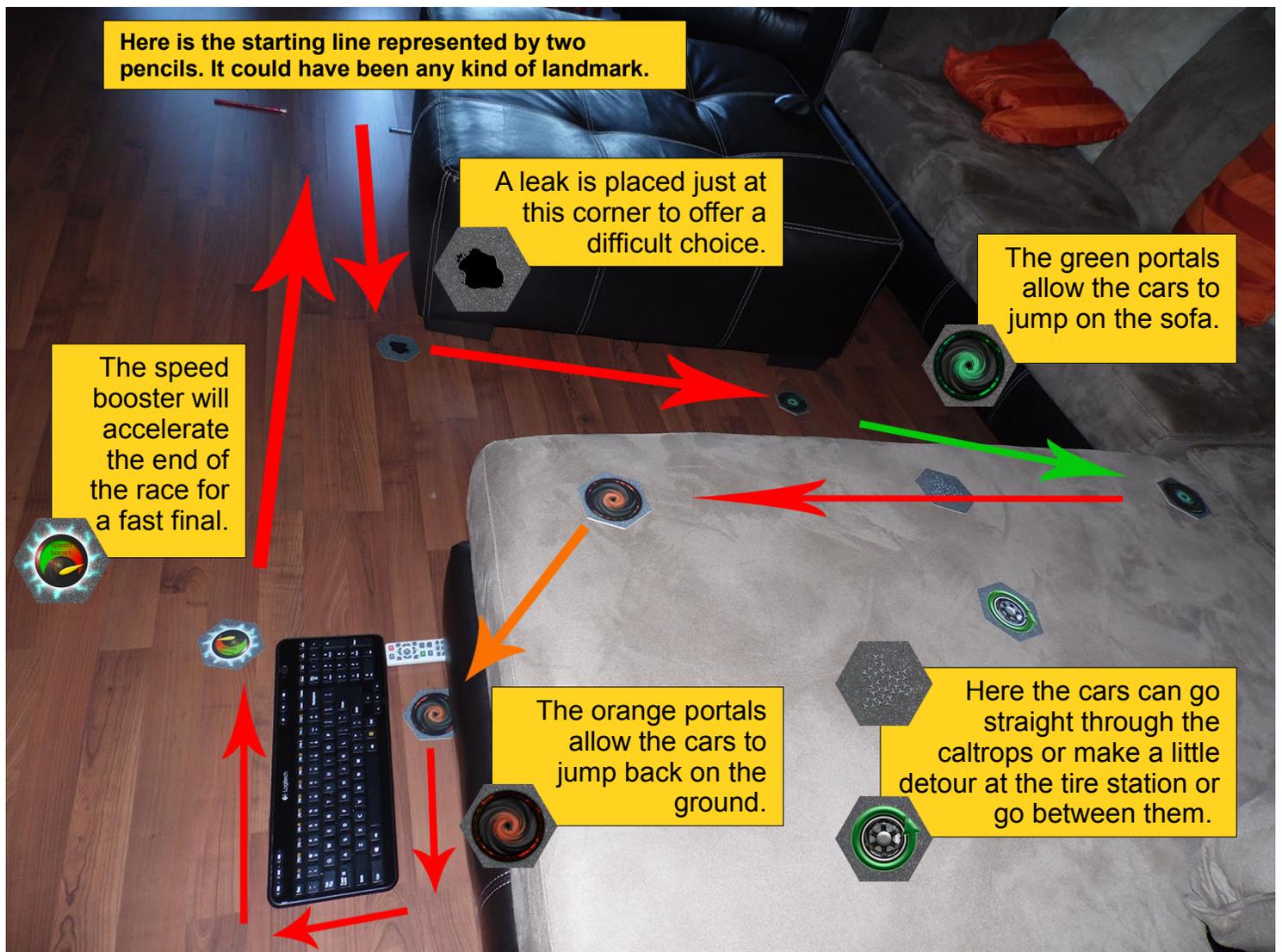
Defining the race course is one of the main elements that make HOME RACERS a great modular game. A race can take place anywhere where the surface is flat and stable enough to carry the ROAD TILES with precision.

Making a race course results from a common agreement of the players. They decide together where the race is starting, what paths the cars have to follow. To better shape the race course, they use furnitures and common items as obstacles.

In this example, the starting line is represented by the two pencils at the top of the pictures. The cars will start between these landmarks.

Then they have to reach the first green portal to jump on the sofa. In order to do so, they have to drive around the black ottoman and drive over the leak or try to avoid it. The cars could have gone under the ottoman, but **the players agreed that the race course goes around it and not under it.** From the second green portal on the sofa, the cars have to reach the first orange portal. They can go straight through the CALTROPS and get their tires damaged, or try to avoid it, or even stop at the TIRE STATION to get new tires.

When they go through the last orange portal on the ground, they have to deal with the hairpin bend formed by the keyboard and the remote control. Then they finish the race by crossing the starting line again and accelerated by the SPEED BOOSTER.



## PLAYER ORDER

- Each player rolls a die. The results order the players from the highest score (the 1st player) to the lowest (the last player). Solve any tie by re-rolling. This is the **PLAYER ORDER**.

- For the next turns, the **PLAYER ORDER** will be the order of the cars in the race at the beginning of a given turn. Therefore the owner of the first car will play first and the owner of the last one will play last.

## Starting Position

- Determine a starting line. It could be a physical one, like a joint in the tiling or a string. Or it could be an imaginary line with landmarks, like an empty space between two aligned pencils.

- Following the **PLAYER ORDER**, the players put a **ROAD TILE**, and their car on it, behind the starting line. They pick also the orientation of their **ROAD TILE**. The **ROAD TILES** can not overlap each other during this phase.

**The position of a car on a ROAD TILE has always to match the direction of its yellow arrow.**

**The GEAR NUMBER** of each car at the beginning of the race is **0** (see next section).

For this race, the **PLAYER ORDER** is blue, red, green and yellow.

Step #1:

The blue player puts his car next to the starting line and as close as possible to the incoming curve.

Step #2:

The best spot being taken, the red player puts his car aside the blue player and adjust his orientation to better fit the incoming curve.

Step #3:

The green player will try an original curve from the far right side.

Step #4:

Not believing in the choice of the previous player, the yellow one will just stand behind the blue one.

### Example of Starting Position



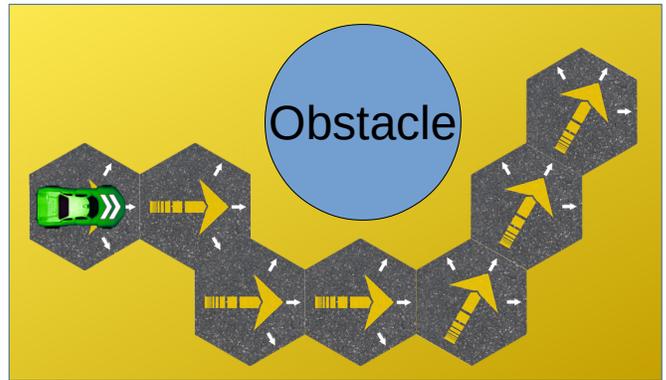
Starting Line

Obstacle

Direction of  
the race

## Basics: How to Move the Car? The GEAR DICE POOL

How to move the car? The car will always move on a temporary TRAJECTORY PATH build with ROAD TILES. The TRAJECTORY PATH will be build with a number of ROAD TILES that equals twice the current GEAR NUMBER. The GEAR NUMBER is between 0 (stationary car) and 5. It can be -1 when using the extended rules (REAR GEAR). The GEAR NUMBER can increase or decrease by 1 each turn (or can stay the same). If the player's car is on gear #3 the player will build his/her trajectory with 6(=3x2) road tiles.



Then the player will roll a number of dice equivalent to the GEAR NUMBER: this is the GEAR DICE POOL. This dice pool is made with the colored dice matching the color picked by the player. If the player's car is on gear #3 the player will roll 3 dice.



The car will move a number of tiles equivalent to the number of dice in the GEAR DICE POOL (e.g. on gear #3 the base move is 3 tiles).

Moreover, the car will get an additional move for each 5 and 6 rolled.



If the player rolls 3 dice and get 2, 4, and 5 as results, the car will move to the 4<sup>th</sup> tile (gear #3 + one additional move from the 5) of the trajectory path. Then the player removes the tiles that do not carry a car.

### Keeping Track of the GEAR NUMBER

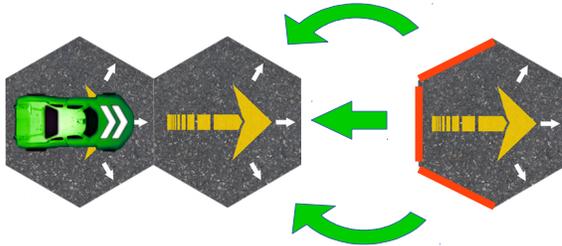
The players record their GEAR NUMBER on the sheet and/or by putting their actual GEAR DICE POOL by the ROAD TILE of their car allowing anybody to check easily their GEAR NUMBER.

# How to Build a TRAJECTORY PATH with ROAD TILES?

In order to build a TRAJECTORY PATH with ROAD TILES, the most important information to get is the GEAR NUMBER. At the beginning of each turn, a player can keep the same GEAR NUMBER, or increase it or decrease it by 1.

The number of ROAD TILES needed to build a TRAJECTORY PATH is equal to the GEAR NUMBER multiplied by 2. If a player decides to be on GEAR #4, s/he needs 8 tiles to build his/her TRAJECTORY PATH.

The TRAJECTORY PATH is a linear way (not necessarily straight) in which each ROAD TILE is placed after one of the 3 white arrows of the previous ROAD TILE.



One of the 3 **edges** of the next tile's back has to connect with one of the previous tile's white arrows. The exact orientation of a new tile is determined by the 3 possible driving maneuvers: going straight, LANE CHANGE and TURN.

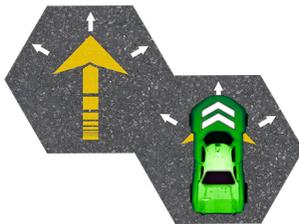
One can put all the tiles in straight line without restriction. However **making TURNS and LANE CHANGES are limited** according to the following table.

Gear Number	LANE CHANGE(S)	TURN(S)
1	0	2
2	0	2
3	1	1
4	2	0
5	2	0

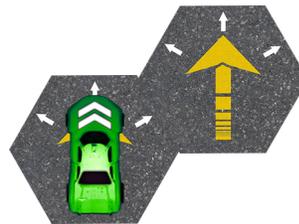
## What is a LANE CHANGE?

In HOME RACERS, a lane change is going on the side, a little bit forward, while keeping the same heading. There are 2 possible lane changes:

### Left LANE CHANGE



### Right LANE CHANGE



Example of a TRAJECTORY PATH using GEAR #4 (hence 8 ROAD TILES) and 2 right LANE CHANGES:

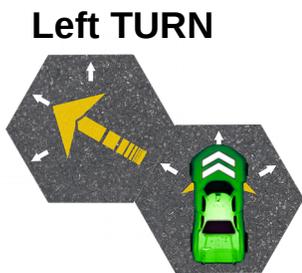


# What is a TURN?

In HOME RACERS, a TURN is a heading change of 60 degrees.



There are **4 valid TURNS** in the CORE RULES (the "skidding" extended rule allows 2 more types of TURN):



**Forward Left TURN**



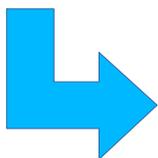
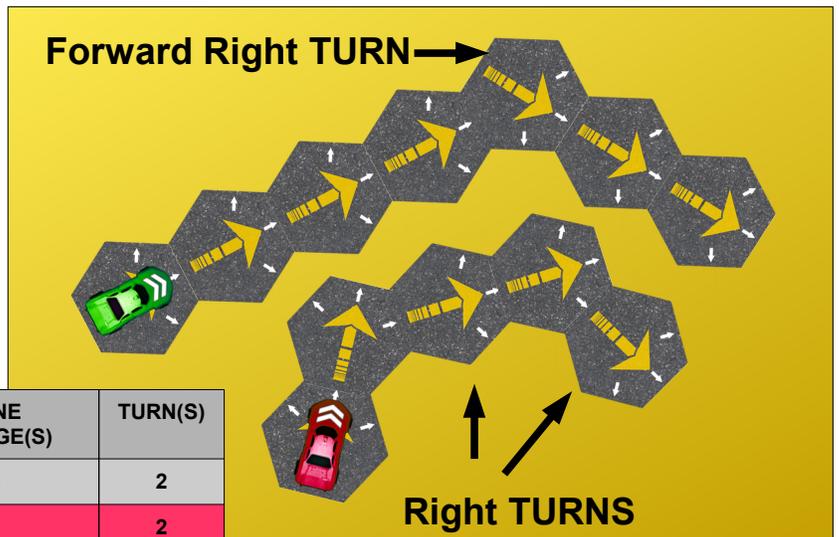
**Forward Right TURN**



## Examples:

The green car is using gear #3 and hence 6 ROAD TILES for building the TRAJECTORY PATH. This car is turning only 1 time (remember only 1 TURN is allowed with gear #3).

The red car is using gear #2 and hence 4 ROAD TILES for building the TRAJECTORY PATH. This car is allowed to make 2 TURNS.



Please check the table.

Gear Number	LANE CHANGE(S)	TURN(S)
1	0	2
2	0	2
3	1	1
4	2	0
5	2	0