

A crazy card racing game for 2-6 players ages 14 and up by Simon Havard

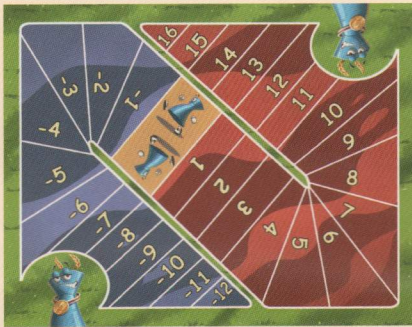
# WHY FIRST?



## ABOUT THE GAME

**First!** Being first is way cool, right? But why? In this quick and crazy game you will have to be **second** to get the big points! That is so much cooler! And now get this: After five stages the winner will be the one who has scored the **second-most** points. It can't get any better than this!

## COMPONENTS



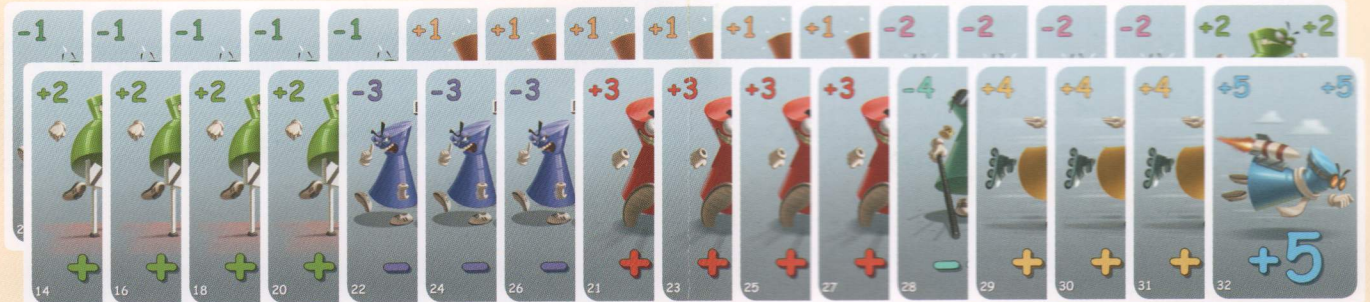
1 Game board



6 Figures



6 Color cards



32 Racing cards in the following distribution:

You will also need a pen and paper (not included).

Card value:	-4	-3	-2	-1	+1	+2	+3	+4	+5
Card amount:	1	3	4	5	6	5	4	3	1

## SETUP

Place the **game board** in the middle of the play area.

Each player takes 1 **color card** as well as the accompanying **figure**. Put your color card in front of you. It denotes which figure belongs to which player. (If you are playing with less than 6 players return any leftover color cards to the box – you will not need them during this game.)

In the **game for 2 players** special rules apply. You can find them towards the end of this rulebook.

# FLOW OF PLAY

One game consists of **five stages**.

At the beginning of each **stage**, each player will place their **figure** onto the **starting space** in the middle of the game board (between the spaces 1 and -1).

Shuffle all 32 **racing cards** (only called "**cards**" from here on). Every player draws **five cards**, which forms their hand of cards. (All other cards are put aside for now, you will not need them in the current **stage**. In the next stage you have to shuffle them all together again.)

In each stage there will be **five card rounds**. At the end of these five card rounds there will be a break for **scoring**. After scoring, the next stage will commence. At the conclusion of the fifth stage the game ends.

## CARD ROUND OVERVIEW

First, everybody should choose exactly **one card** from their hand that they wish to play this round. Take the chosen card into one hand, keeping them separate from your other cards.

Now one player should loudly announce **the Go Signal**: "3 – 2 – 1 – NOW!". At the same moment that "NOW!" is being said, everybody must **simultaneously** take their chosen card and put it, **face down, in front of any player** of their choice. You may, of course, also choose yourself.

There is **no restriction**, whatsoever, as to how many cards can be in front of any one player. Therefore it can be that some players receive **no** cards at all, whereas other players can have **one or more cards** in front of them. It is also possible that **all** cards are in front of one player alone.

Now reveal **all** face down cards that are in front of you. For each card with a **positive** value (+) move your **figure** on the game board a number of spaces **forward**, equal to the value of the card. For each card with a **negative** value (-) you must move your figure **backwards**, again equal to the value of the card. Then put all cards that have been played this round away next to the game board.

*The colors of the card values have no meaning.*

*The small white numbers on the bottom left corner of the cards are only needed for a variant, which you can find at the end of these rules.*

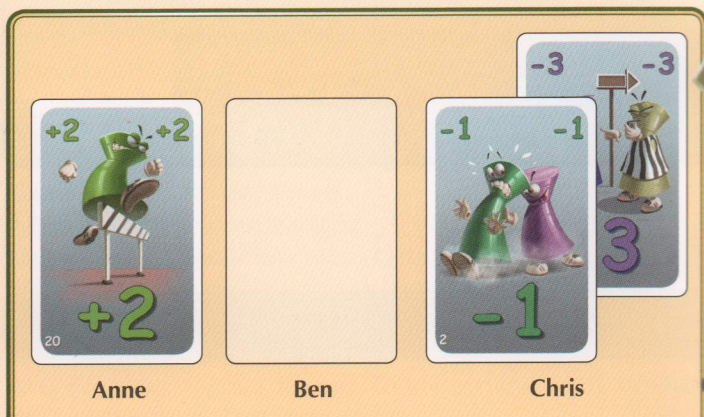
**Special case:** If a figure would move over the space numbered 16, it stops on that space instead and does not move further. This same restriction applies to space -12. Be sure to calculate all positive and negative values together before moving and using this special case rule.

**Example:** Ben's figure is standing on space 15. There is a +3 and -4 in front of him. So Ben moves his figure onto space 14, for a total of 1 space backwards. He does **not** move the 3 spaces forward first, causing him to stop on space 16, then move 4 spaces backwards, which would leave him on space 12.

Play the first **four card rounds** of every stage following these rules. For the **fifth card round** of every stage an **extra rule** applies.

## THE FIFTH CARD ROUND

In the fifth card round you are **not** allowed to place your chosen card in front of any player. Instead, you **must** place your **last card in front of yourself!** Then after everyone moved their figure the appropriate number of spaces **scoring** occurs.



**Example:** One card with a +2 value is in front of Anne. She moves her figure 2 spaces forwards. There is no card in front of Ben, so his figure doesn't move. Chris has two cards in front of him: a -1 and a -3. So Chris has to move his figure 4 spaces backwards.



## SCORING

First, find the **space** with the figures that are **second farthest** along the racetrack of the game board. **All** figures on that space will now receive **points** equal to the number **on that space**. This could also be negative points!

Write down all points on a piece of paper. Then prepare the next stage in the same way as you did during setup.



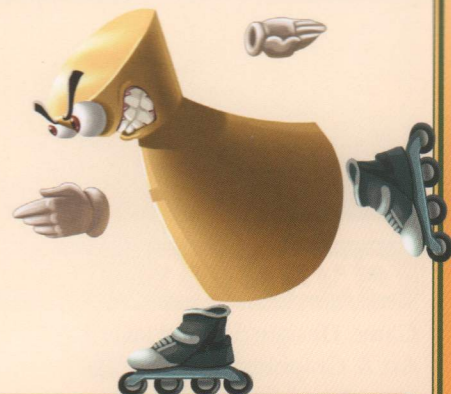
**Example A:** The space that has the figure or figures that are second farthest along the racetrack is number 6, so in this case **Anne** receives 6 points.



**Example B:** The space that has the figure or figures that are second farthest along the racetrack is number 1, so in this case **Ben** receives 1 point.



**Example C:** The space that has the figure or figures that are second farthest along the racetrack is number -2, so in this case **Ben**, **Chris** and **Dana** each receive -2 points.



## END OF GAME

After five stages (so 5 x 5 card rounds) the game ends. Count up all points from all players across all five stages. The player who now has the **second highest** amount of points wins! Should there be a tie, all tied players share in the win.

## THE GAME FOR 2 PLAYERS

In 2-player games, you play with a third **imaginary** player, called **Leo**. Put Leo's figure on the starting space and his color card besides the game board. At the beginning of each stage put **four face down cards** next to Leo's color card.

In the first **four card rounds**, play of your own cards proceeds as usual. You may also put cards in front of Leo to move his figure. Leo himself will **always** play his topmost face down card in front of himself (i.e. just flip his topmost card). In the **fifth card round** Leo will not play any more cards, whereas you will play your last card as usual.

During scoring Leo will also score, same as you. And believe it or not, Leo can also win the game!

## TACTICAL VARIANT

The variant takes about 30–45 minutes, depending on the number of players. Changes to the flow of play are as follows:

In each card round you will put the chosen card face down **in front of you**. After everybody has chosen, reveal simultaneously. Now take a look at the **small white numbers** in the corner of the cards. The player who has the **highest** white number, **now chooses** any one **figure** to move according to the **big number** on their card forwards (+) or backwards (-) depending on the value. Then, the player with the **second highest** white number moves any one figure and so on, until every player has moved a figure. A figure may be moved multiple times.

Play in this fashion for the **complete five card rounds**. Scoring is exactly the same as the normal game, and game length also remains at five stages.



## CREDITS

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