

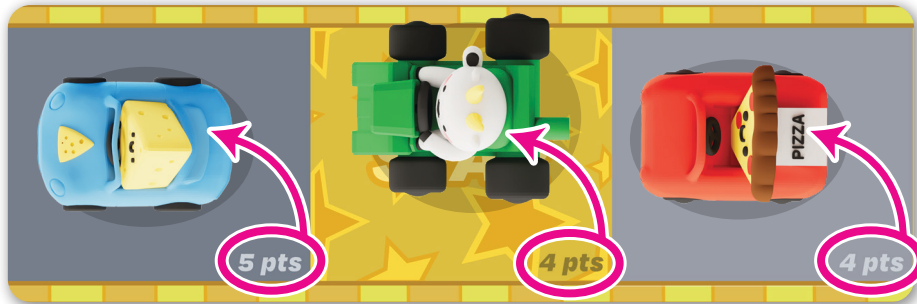
Race End:

Each race ends as soon as the first kart crosses the finish line.

Note: when the card you drew causes a kart to cross the finish line, you may not swap your Cheer Token, even if the card has a swap symbol.

Scoring:

- Your Cheer Token shows which kart scores for you.
- Find that kart's position on the track. The points printed on that space are your score. **Example:** the karts pictured below would get 5, 4, and 4 points respectively.
- Scores are recorded at the end of each race using the score pad provided.



Important: in the third race, your points are **doubled**.

After Races 1 and 2:

- Reset all karts to the start.
- Shuffle all cards from the discard pile and draw pile and put them back on the draw pile space.
- Each player keeps their current Cheer Token to start the next race.
- The player who won the last race goes first in the next round.

GAME END

After the third race, the player with the most points wins.
Ties are shared victories.



Gameplay by
Dave Campbell

Created by
Taco Cat Games

Warning! Choking hazard - small parts.
Not suitable for children under 3.



Components



1 Board



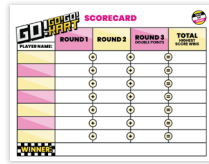
5 Go Karts



Deck of Movement Cards (70 total)



10 Cheer Tokens



1 Score Pad

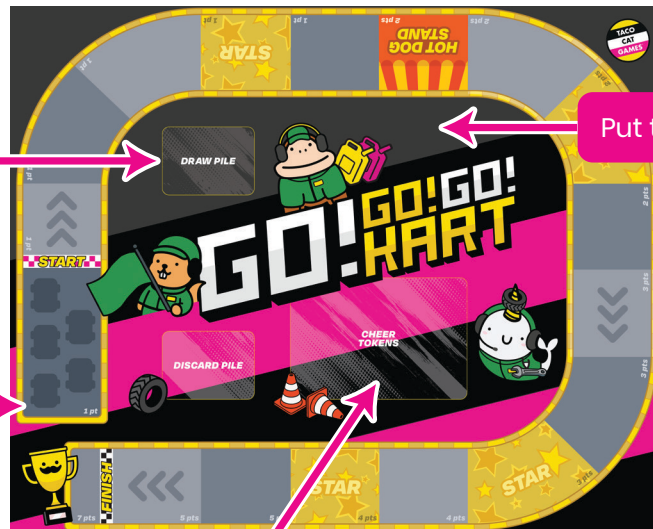


1 Pink Pencil



1 Die

Setup



Shuffle the deck and place it face down here

Put the die here

Put all 5 karts on these 5 start spots in any order

Put Cheer Tokens face down on the board. The number of tokens in play depends on player count:

2-3 players Use 5 tokens (1 for each character)

4-7 players Use all 10 tokens

OVERVIEW

You're a spectator at a series of three wild go kart races, and your goal is to cheer for the winner each time. The better the racer you cheer for does, the more points you get.

The twist: you can switch who you cheer for to improve your odds of winning!

How to Play:

To begin, each player randomly draws a Cheer Token from the board. Once players have drawn their Cheer Tokens, they place them character side up in front of them. Flip any remaining Cheer Tokens face up on the board as well. **Note:** In 4-7 player games, 2 players may end up cheering for the same kart.

The players take turns clockwise, starting with the youngest. On your turn, follow these steps:

1. Draw a card and move the pictured kart on the track as the card says (see card explanations). If the deck runs out during the game, shuffle the discard pile and put them back in the draw pile space.
2. If the card you drew shows a "swap" symbol, you have the option to switch your Cheer Token for one in the center of the board. Your goal is to cheer for the racer that wins. Swap wisely!



Note: You may only have 1 Cheer Token in front of you at a time.

3. Discard the card onto the discard pile on the board.

Movement Card Types

Move: Move the pictured kart forward the number of spaces shown on the card.



Star: Move the pictured kart to the next star on the track.

- If the kart is on a star already, move to the next one.
- If the kart is already on or past the last star space, do nothing.



Wild: Move a kart of your choice forward/backward the number of spaces indicated on the card.



Hot Dog Stand: Move the pictured kart to the Hot Dog Stand. This may move the kart forward or backward.



Roll: Roll the die and move the pictured kart the number of spaces indicated on the die. If the die shows a star, move the kart to the next star, as described above.



Go To: Move the kart pictured on the top of the card to the same space as the kart pictured on the bottom.

