

# DICEY CURVES

## Expansion Rules

Requires Base Game, Adds 15-30 Minutes

### Additional Components

32 Danger Cards

24 Red Damage Cubes

6 Orange Barrels

1 Blue Repair Shop

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## Overview

The *DANGER! Expansion* for *Dicey Curves* takes the light, party-style game of "Rollin' Dice and Racin' Cars" and amps it up into a dash of take-that, damage and danger!

The deck of Danger Cards let's you give damage to other players, modify dice rolls, and add obstacles to the racetrack. New layers of strategies and tactics are added as you find ways to interfere with other players as a way to give your cars the advantage.

**It is recommended that all players be familiar with the base game before adding this expansion.**

## New Additional Setup Steps

When first setting up to play, follow the normal base game rules, and then do the following additional steps:

1. **Set out Cubes, Barrels & Repair Shop ...** Place all red damage cubes, orange barrels and the blue repair shop in the center of the play area.

2. **Shuffle & Deal Danger Cards ...** Shuffle the deck of Danger cards and deal 2 to each player. Set the remaining deck face-down as a draw deck in the center of the play area.

## Playing Danger Cards

Players will each have 2 Danger cards, which should be kept private from the other players.



**Rule #1 - Danger cards are played between player turns.** This would be during the pause after one player has completed a turn, and **before the next player rolls the first set of dice.** (*The lone exception is the "Super Size Your Combo" card, which is played during the "Move Cars" phase of your turn. Details on pages 4 and 6.*)

**Rule #2 - Once a card is played, discard it in a face-up discard pile next to the draw deck, and then immediately draw a new replacement card.** You may play the new card, if applicable. If the draw deck becomes depleted, shuffle the discard pile and set it face-down as the new draw deck.

**Rule #3 – At the start of your own turn, you may discard both of your Danger cards without playing them and draw 2 new cards.** You may only do this once per turn. If you don't like the new cards, you will need to wait until the next turn to discard them.

## Playing "Instant" Cards

Two of the Danger cards are played directly on a player and instantly give or remove red damage cubes.



Play **Instant Damage** by indicating which player you are targeting. That player must take 1 red cube from the central pile. **You can never have more than 3 red cubes at a time.** Return extras to the central pile.

You usually play **Instant Repair** on yourself, but you may target another player if you choose. The player getting the repair returns 1 red cube to the central pile.



## Playing Cards that Add to the Racetrack

A number of the Danger cards add items to the racetrack. Choose a single card that is already part of the racetrack and does not contain any cubes, barrels or the repair shop.



**Minor Debris** and **Major Debris** have you placing 1 or 2 red damage cubes on specific spaces of a track card.



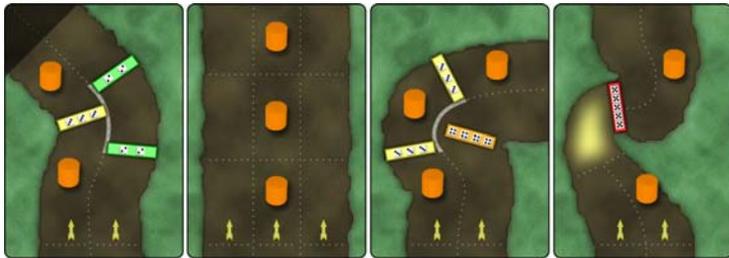
Take cubes from the central pile and place them on each space of the card that contains a yellow direction arrow and does not already contain a car.



**Dangerous Curve** adds a red damage cube to the Gates on a card that contains at least 1 Gate. Take cubes from the central pile and place one next to each Gate showing on the card.



The **Lane Closed** card has you placing orange barrels to block off a lane on a card. Take enough barrels from the central pile to place on each space of a single lane that does not already contain a car.



*(When placing barrels on the 5-dice Gate card – rightmost example above – avoid blocking the single-lane space in the middle of the card, highlighted in yellow.)*

If there are not enough orange barrels in the central pile, you may take barrels that were placed earlier on the racetrack and relocate them.



The **Repair Shop** lets you place the blue repair shop piece on the racetrack. Take the repair shop from the central pile and **place it next to any space**. If the repair shop is already located on the racetrack, you may relocate it.

Be sure to make it clear which space the shop is next to. You cannot place it next to any of the middle-lane spaces on a 3-lane card.

## Playing Cards that Adjust Dice & Combos

The final 3 types of Danger cards have an impact on the current player's use of the dice.

You play **Critter Crossing** to remove 1 die from the current player's initial roll.



**Nitro Boost** is usually played on your own turn to give yourself 2 extra dice for your initial roll. You may play it on another player if you choose.

Finally, **Super Size Your Combo** is played when you are moving cars. It lets you treat a Single or Combo as if it were a Combo with 2 more dice. *(A Single becomes a 3-dice Combo, a 2-dice Combo becomes a 4-dice Combo, etc.)*



## Changes to the Base Game Rules

This expansion makes changes to the base game rules, as follows.

### *Changes to the First Dice Roll on a Turn*

Damage cubes and a couple of the Danger cards (Critter Crossing and Nitro Boost) have a direct impact on the number of dice you start with on the first roll of your turn.

 **Damage Cubes:** Each red damage cube you have removes 1 die from your first roll. The Critter Crossing and Nitro Boost cards will add and remove dice from your first roll as well.

Combine the effects of all cards played, along with the red damage cubes, to get the total number of dice to use on your first roll.

*Example:* You have 2 red damage cubes when it is your turn, and you play a Nitro Boost while an opponent plays a Critter Crossing. Starting with the 5 white dice, remove 2 for damage, 1 for Critter Crossing, and add 2 back in for Nitro Boost ... this gives you 4 dice on your first roll.

 **Never start with fewer than 2 dice on your first roll.** (And, since you might add more dice by rolling 6's, you may still end up with up to 10 dice in-play by the end.)

It's possible to start with more than 5 dice by using Nitro Boost. Add green dice to get to the total starting number.



## *Changes to Moving Cars*

One of the cards and the items that get placed on the racetrack will have an impact on how you move cars during your turn.

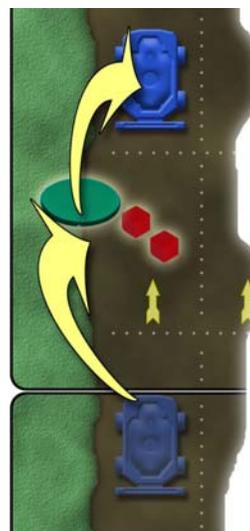
### **SUPER SIZE YOUR COMBO**

Super Size Your Combo is played during the "Move Cars" phase of your turn, and allows you to treat a Single or Combo as if it were a Combo with 2 more dice.

*Example:* Your car is in front of a 3-dice Gate. You play Super Size Your Combo and use a Single die to get past the Gate. You may then play another Combo or Single to continue moving the car.



### **RED DAMAGE CUBES ON A TRACK SPACE**



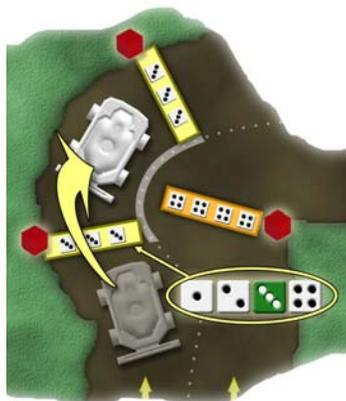
Red damage cubes are added to spaces on the track by the Minor Debris and Major Debris cards. **When your car lands on or passes through one of these spaces, you must take the cube(s).** (Remember that you cannot have more than 3 red damage cubes at one time. If gaining these cubes puts you over the limit, return the extras to the central pile.)

You may avoid taking the cube(s) by playing a green control chip as your car passes through the space. If your car ends its movement on the space, you cannot avoid take the cube(s).

## RED DAMAGE CUBES AT A GATE

Red damage cubes are added to Gates on the track by the Dangerous Curve card. If you go past the Gate using a Combo the exact size of the Gate, you must take the cube for that Gate. (If gaining this cube puts you over the 3-cube limit, return it to the central pile.)

You may avoid taking the cube by playing a Combo that is 1 size bigger than the size on the Gate.



## ORANGE BARRELS



Orange barrels added to the racetrack by the Lane Closed card simply block those spaces from any cars. **You may not move a car onto a space containing an orange barrel.**

## REPAIR SHOP



The blue repair shop is placed next to a space on the racetrack by the Repair Shop card. **If your car ends your turn in that space, you may return ALL of your damage cubes to the central pile.** You are now damage free.

## Cleaning Up the Track

As the last-place car moves off a track card that contains any cubes, barrels or the repair shop, return those items to the central piles.

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