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NASCARD

RULEBOOK



NASCARD

A roar erupts as dozens of engines—the perfect combination of speed and power—begin revving to warm up. At the starting line, the drivers are itching to challenge the very limits of what can be done on asphalt while equally aware of the extreme danger in each corner. They know their own courage is even more valuable than the beastly machines they control. In this race, the drivers will have to make choices to manage tire wear and fuel consumption, opting between speed and resource conservation in exactly the right balance. It is an adrenaline-fueled game made up of nerves, skill, and tactical decisions.

*In **Nascard**, you drive a car in a NASCAR race. Over two laps, you must play your cards to move your car forward with the obvious goal: to win the race!*

COMPONENTS



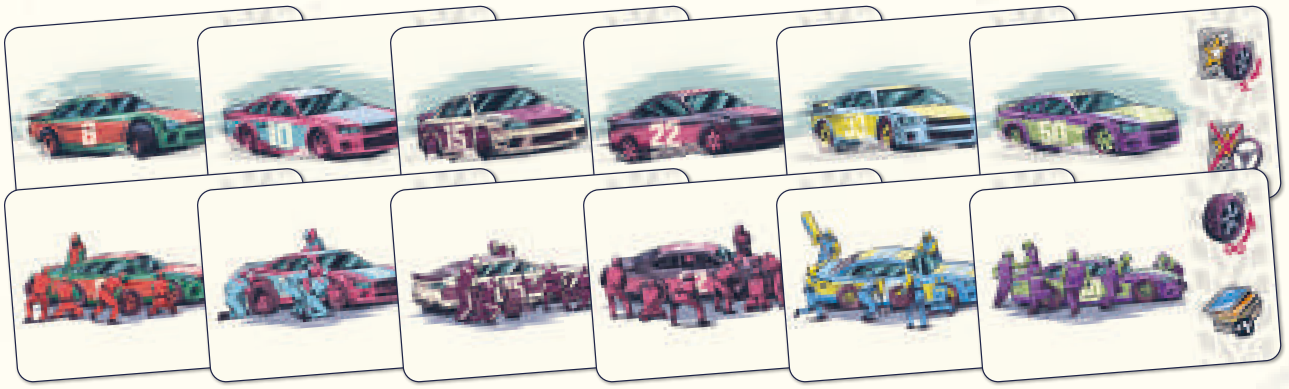
58 Driving cards
(numbered 1 to 58
in 4 different suits).



16 Bonus cards
(4 per suit)



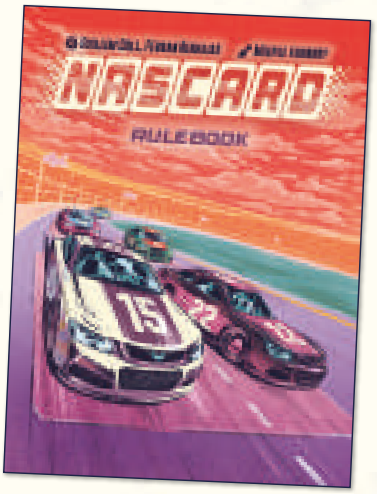
1 trump card



6 double-sided Pit cards



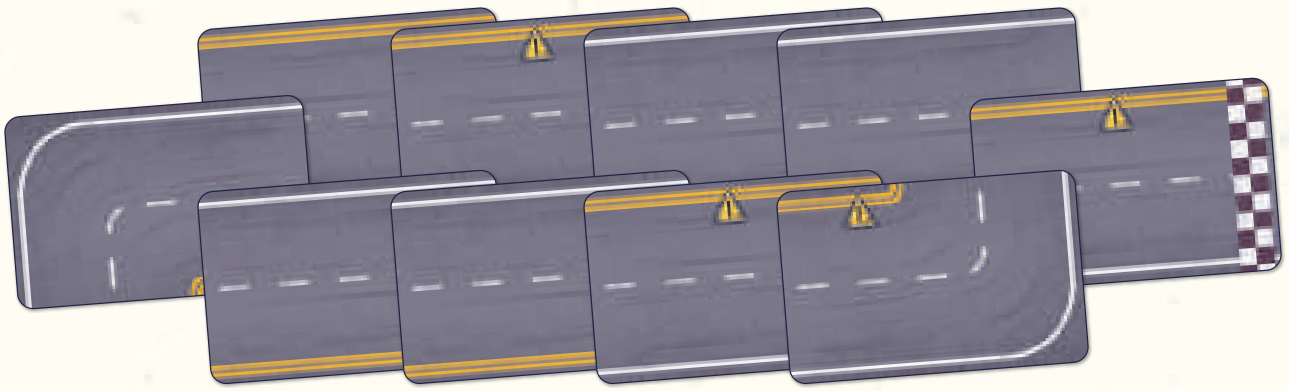
1 player aid card



1 rulebook



6 Racecar tokens



16 double-sided Track cards (4 corners and 12 straights)

Each track card has 2 spaces: an inside track and an outside track. This is very important because it determines turn order and movement.

GAME SETUP

1. To build the track, place the **4 corner cards** in the 4 corners of the playing area. Then, shuffle the **12 straight cards** and place 3 of them between each pair of corners, using either side you want, and taking into account the Caution ⚠ symbols that can affect the suit bonuses.

2. Separate the Bonus cards by suit and shuffle each deck separately. Place 1 card from each suit in the center of the track circuit you laid out earlier *(for your first game, we recommend using cards 4, 7, 10, and 13)*. Return the unused cards to the box. Place the player aid card in the center of the table.

3. Shuffle the **Driving cards** and **deal 5 cards to each player**. Place the remaining cards face-down in the center of the track circuit to serve as the Driving deck.

4. Flip the **top card from the Driving deck** face-up next to the deck to create a discard pile. Place the **Trump card** on top of the Bonus card that is the **same suit** as the card that was just discarded.

5. Give each player 1 **Racecar** and 1 **Pit card** of the same color. Put the unused Racecars and Pit cards back in the box.

Note: If you want to play with "virtual rivals" in the Rivals Module, leave the unused Pit cards next to the playing area with the side showing a car without any mechanics face-up and include the matching cars in the next step (see page 12).

6. Finally, **randomly** place the **Racecars** face-up (with the flag side down) on the track. Place 2 Racecars per Track card (one in each of its spaces), starting with the Start/Finish Line card (which shows the black-and-white checkered line). The first Racecar goes on the inside edge of the track, then the outside edge, and so on with the next Track card until all the Racecars taking part have been placed.


MOVE FORWARD
NORMAL MODE
2.
MOVE FORWARD
RIVALS MODE
2.
1.
3.
4.
6.
3.
5.

MANAGEMENT OF YOUR HAND AND YOUR TIRES

If you want to win in a *Nascard* race, your ability to skillfully manage your tires is one of the key challenges you will need to master on the road to victory.

To play certain cards and/or activate Bonuses, players must "Blister Tires" or "Burn Cards". It is very important to know the difference between these two actions:

- **Blister Tires:** Choose a card from your hand and place it face-down in front of you. You will be able to pick these cards back up when you land in the Pits or you activate the purple suit bonus (See Suit Bonuses on page 14).
- **Burn Cards:** Choose a card from your hand and place it face-up on the discard pile. Burned cards must fulfill special requirements for their value or suit (See Suit Bonuses on page 14).

  The limit for the number of cards in your hand is **8 cards**. At the end of the turn, if you have more than 8 cards, you must discard until you have only 8 cards.

GAME ROUNDS

The game is played in rounds, continuing until a car passes the Finish Line for the second time (when a car crosses the Finish Line the first time, turn it over to show the side with the flag and the ). to show it has finished one lap).

Each round is made up of three phases:

1. **PLAY CARDS**
2. **MOVE CARS FORWARD**
3. **END THE ROUND**

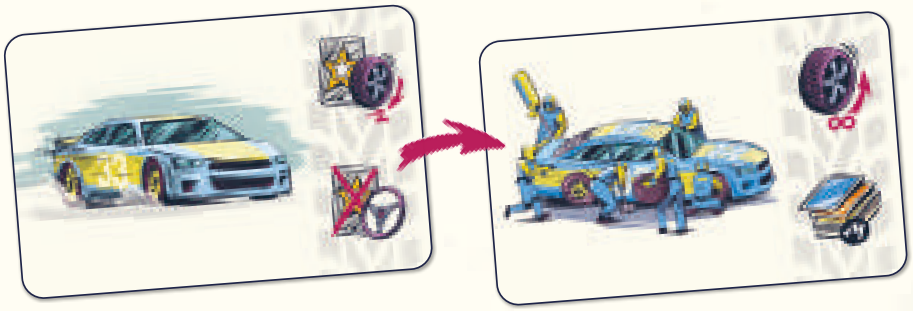
1. PLAY CARDS

This phase is **carried out in position order**, from the **lead** car to the **last** car. If there are 2 Racecars on the same card, the one that has the inside track plays first.

Taking turns in order, each driver plays 1 card from their hand face up in front of them or makes a Pit Stop, immediately applying the following effects:

- **Trading paint:** If you play a card from the trump suit, you must Blister Tires twice, and you do not activate the matching suit Bonus.
- **Economy:** After playing a card from another (non-trump) suit, you have the option to activate the special Bonus of that suit (see Suit Bonuses on page 14).
- **Pit Stop:** Instead of playing a card from your hand, turn over the Pit card in front of you, then draw 4 cards from the Driving deck and take back any Blister Tire cards in front of you.

If at any time the Driving deck runs out of cards, shuffle the discard pile to make a new Driving deck.



The choice of which card you play affects how the cars move forward. Trump cards allow players to advance faster in the race. Cards that are not from the trump suit do not advance as much, but they can activate powerful Bonuses. Meanwhile, the Pit Stop allows the player to draw more cards, fuel up, and get back the cards that were set aside due to tire wear so they can get back in the race.

2. MOVE CARS FORWARD

Turn order in this phase depends on the Driving cards that were played:

1. **Cards from the trump suit** are resolved first, in descending order. Keep in mind that the Bonus of the blue suit allows those cards to be treated like trump cards (see page 14).

2. Cards that **are not in the trump suit** are resolved next, also in descending order, regardless of which suit they have.

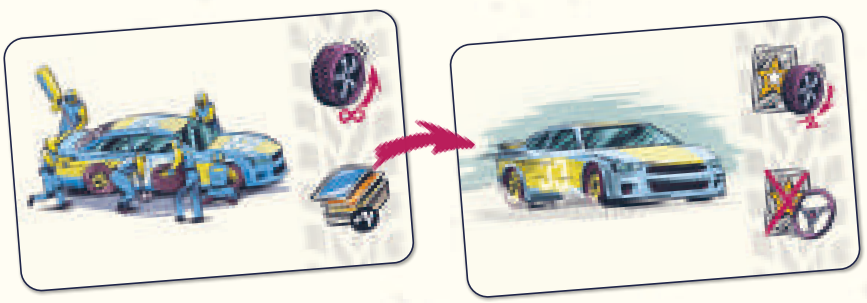
3. Cars that stopped **in the Pits** are resolved last.

Applying the effects in this order, cars that did not stop in the Pits move forward the number of spaces indicated in the table below. After moving each car forward, the card played on that car is put into the discard pile.

For example, whoever played the highest-value card will move their car 5 spaces forward, while the the person with the second-highest card moves place moves 4 spaces, and so on and so forth until all cars that did not make a Pit Stop have moved.



Cars that did stop in the Pits **do not move forward**. Their Pit cards are flipped back over so that the side with the car is showing.



ADVANCING THE CARS

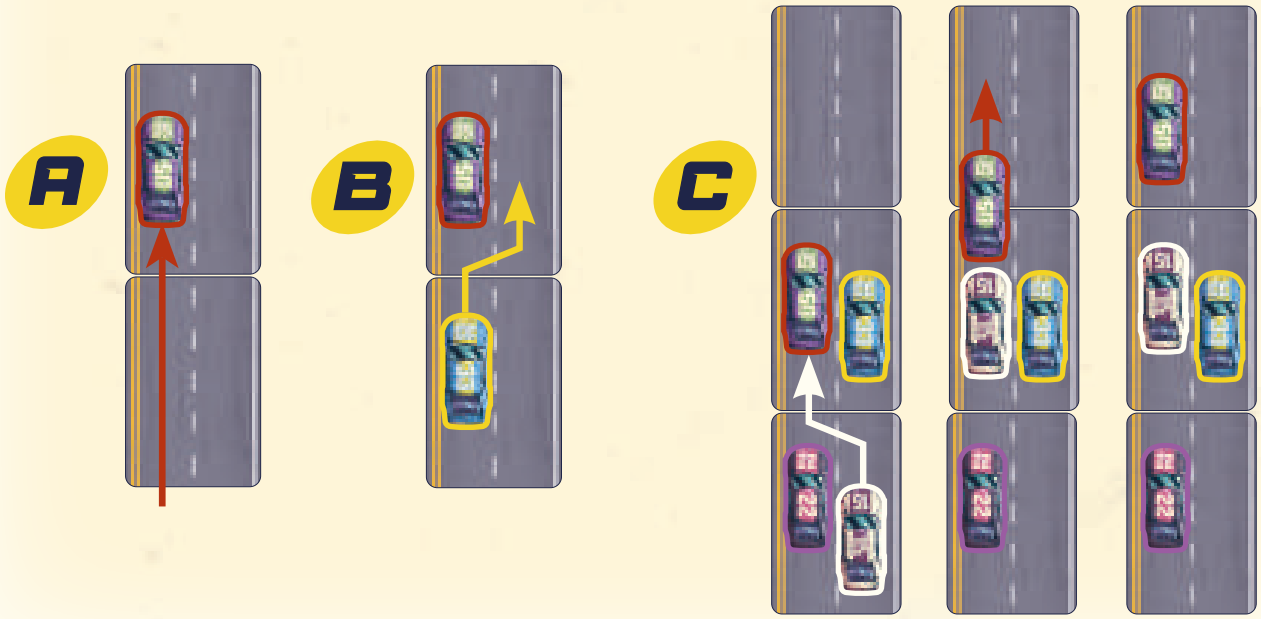
A maximum of 2 Racecars fit on each Track card, one in each space: one on the inside track and the other on the outside.

When you move forward, your car will always try to get in the **inside track space** of the Track card it lands on. The following rules apply in when moving:

A **If the inside track is free:** the Racecar is placed there.

B **If the inside track is occupied and the outside track is free:** the Racecar is placed in the empty outside track space

C **If both spaces are occupied:** the Racecar that was on the inside track is pushed forward to the next card (following the same placement rules) and the new Racecar takes its place.



3. END OF THE ROUND

Once **all cars have moved** (or resolved their Pit Stop), **the round ends**. The players then check the top card visible on the discard pile: The Trump card is moved on top of the Bonus card matching the suit of the top discard, and that will be the trump suit for the next round.

EXAMPLE OF A ROUND IN WHICH THE YELLOW SUIT IS THE TRUMP SUIT:

Alba played the **30 yellow** card, William played **39 purple**, Anna played **18 orange**, Clara made a Pit Stop, and Harvey played **8 blue**. The round proceeds in the following way:



1. First, the players who played trump move.



A **Alba (30 yellow)** wins the round and moves her car **forward 5 spaces** (30 was the highest of the yellow cards, which is why she wins the round) and places her card on the discard pile.



B **Harvey (8 blue)** comes in second place and moves his car **forward 4 spaces**—since he activates the blue suit Bonus, his card is considered a trump card, so he moves ahead of those who did not play trump (if he had played a blue card that was higher than 30, he would have moved first). After moving, he too places his card on the discard pile.

2. After those two, the game moves on to those who did not play trump.



C **William (39 purple)** comes in third and moves his car **forward 3 spaces** (because his card had the highest value of those suits that were not trump). Then, he places his card on the discard pile.



D **Anna (18 orange)** comes in fourth and moves her car **forward 2 spaces** (because her card was the next highest of those suits). Then, she places her card on the discard pile. Since her card had the lowest value without following the trump suit for the round, it determines what the trump suit will be in the next round.

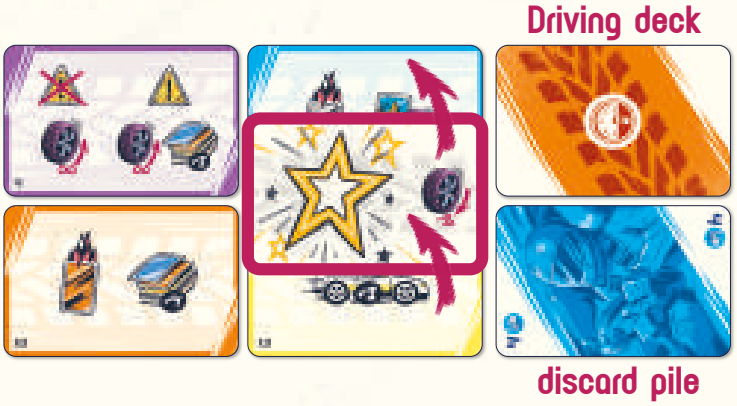


E **Clara made a Pit Stop** and **does not move forward any spaces**.

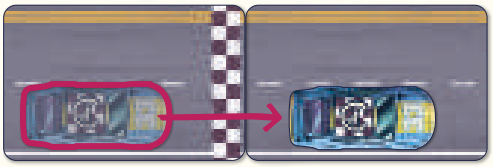

A
Alba
B
Harvey
A
B
C
D
E
William
C
Anna
D
Clara
E
Pits
(does not
move forward)

At the end of this later round where yellow is again the trump suit, the blue card is the last card to be applied. In the next round, blue will be the trump suit. Move the Trump card onto the blue Bonus card.





END OF THE GAME



At the end of each round, check if any Racecar has **crossed the Finish Line for the second time (crossed it when the car is showing the number 1 on its roof).** This triggers the end of the game. All players finish playing the current round as normal. Once that round is done, the Racecar that is **farthest forward** is the winner of the race! If there is a tie, whichever car is on the inside track wins.

RIVALS MODULE



You must use this game mode in **2-player** games and **solitaire** games. In games with more players, you may use these rules for the rest of the cars.

GAME SETUP

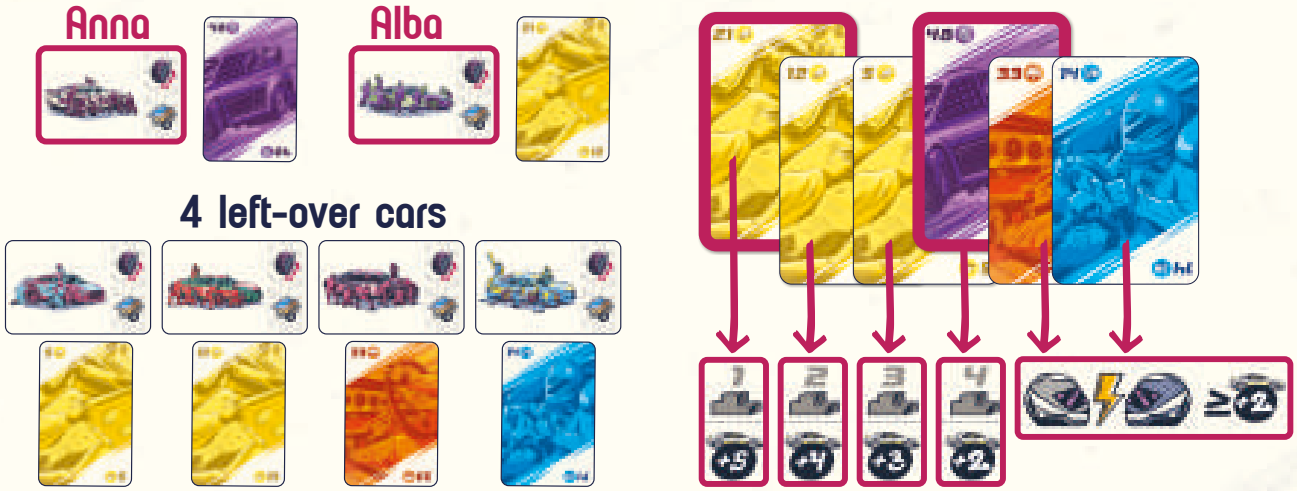
Prepare the game just as described in the game setup (see page 4), but with the following changes:

- Place the Pit cards that are not being used by the players in a row around the circuit made by the track, with the car side face-up. This is where the rivals will play their Driving cards.

- Randomly place the Racecars on the track as you would normally, placing both the players' cars and the rivals' cars.

HOW THE RIVALS WORK

The rivals also play Driving cards, but in a slightly different way than the players do. At the start of each round, **a card is drawn from the Driving deck and placed face-down next to the Pit card of each rival**, starting with the one farthest to the left and moving down the row. This allows the players to see the suit of each rival's card, but not its value. After all players have **played their cards**, the cards played by the rivals are revealed and applied during the round as usual, from highest to lowest (see page 8). That brings the round to an end. Here is an example in a 2-player game with yellow as trump:



Rivals do not activate any Bonuses from their cards (for example, they do not use the blue suit as a trump wildcard). However, they always move forward at least 2 spaces.



END OF THE GAME

The end of the game is carried out just as in the standard game mode. Whichever player or rival is farthest ahead when two laps have been completed is the winner of the race!

SUIT BONUSES



PURPLE (TIRE MANAGEMENT)

Cards that allow you to recover your used cards.

1. FRESH RUBBER

Recover all your Blister Tire cards.

2. TIRE TRACTION

Burn an extra purple card in addition to the one you played, then recover all your Blister Tire cards and also draw 1 card from the Driving deck.

3. FAULTY TIRES

Burn a card with a higher value than the card you played, then recover all your Blister Tire cards and also draw 1 card from the Driving deck.

4. YELLOW FLAG

If your car **is not** in a space with the Caution symbol, you recover all your Blister Tire cards. If your car **is** in a space with the Caution symbol, you get your Blister Tire cards back and also draw 1 card from the Driving deck.



BLUE (TRUMP WILDCARD)

Cards that can be considered any trump suit.

5. RUNNING HOT

Blister 2 Tires. The card you played is treated as though it was the trump suit.

6. WET TRACK

Burn an extra blue card in addition to the one you played and Blister 1 Tire. The card you played is treated as though it was the trump suit.

7. PACE CAR

Burn a card with a higher value than the card you played and Blister 1 Tire. The card you played is treated as though it was the trump suit.

8. RACECAR

If your car **is not** in a space with the Caution symbol, Blister 3 Tires and the card you played is treated as though it was the trump suit. If your car **is** in a space with the Caution symbol, Blister 1 Tire and the card you played is treated as though it was the trump suit.



ORANGE (FUEL)

Cards that allow you to fill your hand with cards.

9. STOPPING SHORT

Draw 2 cards from the Driving deck.

10. RUNNING LEAN

Burn an extra orange card besides the one you played, then draw 4 cards from the Driving deck.

11. FUEL INJECTION

Burn an extra orange card with a higher value than the one you played, then draw 4 cards from the Driving deck.

12. OIL LEAK

If your car **is not** in a space with the Caution symbol, draw 1 card from the Driving deck. If your car **is** in a space with the Caution symbol, draw 3 cards from the Driving deck.



YELLOW (TURBO)

Cards that allow you to move forward extra spaces.

13. PICK UP THE PACE

Move forward 1 extra space.

14. HEART OF A CHAMPION

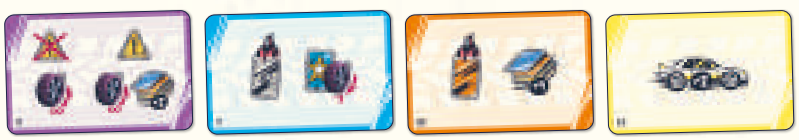
Burn an extra yellow card in addition to the one you played and move forward 2 extra spaces.

15. PUSH IT TO THE LIMIT

Burn an extra card with a higher value than the card you played and move forward 2 extra spaces.

16. CHROME HORN

If your car **is not** in a space with the Caution symbol, move forward 1 extra space. If your car **is** in a space with the Caution symbol, move forward 2 extra spaces.



Cards (**4, 7, 10, and 13**) recommended for your first game.

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