

LAZER RYDERZ

2 - 4 Players
30 minutes
Ages 8+

By Cardboard Fortress Games 2015

Overview

Lazer Ryderz is a fast-paced racer that uses a table as the game board. Going from fastest to slowest, players lay out pieces to advance their ship to build a line (lazer) behind them that other players can't cross. They go up and down gears; a higher gear means more distance covered, while a lower gear means more precise turns. Players outmaneuver and block one another to tag and control three Prizms and win the game.

Victory

To win Lazer Ryderz, a player must have three of their color Prizms on the table at the same time. If this is true at any point, that player wins the game immediately.

Set-Up

- Each player chooses a Character and takes all pieces of that character's associated color as well as one small 6-sided die. These pieces should be placed off to the side and/or out of the way as much as possible.
- Place one Black Prizm per player in the center of the table in a circle. The size of the circle is determined by the players. We recommend the Prizms be placed equidistant from one another.
- Give the tie breaker marker to the raddest player (or roll off) and begin the first round of the game.

The Round

Each round, do the following actions in order.

1. **Start Your Engines!** - All players not currently on the table take their ship in one hand and closes their eyes. While counting down from 10, all players choose the location of their ship, which can go on any table edge within arm's reach. With their other hand, they hold up a number, one through five. This number will be the gear the player starts in, unless two or more players choose the same number, in which case those players **Stall Out?! and start in first gear.** Once the countdown reaches 0, all players open their eyes. Take your small d6 and place it on your ship with the number of your gear face-up.
2. **Order** - During this step players will take turn order markers from lowest to highest. Whoever in the the higher gear will take the lowest turn marker then whoever is in the second highest gear will take the new lowest turn marker available. If two or more players are in the same gear then amongst them whoever is closest clockwise to the tie breaker marker will take the next lowest available turn marker, and so on.

The Table Space

In Lazer Ryderz, the table is the board. This means that the size and shape of the table used will change how the game is played. A round table of at least 3 feet in diameter is preferred, but any table will do. If a table is too small, some adjustments might need to be made to keep the game functioning as intended. The table edges are hard barriers, so if a player's Ship or Lazer piece goes over that edge, they have crashed.

Prizms

Prizms are the goal posts or capture points of the Lazer Ryderz race. Racing through a Prizm changes it to your color, and having 3 of them showing your color wins you the game. Beware though, as Prizms can be stolen from you by other players and converted to their color. No Crashes can happen due to pieces touching on top of a Prizm. This means a prizm is the one place on a enemies lazer that you can pass through.

Gears and Speed

What gear you're in determines how fast you go. You must place a lazer piece equal to you current gear number every turn. The lazer pieces of higher gears are longer. Also, what gear you're in helps determine how early in the round you will take your turn. This means the higher the gear you're in, the faster and further you will go.

(Example: Anthony is in 4th gear, Nicole in 3rd gear, Paul in 3rd gear and Chris in 1st gear with the Tie breaker marker. Anthony is in the highest gear so he takes the 1st turn order marker. Nicole and Paul are both in 3rd gear, which is the next highest gear at the table. Nicole is sitting on Chris's left, and therefore closer to the tie breaker marker than Paul, so she takes the 2nd turn order marker, then Paul takes the 3rd turn order marker. Lastly, since Chris is going slowest in 1st gear, he then takes the last available turn order marker, 4th.)

3. **Turns** – Players take their turns in order from 1st to 4th.
4. **End Round** – Start the new round.

Your Turn

On your turn, take the following actions in order:

1. **Change Gear** – Choose to go up or down **one** gear or stay in your current gear. This should be reflected on the small die placed on your ship.
2. **Move** – Choose to go straight or attempt to turn. If you choose to go straight, simply place a straight piece. If you want to turn, you must roll a die and get your current gear number or higher. If you fail, then you must use a straight piece. Place a lazer piece of the same number as the gear you're in. If you need to place a lazer piece and you don't have that piece, you must use the applicable piece of the next available number down. If you don't have any applicable pieces left, you must pull the oldest lazer piece off your line until you have an applicable piece of your gear or lower. When placing new pieces always place them connected to the forward end of your previous pieces.
3. **Score** – Check if you have scored a Prizm. If your lazer goes through any Prizm piece on the board, including Prizms that belong to other players, replace that Prizm piece with one of your own. A lazer is considered to have gone through a Prizm when the entirety of your lazer's width (its shortest dimension) is within the Prizm piece's edges and the Prizm piece can be seen on both sides of the lazer. If this is true then you may replace the Prizm with one of your own. Readjust the scored piece so that your Prizm is over the forward tip of your lazer. However, if the width of your lazer is not fully inside the Prizm, that Prizm is **nudged** away from your lazer and all other pieces. After a player scores a Black Prizm piece and only when scoring a Black Prizm, the player to their right tosses that Black Prizm piece back onto the table after the active player has finished their turn. They must toss from behind their table edge. If it lands on or touching any other piece on the board, it should be nudged away from that piece.
4. **Crash** – Check to see if your ship or the lazer you placed this turn is touching any other player's ship or lazer (including your own) or is over a table edge. If so, you have crashed. Remove your entire lazer and ship from the board. The player you have crashed into then removes their lazer starting at the piece you've hit and going back to their oldest piece on the table. Never remove the most recent lazer piece connected to the other player's ship.
5. **Done** – Flip your turn marker to the DONE side.

But be careful, because the faster you go, the harder it will be to turn and guess the results of those turns. A higher gear number will make it hard to roll the number you need to successfully turn. Also, at the higher gears, there are fewer turn choices.

Pre-measuring and checking distances

Pre-measuring pieces in Lazer Ryderz is illegal! Do not place a piece on the board to try to determine if it's going to make it or not. All decisions on pieces must be made before that piece gets near your line. You can eyeball it from behind the table edge, but once it's on the board, you are locked into that piece in the orientation you've placed it.

The Nudge

Black Prizm pieces should never be in contact with other game components, other than a lazer that is scoring that Prizm or may score that Prizm next turn. Once a Black Prizm has been crossed but not scored, it must be nudged away from all other game pieces so that other players have a chance to score it. The distance of the nudge is the short side of a lazer piece. This nudge distance should also be used if a piece is tossed onto or touching another piece.

Stealing Prizms

Unlike when scoring a Black Prizm, if you score the Prizm of another player and switch it to your color, you do not move your Prizm piece to the end of your lazer.

Modifications for small and large tables

If you find your table is too small or large or oddly shaped, you may want to make some of the following adjustments.

Small Tables - If your table is less than 3 feet on its shortest surface dimension:

- Remove all 5 straight, 4 soft turn, and 3 hard turn Lazer pieces.
- Players cannot go higher than 4th gear

Large Tables - If your table is more than 5 feet on its shortest surface dimension:

- After the **Start Your Engines! Phase** and before the **Order Phase** begins, on the turn you enter from off the board, you may place a 5 straight lazer piece regardless of your current gear.

Oddly-Shaped Tables - If your table is oddly shaped, such as long and thin, you may try some of the following:

- Use the small table adjustments above, and also use the 5 straight pieces to define an edge that makes the table more square.
- Use the large table adjustments above but only when starting from the sides of the table furthest from each other.
- Players are only allowed to start from the sides furthest from the center.
- Allow each player to toss one of the starting Prizms onto the board instead of placing them all in the middle.

Optional Add-Ons

Character Abilities (Optional)

Each character begins with one use of an ability unique to their character. Once the ability is used up, it does not recharge until a character has a Prizm stolen from them. Character abilities may only be used on that player's turn after the **Change Gear Phase**.

- **Galactic Waverider** - (Teal) -
 - The Galactic Waverider may place two hard turn pieces (marked with an "H") without rolling (one right after the other) of the gear he is currently in instead of the normal **Move Phase**.
- **Lazer Shark** - (Red) -
 - The Lazer Shark may place a five straight piece regardless of what gear she is in after her normal **Move Phase** and before the **Scoring Phase**. This does not change her gear. If she did not score a Prizm this turn, then she crashes during the **Crash phase**.
- **Super Sheriff** - (Yellow) -
 - The Super Sheriff may force another player to either shift down to first gear or up to their highest gear on their next turn. The targeted player may still shift gears as normal on their next turn.
- **Phantom Cosmonaut** - (Purple) -
 - The Phantom Cosmonaut may skip the **Crash Phase** in their turn. This means they ignore any crashes they make this turn.