

Checkpoint Rally

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Rulebook

Checkpoint Rally is a tile drafting race game for 2-4 players. The goal of the game is to race your car across the board hitting a number of objectives, spending the least amount of time. You draw tiles to build a road for your car and possibly obstructing the other players. All actions you do takes time, which is tracked on the stopwatch. When you start the game the 5x5 map is only partially build, you build and modify the map together with your fellow players.

CHECKPOINT RALLY



How to win the game

Visit all the checkpoints marked on your personal checkpoint map and mark them on the board with your checkpoint tokens.

When a player have completed all checkpoints, the other players have one turn to finish their checkpoints. The winner is the player who has used the least amount of time.


Game components

- A) 1 stopwatch
- B) 42 map tiles
- C) 4 terrain border tiles (double-sided)
- D) 20 checkpoint map cards
- E) 6 different car data sheets
- F) 4 cars (4 colors)
- G) 4 stopwatch markers (4 colors)
- H) 16 checkpoint tokens (4 colors)
- I) 8 GPS update markers
- J) 4 Action reference sheets



Cars

Players have different vehicles, with different characteristics; Race car, Electric car, Rally car, 4 Wheel Drive, Sports car, and Buggy. Each type of car uses a different amount of time on different road types. The amount of time is shown on the data sheet of each car.

Rally Car	
	
Highway:	5 min.
Gravel road:	4 min.
Urban road:	2 min.

Tiles

Each tile has one type of road and one or more types of terrain.

Road types

Highway



Gravel road



Urban roads



Terrain types

City



Grassland



Mountains



Desert



Setup

Additional help for setting up can be found on the last pages of these rules, where there is a picture of the setup.

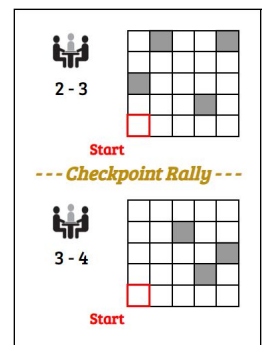
Follow these setup instructions step by step.

Depending on player count, players must choose which map to race on the checkpoint map cards;

2 players; it is recommended to use the top map (2-3 players).

3 Players; can use the top or bottom map. The top map (2-3 players) will be a longer game.

4 players; it is recommended to use the bottom map (3-4 players).



Each player gets:

- One random car data sheet. (You may choose specific cars, if all players can agree.)
- Shuffle the Checkpoint Map Cards and give one facedown to each player (you may always inspect your own checkpoint map).
- Each player choose a color and gets;
 - A car.
 - A stopwatch marker.
 - Four checkpoint markers.
 - Two GPS Update Tokens.

Place your car at the corner of the map, closest to your seating position. For two-player games start from opposite corners.

Place your Car Data Sheet (face-up) and GPS update tokens (unused side face-up) in front of you.

Stopwatch

Place the Stopwatch track within reach of all players.

Discard pile

During the game you will be discarding map tiles. Discarded map tiles go into the Discard Pile.

Form the discard pile within easy reach of all players.

Tiles in the discard pile are placed face-up and may be inspected if you want to.

Player order

Determine player order with a random draw of the stopwatch markers.

Place the markers on the 30 minute mark, in the order they are drawn, on top of each other.

First player is always the player at the top of the stack, second player is second from the top, etc.

The board

- Randomly place the four terrain border tiles in a square. Making the boundaries for the 5x5 map tile game board you build during the game. If possible, place this so that each player has a natural, “closest corner” as their starting corner.
- Shuffle all the map tiles and build the board as described below (also see the Setup reference page at the back of the rules).
- Draw 4 random tiles and place them randomly, next to the center space of the border tiles. (Facing of the sides should be random.)
- Draw 4 tiles and place them randomly, between the already placed tiles.
- Draw a tile and place it in the center of the board.
- The remaining map tiles are placed in a stack where all players can easily reach and draw tiles during the race.
- Form the Map Tile Row, by drawing 3 map tiles and placing them face-up next to the map tile stack.
- For a 2 and 3 player game; draw and randomly place one map tile at each unused starting corner.

In player order, each player follows these steps, before moving on to the next player;

- Draw 4 map tiles from the stack to your hand. (Do not show these to your opponents.)
- Place one the map tiles from your hand as your starting map tile, in your starting corner.
- The time used to place this tile is clocked on the stopwatch (see Actions Explained - Place a Tile).
- Move your car to your starting map tile.
- The time used by your car on that type of road is clocked on the stopwatch (see Actions Explained - Move your car...).

Start your engines! You are ready to race in Checkpoint Rally!

How to play

The goal of the game is to race your car across the board visiting all the checkpoints on your Checkpoint Map Card.

You may race through the checkpoints in any order.

As soon as you drive through or end your movement on a tile on your checkpoint map, you must mark it with a token of your color.

On your turn you may take one of the following actions;

- Draw two map tiles from the stack
- Place a map tile on the board
- Move your car one or two map tiles
- Refresh the map tile row
- Use a GPS map update to draw a map tile from the row

The steps you go through in a turn are;

- Determine player order (who has spent the least amount of time on the stopwatch) then;
- Perform your action.
- Move your time marker.
- Draw any tiles for passing a draw tile icon on the stopwatch.
- Discard map tiles from your hand, down to three tiles.

Stopwatch & Player Order

Player order is always determined by your markers on the stopwatch.

The player who has used the least amount of time is the next player to take an action.

If two or more players are tied, the next player to go is the one with the time marker on top of the stack.

After you take an action, check how much time it took and move your time marker that number of minutes forward. Action time cost is also shown on the player aids.

If another player's time marker is already on the same spot, put yours on top.

Note that this means that you may be able to take several actions in a row, or it may take some time before your turn comes around again, if your action took a long time!

For every 15 minutes spent on the stopwatch, you must draw a tile from the top of the stack.

When crossing the line from the "draw map tile icon", between 14 and 15 minutes and between 29 and 30 minutes, draw a tile.



Hand limit

Your map tile hand limit is three tiles.

You may always look at the tiles in your hand, but you should keep them hidden from your opponents.

Checking your hand limit is the last thing you do in your turn.

Example; it is your turn and you have 3 map tiles (which suits you poorly) in your hand. You elect the action to draw two tiles, which moves your time marker 2 minutes, across a Draw Map Tile line. You draw another map tile, which brings your hand up to 6 map tiles. You must now discard three map tiles before the next action is taken (by you or another player).

Actions explained

Action: Draw two map tiles

Time spent: 2 minutes

Draw two map tiles from the top of the stack.

If you run out of tiles in the draw stack, shuffle the discard pile and form a new stack to draw from.

Remember to discard down to your hand limit of 3 map tiles.

Action: Place a map tile

Time spent: 0 - 4 minutes

Place a tile on the 5 by 5 map area;

- on any empty space, or
- on a space with an already placed tile (this must not contain a car, neither your own, nor other players'.) The replaced tile is put into the discard pile (unless you use a GPS update, in which case you may put the map tile into your hand).

Placing a tile takes 4 minutes, minus any matching bonuses.

Matching bonuses;

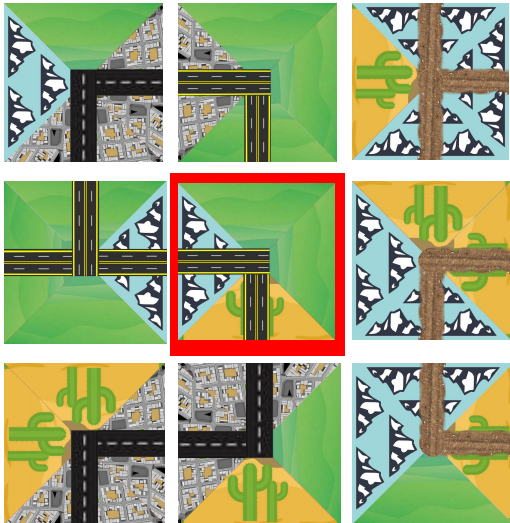
- For each connecting road of the same type on adjacent tiles, subtract 1 minute.
- For each terrain side that touch the same type on adjacent tiles, subtract 1 minute.
- For each type of matching terrain or road on a tile you replace (regardless of orientation), subtract 1 minute.

The time spent can never be less than zero.

Example, bonus for matching terrain sides and connecting roads; When placing the middle tile below (red border) you get the following bonuses for matching:

Highway (left), mountain (left), grassland (top), for a total of 3 bonus minutes.

Total time spent; $4 - 3 = 1$ minute.



Example, bonus for replacing a tile; On the replaced tile you only match each terrain type once. The tile with 3 sides of grassland, is replaced by a tile with two sides of grassland, gives only 1 bonus minute for grassland terrain.

The mountain terrain gives 1 bonus minute, as the orientation of the tile sides is ignored.

Lastly, 1 minute bonus is given for the matching road type (highway) on both tiles.

Tile on the board:



1 minute bonus is given for each of:
- Grassland
- Mountain
- Highway
for a total of 3 minutes.

Tile played:



Action: Move your car one or two map tiles

Time spent: 2, 4, or 5 minutes per map tile

Your car may race from one tile to another only along connecting roads.

When moving your car, move it from the tile it currently occupies to another tile next to it.

This takes the number of minutes shown on the data sheet of your car. If you move two tiles, you must spend the time for each tile you move into / through.

Moving two tiles is only one action.

Action: Refresh the Map Tile Row

Time spent: 1 minute

Discard the three face-up map tiles from the map tile row.

Draw three new tiles to form a fresh row.

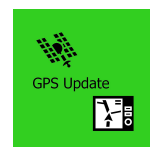
Action: GPS update

Time spent: 0 minutes (Using a GPS update does not take time on the stopwatch.)

The GPS update can be used in two ways;

- 1) Spend one GPS update to take one of the face-up map tiles in the map tile row. Draw a new tile from the stack to replace the one taken.
- 2) When you replace a map tile already on the board with one from your hand, you may spend a GPS update to put the replaced map tile into your hand instead of the discard pile.

When you have used a GPS update, flip is to the “Spent” side.



Checkpoints

As mentioned in the setup, players must agree which checkpoint map they want to use; the one for 2-3 players or the one for 3-4 players.

To complete the race you must drive your car into or through all the checkpoints shown on your checkpoint map card.

You are free to race through the checkpoints in any order.

Place a checkpoint token of your color on a tile when;

- your car ends it's movement on one of your checkpoint tiles, or
- your car drives through one of your checkpoint tiles.

Note; you are allowed to race in and out of the checkpoint tile through the same side of that tile, even in the same move action. This counts as a two tile movement action.

Last checkpoint

When you have visited your last checkpoint do the following;

- calculate the time spent as normal,
- subtract any “Last Checkpoint Bonus” (see bonus table below),
- place the checkpoint token on the map tile,
- remove your car from the board,
- replace your time marker on the stop watch with your car.

The car on the stopwatch indicates that you have finished the race don’t get to take any more turns. The first player to visit all checkpoints triggers the game end.

Game end

When a player have completed all checkpoints, the other players have one chance to finish their checkpoints.

Note; you may take several actions / turns as your “one chance”. However, as soon as it is another player’s turn (your time marker passes theirs on the stopwatch), you do not get to take another turn or action.

All players who manage to finish all their checkpoints follow the above “Last checkpoint” steps.

Last Checkpoint Bonus

The player(s) who hit all checkpoints may get a time bonus, which is subtracted from their total time. The time bonus is shown in the table below and on the stopwatch.

Example; if you finish second in a 4 player game, then you subtract 2 minutes from your time on the stopwatch.

No. of players: Finished:	2 players	3 players	4 players
1st	2 min. bonus	3 min. bonus	4 min. bonus
2nd	0	1 min. bonus	2 min. bonus
3rd	-	0	1 min. bonus
4th	-	-	0

Winning the game

The winner is the player who has completed all checkpoints, using the least amount of time.

Tiebreaker

If two or more players are tied (time markers (cars) are on the same spot on the stopwatch), the winner is the player who finished visiting the checkpoints first (of the tied players).



Checkpoint Rally - Setup Reference

Each player gets:

- One random car data sheet. **(A)** (You may choose specific cars, if all players can agree.)
- Shuffle the Checkpoint Map Cards and give one facedown to each player. **(B)**
- Each player choose a color and gets;
 - A car. **(C)**
 - A stopwatch marker. **(D)**
 - Four checkpoint markers. **(E)**
 - Two GPS Update Tokens. **(F)**
 - An Actions reference card **(G)**

Place your car at the corner of the map, closest to your seating position. For two-player games start from opposite corners. **(C)**

Place your Car Data Sheet **(A)** and GPS update tokens **(F)** (unspent side face-up) in front of you.

Stopwatch

Place the Stopwatch track within reach of all players. **(H)**

Discard pile

Make room for the discard pile within easy reach of all players.

Player order

Determine player order with a random draw of the stopwatch markers.

Place the markers on the 30 minute mark **(D)**, in the order they are drawn, on top of each other.

The board

- Randomly place the four terrain border tiles in a square. **(1)** Making the boundaries for the 5x5 map tile game board you may build during the game. If possible, place this so that each player has a natural, "closest corner" as their starting corner.
- Shuffle all the map tiles.
- Draw 4 random tiles and place them randomly, next to the center space of the border tiles. **(2)** (facing of the sides should be random.)
- Draw 4 random tiles and place them randomly, between the already placed tiles. **(3)**
- Draw a tile and place it in the center of the board. **(4)**
- The remaining map tiles are placed in a stack where all players can easily reach. **(5)**
- Form the Map Tile Row, by drawing 3 map tiles and placing them face-up next to the map tile stack. **(6)**
- For a 2 and 3 player game; draw and randomly place one map tile at each unused starting corner. **(7)**

In player order, each player follows these steps, before moving on to the next player;

- Draw 4 map tiles from the stack to your hand. **(8)** (Do not show these to your opponents.)
- Place one the map tiles from your hand as your starting map tile, in your starting corner. **(9)**
- The time spent to place this tile is clocked on the stopwatch (see Actions Explained - Place a Tile).
- Move your car to your starting map tile. **(10)**
- The time spent by your car on that type of road is clocked on the stopwatch (see Actions Explained - Move your car...).