

CRASH* the game

* Not a reference to *either* movie, but if it must be confused as a reference to a movie, let it be to the Steven Soderbergh film even though it's disturbing.

OVERVIEW:

Players control their own fleets of cars that are dispatched to go achieve “goals” and thwart the other players’ fleets from achieving theirs. But each player must log their fleet’s movements in advance, requiring that they anticipate what the board will look like when it’s time for each car to move.

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OBJECTIVE:

To complete all of your “goals” before anybody else completes theirs.

PREPARATION:

Randomly place the 8 “objects” on the board, and place the 4 “people” on the edges. For now, the objects are labeled A-H, and the people are labeled W-Z. Place the fleets of cars in their corner starting positions as so:

2 players:

X											
Y	4	3	2	1	A						
	4	3	2	1							
		H						D			
										F	
						E					
									B		
		G									
								1	2	3	4
					C			1	2	3	4
Z											
									W		

3 players:

X										
Y	3	2	1		A					3 3
	3	2	1							2 2
		H					D			1 1
										F
					E					
									B	
		G								
Z										
				C					1 2 3	

4 players:

X										
Y	2	1			A					2 2
	2	1								1 1
		H					D			
										F
					E					
									B	
		G								
Z										
				C					1 2	

Each player also places a stack of goal cards face-down in front of them from the deck of goal cards that bares the same color as their fleet. For a two-player game, each player starts with a stack of 10 goal cards. Three players start with 7 goal cards in the face-down stack. Four-players start with 5 goal cards.

From here on, the main text will provide instructions for the two-player game. All appropriate modifications for three- and four-player games are provided at the end of these instructions.

PLAYING THE GAME:

Flip over your first two goal cards and put them somewhere where nobody else can see them. These are your first targets!

Completing Goals

Successful completion of each goal depends on the type of target you're going after. Some of the goals are objects (A-H), some are people (W-Z), and some are opponents' cars (1-4, in the case of the two-player game.)

For objects, one of the cars in your fleet must be parked on top of the object *at the end of the round*. I put that in italics because it's conceivable you might get one of your cars parked on the object only to discover that another car—either your own or an opponents—bumped it off before the round was over.

For people, your cars are valets, so they must be parked such that the back of the car occupies the space next to the person. The goal-person will not “get in” the front seat. (Of course, they won't get in at all, but never you mind that. This is an analog game that asks you to imagine things.)

For opponents' cars, you must crash one of your cars into the specified target car. Your car must be powering during the crash. If your opponent's car strikes yours, that doesn't count. Don't worry—both of your cars are fine. As you'll see in the “Resolving Collisions” section, your cars are indestructible.

At the beginning of every round, you should always have two goals in front of you to work on during that round (until you're on your last one.) Each round will consist of three steps: (1) logging your fleet's movements, (2) Playing out the logs, and (3) assessment.

Logging

At the beginning of each round, you will log the movements that all four of your cars will make. Cars can only move forward, and in each round, they can only move in the direction they're facing at the beginning of the round. However, they have the opportunity to turn 90 degrees left or right at the end of their turns.

Logging the movement consists of assigning each car to a “power”—i.e. how many spaces forward it's going to go—and a turn, if you chose to turn it. So, for example, you might log Car 2's movement “3 R” which means it will move three spaces forward and then turn right.

You'll log the movements that all four of your cars will make during the "playing out the logs" step, so an important part of the game is understanding the order in which all the cars on the board will move so that you can anticipate what the board might look like by the time, say, your Car 3 is making its move. Since the ultimate goal of the game is to get through all goals before your opponents get through theirs, your purpose in logging is offensive (to situate your cars so that they get their targets) as well as defensive (using your cars to mess up your opponents' fleet movements.)

From time to time, you won't see the goal on the board because some car is parked on top of it at the moment. You MAY NOT fiddle with the cars. You're just going to have to guess at where it might be until the goal is uncovered. Try to remember where the goals are so that this doesn't happen to you. If you suspect that one of your own cars is sitting on the goal, you can log a non-move for that car ("0") and hope it stays put by the time you're in the "assessment" stage. During the assessment stage, you can check under all of your cars to see if you hit your marks.

"I didn't see the goal, and I logged a move for Car 2, and it turns out Car 2 was already sitting on it!"

Aww.

Playing Out the Log

After everybody has written down their moves for the round, every player reveals their log of pre-committed movements. (Or not. But don't cheat.) Next, the cars are moved through the game space as indicated by the logs. The fleets are always moved in the same order: Car 1 is always moved first, and Car 4 is always moved last.

To begin the "playing out" stage, every player puts their finger on their fleet's Car 1 and prepares for the move. In unison (or close to it), everybody counts "1-2-3.." and moves Car 1 the appropriate number of spaces forward. It's not always going to be important that the cars move at the same pace, but if two moving cars are on a collision course, it will be. Count slower when that happens.

Turns happen on the beat after your power runs out. So if Sid and Nancy are playing, and Sid's Car 1 was logged 4 and Nancy's Car 1 was logged 2-L, then Sid will be counting "3" and moving his car to its third space while Nancy turns her Car 1 to the left. Turns always put the car's rear end where it's head just was (as opposed to pivoting the head on the rear axle.)

After all the Car 1s have moved and all collisions resolved, place your fingers on Car 2 and begin counting out its movements.

Things get interesting when the cars collide either with another moving car, a stationary car, or a wall. Accidents are explained in the “Resolving Collisions” section below. One minor rule that won’t come up a whole lot: when one car is powering and another is turning, and it matters (you’ll know when it does), the turn happens *before* the forward move. Normally they happen simultaneously, but in scenarios where two cars are on a potential collision path, the tie-breaking rule favors the turner. I’ll remind you of this rule in the “Resolving Collisions” section, but I mention it here because sometimes this rule leads to movements that avoid an accident.

I’m going to say it again: Car 1 always moves first, and Car 4 always moves last. You’ll quickly see that this is very important: each car has advantages and disadvantages. You’ll have the security of knowing what the board looks like when Car 1 moves, but on the other hand, you also know that three more cars from each player are going to be moved before the round is over, so it might get bumped off a target. Conversely, Car 4 might not even be facing the way it was when the round began (due to a collision, which will be explained below) but you have the security of knowing that it will stay put after moving.

“Oops, I wrote ‘Left’ in my log but I totally meant ‘Right’.”

Aww.

Assessment

After all four cars in everyone’s fleet have taken their moves, the round ends with an assessment. During this time, if you got one of your targets, you announce it, reveal your goal card to everyone, and put that goal in your personal discard pile. You may now take a new goal card from your face-down pile so that you start the next round with 2 goals, like usual. If you’re already sitting on your new goal, it doesn’t count. You’ve got to keep your car there through the next round of play. In other words, under no circumstances will you get through more than two goals in a single round.

If your car was on your target at one point but then got bumped off target, you have not completed that goal.

The exception to this rule is when your goal is an opponent’s car. When you collide with a goal-car, you can announce then and there (during the “playing out” stage) that you’ve achieved your goal, reveal the goal card to everyone else, and discard it. But you don’t get your new goal card until the assessment round. Remember it doesn’t count if your opponent’s car hits you.

Resolving Collisions

The following are the basic rules for resolving collisions. Occasionally something slightly unusual will happen which might leave some doubt as to the cars' ultimate positions. The *Complete Collision Appendix* booklet explains every permutation of car accidents we could think of. All of them flow intuitively from these basic rules.

1. Colliding With a City Wall
2. Colliding Head-on With a Parked Car
3. Colliding Head-on With a Moving Car
4. Colliding Head-to-Rear in the Same Direction With a Parked Car
5. Colliding Perpendicularly to a Parked Car
6. Colliding Perpendicularly to a Moving Car
7. Colliding With a Car That's Buttressed By a Wall or Another Car
8. Colliding With Multiple Cars