



FLAMME ROUGE BMX

KIDS WHO CAME UP WITH IDEA FOR THE RACE:
ASGER HARDING GRANERUD
DANIEL SKJOLD PEDERSEN

RULES FOR WINNING!

RACE **ONE LAP** AROUND THE BACKYARD MUD PIT. **FIRST RACER OVER THE GOAL LINE WINS!**

→ IF SEVERAL RACERS GO OVER IN THE SAME ROUND, THE WINNER IS WHOEVER REACHED FURTHEST (AND IS ON THE INNER LANE).

GO RED!



SETUP

(AND THE BITS & PIECES)

RACE AROUND THE TRACK CLOCKWISE!

1

PLACE THE **BACKYARD MUD PIT -TILE** ON THE MIDDLE OF THE TABLE.

2

THERE ARE 4 **TRACK-TILES**. FOR YOUR FIRST RACE, USE THE TRACK-TILES NAMED **A,B,C,D**. BUILD THEM AROUND THE BACKYARD MUD PIT -TILE (AS SHOWN BELOW) TO CREATE THE GAME BOARD...

OR DO THIS!

x4

3

EACH PLAYER CHOOSES A COLOR. THE GAME HAS THE FOLLOWING PIECES IN EACH OF THE 4 PLAYER COLORS - THE PLAYER TAKES **THE SET** IN THEIR CHOSEN COLOR:



1 RACER

IN A RANDOM FASHION, PLACE EACH RACER AT THEIR STARTING POSITION BEHIND THE START/GOAL LINE. EACH RACER STARTS FROM THEIR OWN POSITION, EITHER ON THE INNER OR OUTER LANE.

10 SPEED TOKENS



1 CLOTH BAG



PUT THESE IN THE BAG.

4

STORE THE 1 **WEATHER DIE** AND ALL THE 15 **EXHAUSTION TOKENS** IN A SUPPLY (E.G. IN THE MIDDLE OF THE BOARD).



VARIANTS

BUILD YOUR OWN TRACK

If you want a new challenge, simply flip Track-tiles to reveal new terrain, and design your favorite race track!

PLAYING WITH YOUNG CHILDREN

Parents playing with young children may add 1-3 exhaustion tokens into their own bag before the race (the more, the harder).

WEATHER FORECAST

Roll the weather die **before** you draw tokens. This way, you'll already know how much you're allowed to catch up before you choose your token.

"BMX-PAPERBOYS"

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HOW TO RACE!

EACH ROUND, DO THE FOLLOWING 3 STEPS.
THEN START A NEW ROUND (UNLESS ONE OR MORE RACERS
HAVE GONE OVER THE GOAL LINE, IN WHICH CASE THE GAME ENDS).

1 PLAY A TOKEN

A) DRAW
3 RANDOM
TOKENS OUT
OF YOUR BAG.

(IF YOU HAVE FEWER
TOKENS THAN YOU'RE
ALLOWED TO DRAW,
DRAW ALL THAT YOU HAVE)

B) LOOK
AT THEM (BUT
DON'T SHOW OTHERS).
KEEP 1 AND PUT
THE OTHERS BACK
INTO YOUR BAG.

C) HIDE THE
TOKEN IN YOUR
FIST. ON THE
COUNT OF THREE...

D) ...EVERYONE
REVEALS THEIR TOKENS
AT THE SAME TIME.

1...2...3!

2 MOVE RACERS

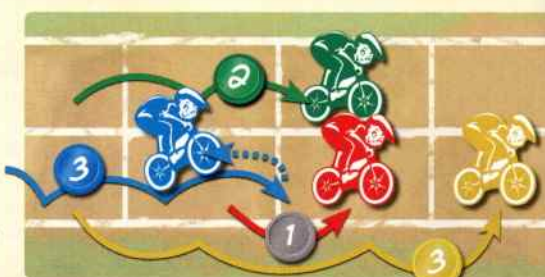
A) STARTING FROM THE RACER **FURTHEST AHEAD**
ON THE TRACK, MOVE EACH RACER AHEAD BY THE
NUMBER OF SPACES MARKED ON THE **SPEED TOKEN**
YOU PLAYED (BUT IF YOU PLAYED AN **EXHAUSTION** TOKEN,
THEN YOU MOVE 1 SPACE).

THE RACER ON THE INNER LANE MOVES
BEFORE THE ONE ON THE OUTER LANE.

A RACER ALWAYS LANDS ON THE
INNER LANE FIRST. IF IT'S OCCUPIED,
THEN ON THE OUTER LANE. IF BOTH LANES
ARE OCCUPIED, YOU'RE BLOCKED (AND YOU MUST PLACE YOUR RACER
ON THE FIRST UNOCCUPIED LANE FURTHER BACK). NOTE, THAT AS YOUR
RACER MOVES, THEY MIGHT PASS OTHERS (AS LONG AS THEY END
THEIR MOVE ON AN UNOCCUPIED INNER OR OUTER LANE).



B) THEN DISCARD YOUR PLAYED TOKENS
TO THE GAME BOX, BUT PLACE ALL PLAYED
EXHAUSTION TOKENS **BACK INTO THE SUPPLY**.



EXAMPLE: **Red** is in the lead and goes first—he played an
exhaustion token (1) and moves 1 space. **Yellow** moves 3,
and passes everyone to take the lead. **Green** moves 2, but
since the **Inner Lane** is occupied, she must move to the space
on the **Outer Lane**. **Blue** moves 3, but since both lanes are
occupied, he is blocked and must place his racer on the first
unoccupied lane further back. **Red** returns the exhaustion
token he played back into the supply, while the others
discard their played tokens to the game box.

3 CATCHING UP OR GETTING TIRED

A) SOMEONE ROLLS THE **WEATHER DIE** ONCE.

B) NOW CHECK HOW MANY **EMPTY SPACES** ARE
BETWEEN **GROUPS**. IF THE DIE SHOWS:

1. ALL GROUPS THAT HAVE 1 EMPTY SPACE
IN FRONT OF THEM CATCH UP WITH
THE NEXT GROUP AHEAD.

2. ALL GROUPS THAT HAVE 1 OR 2 EMPTY
SPACES IN FRONT OF THEM CATCH UP
WITH THE NEXT GROUP AHEAD.

3. NO GROUPS CATCH UP THIS TURN.

STARTING FROM THE GROUP OF RACERS
FURTHEST BEHIND ON THE TRACK, MOVE THE
WHOLE GROUP. THEN DO THE SAME FOR THE NEXT
GROUP (AND SO ON).

C) AFTER MOVING, **CHECK!** IF BOTH LANES ON THE
SPACE IN FRONT OF A RACER ARE EMPTY, THAT
RACER **MUST TAKE 1 EXHAUSTION TOKEN** FROM
THE SUPPLY AND PUT IT INTO THEIR BAG.

...THEN START A NEW ROUND...

A GROUP = ONE OR
MORE RACERS WHO
DON'T HAVE ANY EMPTY
SPACES BETWEEN THEM.

WHEN YOU TAIL BEHIND A
RACER, YOU DON'T GET TIRED.
ADULTS CALL THIS SNEAKY
TRICK "DRAFTING" OR
"SLIPSTREAMING".



1ST GROUP
CATCHES UP WITH
2ND GROUP

2ND GROUP
CATCHES UP WITH
3RD GROUP

TYPES OF TRACKS

There are different
types of tracks. Every
time you **start** your
turn, follow the rules
marked on the track-
tile that your racer
is on.



SHOWS HOW MANY
SPEED TOKENS YOU
DRAW FROM THE BAG.

EXTRA
RULES
HERE.



REGULAR TRACK

Draw 3 tokens (play 1).



DOWNHILL

Draw 4 tokens (play 2).
Add the numbers of both
tokens and move by that much.



BUMPY PATCH

Draw 3 tokens (play 1).
If you get tired here, you receive
2 exhaustion tokens instead.



SWAMP

Draw 3 tokens (play 1).
Only 1 racer allowed on
these spaces.



CANYON

Draw 3 tokens (play 1).
Only 1 racer allowed on
some of the spaces.



JUMPING RAMP

When you land on or move
through this space, if you had
played a speed token with this
number here, you immediately
move by this many extra spaces.

EXAMPLE: Only **Blue** is in the group furthest behind.
He moves first. He'd be allowed to catch up 2 spaces,
but there is only 1 space between his group and the
next racer, so he advances by 1 and becomes part of
the next group (which now consists of **Yellow**, **Green**,
and **Blue**). This newly formed group is the next to
catch up (also only by 1). But for **Red** there is no
group that's 1 or 2 spaces in front of him, so he doesn't
catch up. Now check! Only for **Red** is the space in
front of him empty, and so he gets tired. He puts
an exhaustion token from the supply into his
bag. (Note: **Green** doesn't take an exhaustion
token—both lanes on the space in front of her are
not empty, because **Red** is in the inner lane).