READY, SET, ROLL!

Welcome to Roller Coaster Rush, a coaster-building game with oodles of kinetic fun!

Each game, you and your friends get to create your very own working plastic roller coasters. Start by bidding on the best coaster parts, then flip on your engineer cap and use physics to build the best coaster you can.

The more twists and drops your marble makes it through without stalling, the more points you score. Bid cleverly and harness gravity to create the awesomest coaster and win!

Once you've become a coaster-building wiz, you can add Showstopper cards for an advanced challenge. Build away!

Components

- » **4 marbles**
- » **19 track pieces**
- » **4 launch pieces**
- » **19 blueprint cards**
- » **4 investor cards**
- » **9 showstopper cards**
- » **1 active player marker**
- » **Coin tokens** *($1 and $5)*

FIRST TIME SETUP

Before playing the game for the first time, lay out the **blueprint** cards on the table and place each of the plastic **track pieces** on the matching cards. Apply **2 letter stickers** to each track piece *(one on each side)* matching the **letter** on its blueprint card. This will help to match track pieces to cards during the game.

> **NOTE:** *Showstopper cards are only used in Showstopper Mode (see pg. 8).*

Setup

1 **BANK:** Place all **coins** in a pile where everyone can reach. This is the bank.

2 **PLAYER SETUP:** Each player takes **$20** in coins, a **marble**, and an **investor card**. Each player places their investor card in front of themselves with the **"Uninterested"** side faceup.

3 **DEAL BLUEPRINTS:** Shuffle the **blueprint cards** and deal each player the number of cards on the table below. Each player places their cards on the table in front of themselves, with the **blueprint** side faceup. Return the cards that weren't dealt to the game box.

PLAYERS	BLUEPRINT CARDS
2 players	6 cards
3 players	5 cards
4 players	4 cards

4 **TAKE TRACK:** Each player takes all of the **track pieces** matching their **blueprints**, as well as a **launch piece**. Return any track pieces that aren't taken by players to the game box.

5 **DESIGN COASTER:** Each player designs a **model coaster** by connecting their **track pieces** together in any order and placing their **launch piece** at the front. You must use **all** tracks you were dealt, even if you don't think your marble will reach the end of your coaster *(don't worry – you can fix that later).*

> ***Important!*** *If any player cannot possibly construct a coaster that uses all track pieces they were dealt, shuffle all players' blueprint cards back into the deck and re-deal.*

6 Choose a **first player** at random and give them the **active player** marker.
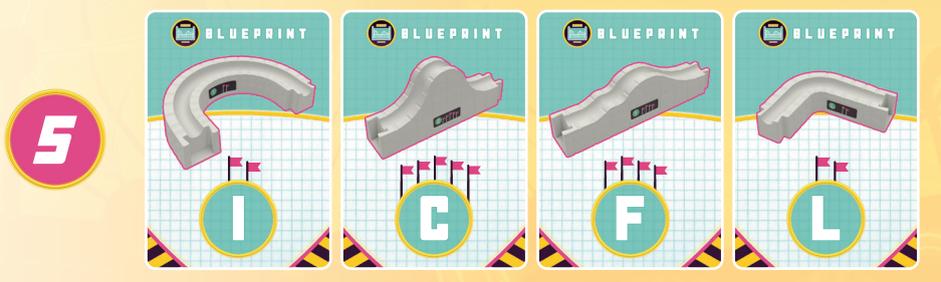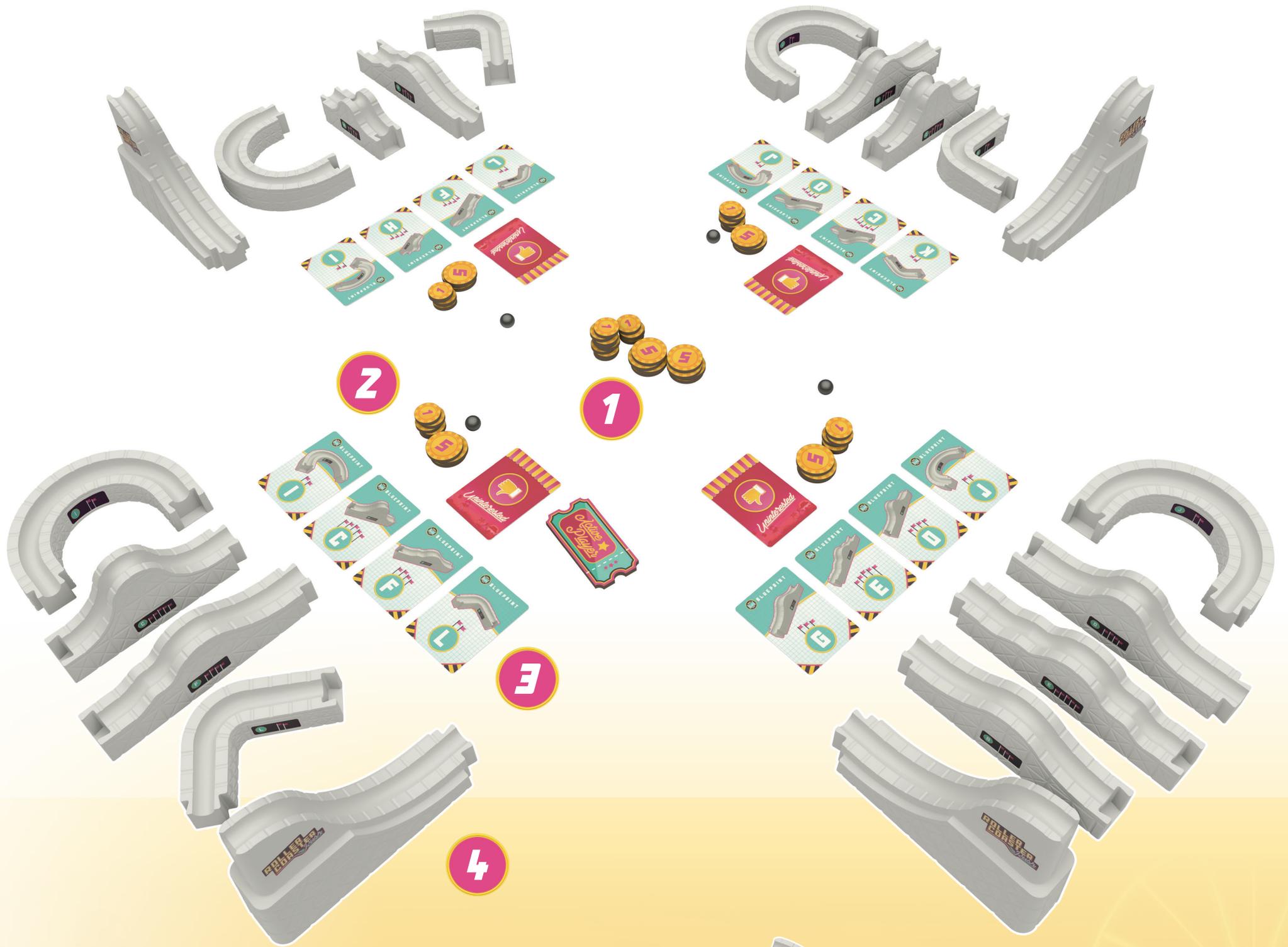
How to Play

OVERVIEW

Your goal is to design and construct the **best** roller coaster for your investors' theme park! At the start of each game, you **design** a model coaster using the **blueprints** you have available. During the game, you'll attempt to actually **construct** your model by winning **auctions** for the **track pieces** you used in your design.

If you **lose** an auction on one of your own blueprints, you'll have to take that track **out** of your coaster – but if you win one of **someone else's** blueprints, you'll get to **add** a new track to make your coaster bigger and better. Along the way, you can demo your model coaster for **investors**, to see how well it works and earn some extra money for auctions.

At the end of the game, you get to unveil your f**ully constructed roller coaster** and run it for the public. You earn **victory points** based on **how far** your marble makes it down the track. The player with the most points **wins!**

PLAYER TURNS

Players take turns in clockwise order, starting with the **first player**.

On your turn, you choose **one action** from these two options:

Call Auction

A Choose a **blueprint** in front of any player and start an **auction** on it.

OR

Demo for Investors

B Run your **model coaster** for your investors and earn **money**.

After you take an action, pass the **active player** marker to the next player.

THE ACTIVE PLAYER MARKER: Since auctions involve all players at the table, the active player marker helps keep track of whose turn it is.

ACTION: *Call Auction*

Follow these steps to call an **auction:**

1 **CHOOSE BLUEPRINT:** Choose a **blueprint card** in front of yourself **or** another player. The blueprint's owner slides it forward to show that players are now bidding on it *(but keeps it close enough that you know it's theirs).*

> **Important!** *Only blueprints on the **blueprint** side can be chosen for auction. Once a card is flipped to its **constructed** side (see step 4), it **can't** be auctioned again.*

2 **SECRET BID:** All players **secretly** decide how much of their **money** they want to bid to construct the blueprint that is up for auction. Players may hide their bids in a closed hand, or behind their coaster. Once everyone has decided, all players simultaneously **reveal** how much they bid.

3 **DETERMINE WINNER:** Whoever bid the **most** wins the auction and gives the money they bid to the **bank**. All other players take back their bids. *(If there is a **tie**, a side-auction is held; see pg. 6.)*

> **Important!** *The auction winner always pays their bid **to the bank**, not to the player who they took the card from.*

4 **CONSTRUCT TRACK:** The auction winner places the blueprint in front of themselves and flips it to the **constructed** side.
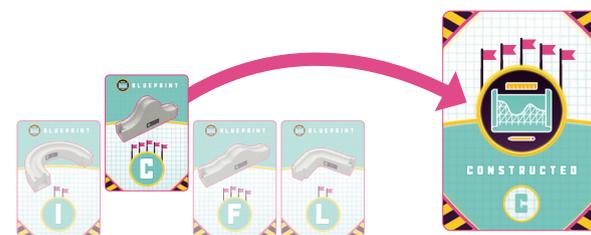
A. If the winner takes a card from **someone else**, they get to **steal** a matching **track piece** from that player's model coaster and **add** it to their own coaster wherever they like. The player who lost the track then reassembles their model coaster however they like without the missing track.

B. If the winner wins an auction on their **own** card, they don't get a new track piece *(as it's already in their coaster)*. However, they do **prevent** other players from stealing that track **permanently** *(since it is now constructed).*

5 **INVESTOR INTEREST:** The winner **and** the player who lost a track *(if there is one)* each flip their **investor card** to the **"Interested"** side. *(If a player's investor card is already on the "Interested" side, they don't flip it again.)*

TIES AND SIDE-AUCTIONS

If several players **tie** during an auction, players not involved in the tie take their money back, and the tied players hold **another round** of secret bidding to determine a winner.

Each tied player places the money they bid in the **initial auction** on the table and secretly decides how much they want to **add** to their bid. Once players have decided, they **reveal** their new bids.

The player with the highest **new** bid wins the auction, and returns the **total money** they bid *(in all bidding rounds)* to the bank. Everyone else takes **everything** back.

If there is **another tie**, the tied players hold another side-auction. This continues until there is a final winner.

BIDDING NOTHING:

*Players can always decide to bid **no money**, either in the initial auction or any side auction. If **no one** bids any money during a bidding round, the player involved in the bid who has the **fewest track pieces** in their coaster wins (they must still pay any money they bid in previous rounds).*

TIE & SIDE-AUCTION GAMEPLAY EXAMPLE

1 **Miri**, **Ethan**, and **Wei** are playing a 3 player game. On **Miri's** turn, she decides to call an auction. She chooses **Ethan's** "H" blueprint. All 3 players secretly decide how much to bid, then reveal.

MIRI   ETHAN   WEI
BID → 1 1 1   BID → 1 1   BID → 1 1 1

2 **Miri** and **Wei** tie! **Ethan** takes back his coins, and **Miri** and **Wei** bid again. This time, **Miri** adds 1 to her bid, and **Wei** bids nothing.

MIRI   ETHAN   WEI
1 1 1 1   1 1   1 1 1 ✕
BID   RETURN   BID

3 **Miri** wins the bid! She pays 4 coins total to the bank, and **Wei** gets her 3 coins back. Then **Miri** takes the "H" blueprint and flips it.

MIRI   ETHAN   WEI
PAY 1 1 1 1 ✓   1 1 1
STEAL   RETURN

4 Because she took a card from **Ethan**, she gets to steal his track! She takes an "H" track from his coaster and adds it to her own. **Ethan** must rebuild his coaster without the "H" track. Lastly, both **Miri** and **Ethan** flip their investor cards.

MIRI   ETHAN   WEI
FLIP   FLIP
STEAL

ACTION: *Demo for Investors*

If your investor card is on the **"Interested"** side on your turn, you may **demo** your model coaster. Follow these steps:

(1) RUN COASTER: Drop your marble on the **launch piece** of your coaster and see how far it goes. If it **doesn't** make it all the way to the end, you may drop it a **second time**, and count only the run where the marble went **furthest**. *(You may not drop more than 2 times in 1 turn.)*
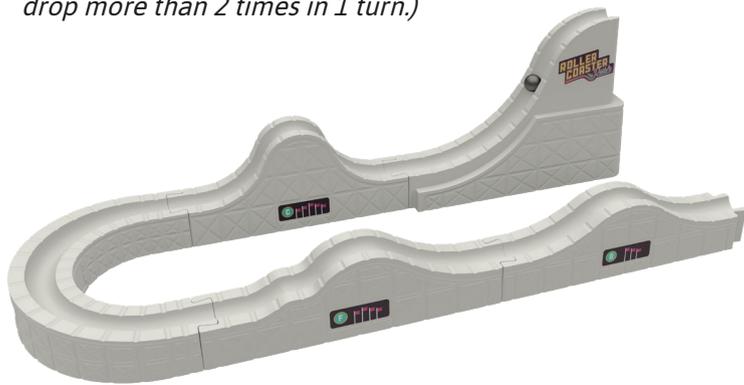
(2) INVESTOR PAYOUT: Take **$1** from the bank for each **track piece** that your marble **completed** on its furthest run.

> **Important!** If your marble stops in the middle of a track piece and doesn't reach the end, you don't count that track.

(3) INVESTOR DISINTEREST: After you finish, flip your investor card back to the **"Uninterested"** side.

GRAND OPENING & GAME END

Once all **blueprints** have been auctioned, each player's coaster will be fully **constructed** and ready to open to the public. It's time for the **Grand Opening!**

During the Grand Opening, each player gets to run their coaster for the public and scores **victory points** ⚑ for how well they do. As with demo runs, each player may drop their marble **twice** and score only the run where their marble goes **furthest**.

This time, instead of earning money, players earn **victory points** for each **track piece** that their marble **fully completes**. Each track piece is worth points equal to the number of **flags** ⚑ on its blueprint card and sticker. Once each player has scored, whoever has the most points **wins!**
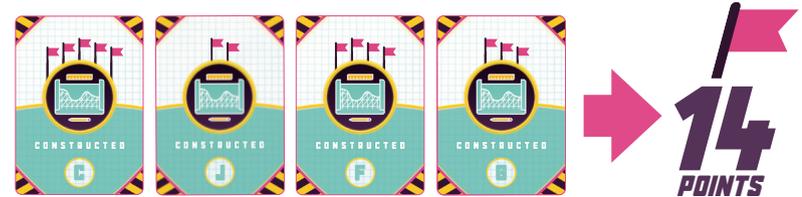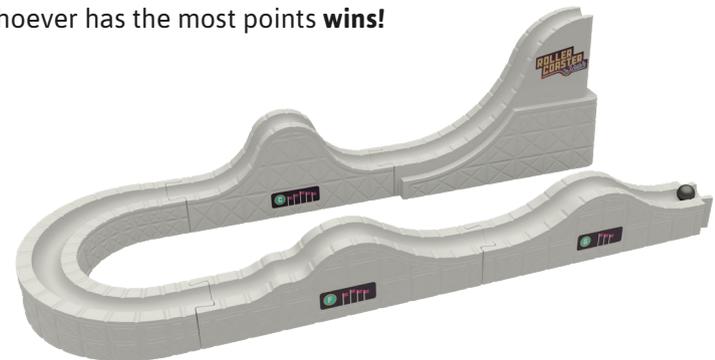
> **Important!** If your marble doesn't reach the end of a track piece, you score **no points** for that piece.

TIEBREAKERS

If several players tie for victory points, the tied player with the most **money** left wins. If there is still a tie, the player with the **most track pieces** in their coaster wins. If there is still a tie, the tied players share victory.

SHOWSTOPPER MODE

Once you're comfortable with the rules, you can add more challenges to the game with **showstopper cards**.

These represent unique requests from your investors and reward you with bonus points if your coaster fulfills their desires!

GAMEPLAY

At the start of setup, shuffle the **showstopper cards**, then reveal **1 more than the number of players** and lay them out in a faceup row. In **reverse turn order**, each player drafts **one** showstopper and places it faceup in front of themselves. Return the card that isn't selected to the box.

During the **Grand Opening**, each player adds the **bonus points** on the card they chose to their total score. In order to score a showstopper bonus for a track piece, your marble must **reach the end** of that piece during your longest run.

This showstopper adds **+1 point** for each track piece that is worth **4 or 5 points**. As long as your marble completes pieces E and C, you get +2 points.

SCORING SEGMENTS: Some showstoppers score for segments of **2 or more track pieces** that meet the condition on the card. All track pieces in a segment must be **adjacent**, and your marble must complete **at least 2 pieces** in a segment to score **any** bonus points for it. If your marble stops in the **middle** of a segment, you only score the pieces it fully completed.

If you have **multiple** segments in your coaster that fulfill the condition, you may score each of them separately. For example, if you score points for segments that are in **alphabetical order**, you can score points for both "D > E" and "G > H" segments (as long as your marble completes both).