



## **RIDE THE RAY-LINE!**

**Race around the board to force your opponents to crash into your ray-line!**

**Speed out ahead, cut them off, and watch them crash in this fast-paced spatial strategy and survival game!**

**Gamey**<sup>TM</sup>  
GAMING TOGETHER

Play your Ray-Line cards

to create barriers for your opponents to crash into! The last surviving player wins!

### Game Contents

- RayRacers game board
- 4 decks of 40 cards: blue, green, yellow, and red
- This instruction booklet

### Game Terms

**Play a Card.** Placing a Ray-Line card on the game board. When you play a card, it stays on the game board. No take backs!

**Draw.** When you take three (3) cards from your deck into your hands.

**Discard.** When you place unwanted cards from your hand face up next to your deck.

**Crash.** When a player's Ray-Line card is placed in the same space as another card or when a card doesn't fit on the game board (crashing into a wall).

**Round of Play.** One round consists of Draw Phase and the Ray-Line Phase

**Breakthru Pile.** Store Breakthru cards here for later use.

**Ray-Line Cards.** The cards used to create a path around the board.



Forward



Left Turn



Right Turn



Breakthru

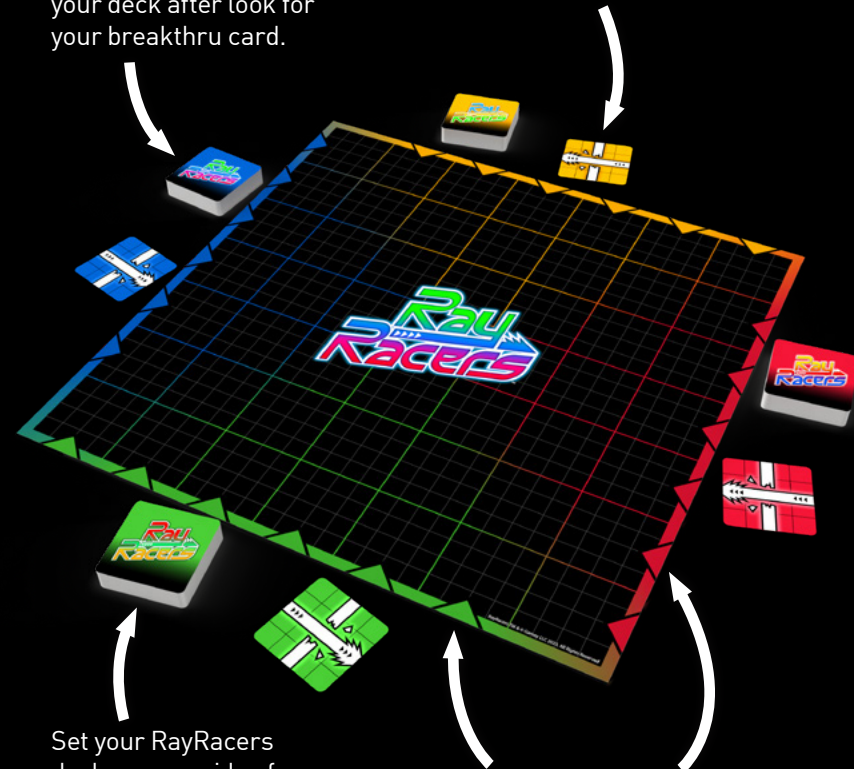


Cards with the Reverse Symbol (looks like a car's stick shift) can be used like a regular direction card or be placed over your leading Ray-Line card to change direction at the last moment!

### Game Setup

Make sure to shuffle your deck after look for your breakthru card.

Place one Breakthru card face up near you. This is the start of the Breakthru Pile.



Set your RayRacers deck on your side of the game board.

For the first round of play, start your Ray-Line at one of your color arrows on the game board.

## Gameplay

A round of play consists of a Draw & Discard Phase, and the Ray-Line Phase. Players take their turns at the same time. On your very first turn, start your Ray-Line from any of your color arrows on your edge of the game board.

## Draw Phase

- Draw 3 cards from your deck into your hand.
- Put any Breakthru cards you might draw aside, face up. Continue to draw cards until you have 3 cards again.
- Review your cards, see how they can work with your Ray-Line path.

## Ray-Line Phase

- Select a Ray-Line card to either play or discard. If it is the start of the Ray-Line phase, you must play a card.
- Place one card down on the game board at the same time as the other players. Or, if you discard, do it at the same time as the other players.
- Check for a crash.
- Repeat these steps until all cards in each player's hands are used.

**Once all player cards are placed a new round starts.**

## Player Timing

Every player has a different playstyle, and groups of players will have their own ways of playing games together. If your group is new to RayRacers' style of placing cards down at the same time, we found that counting down "3, 2, 1, drop" is a great way to get the timing down.

## Checking For a Crash

A crash occurs when players must place cards on the same grid space as another card or outside the game board.

When you crash you are out of the game, but your Ray-Line cards stay on the game board.

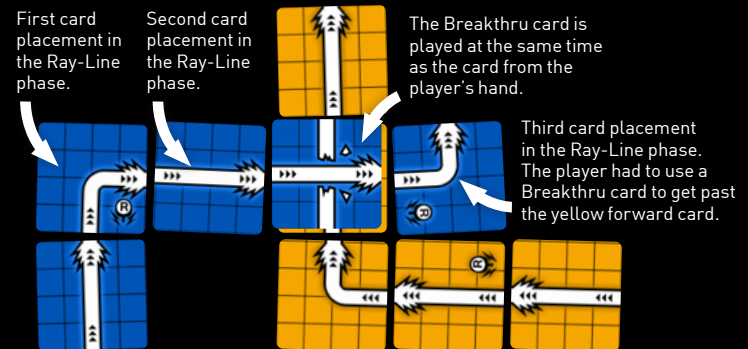
## Breakthru Card

There will be times where you might crash perpendicularly into a forward card. You can avoid this situation by using your saved Breakthru cards.

The only legal placement for a Breakthru card is perpendicularly on top of a forward card **already in play**, so that the artwork lines up with the sides of the two adjacent cards.

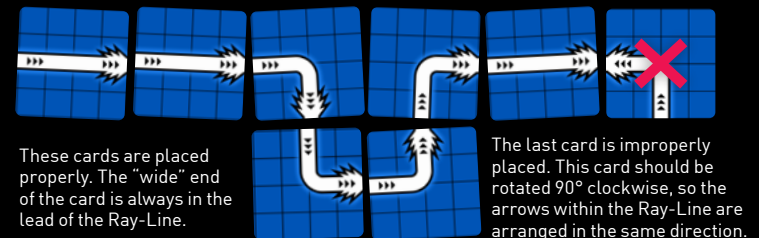
Use a Breakthru card whenever you need it. (Even multiple times in a row!) You can place a Breakthru card in addition to the Ray-Line card you are placing in the current phase. The Breakthru card does not replace the Ray-Line card from your hand.

You cannot use a Breakthru card on a left or right turn card.



## Playing Ray-Line Cards

Place a card in a grid square so that the start of the Ray-Line connects with the end of the previous card's Ray-Line. (Follow the direction of the little arrows.)



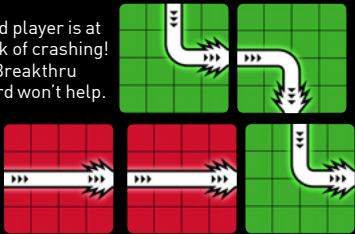
## Reverse Icon

Cards with The Reverse icon allow players to place that card over the leading card on their Ray-Line. Taking advantage of a Reverse card is optional, so it can be used like any other Ray-Line card.

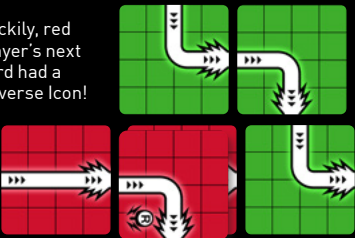


You can place a card with the Reverse icon over a card **only once** before you have to continue your Ray-Line.

Red player is at risk of crashing!  
A Breakthru card won't help.

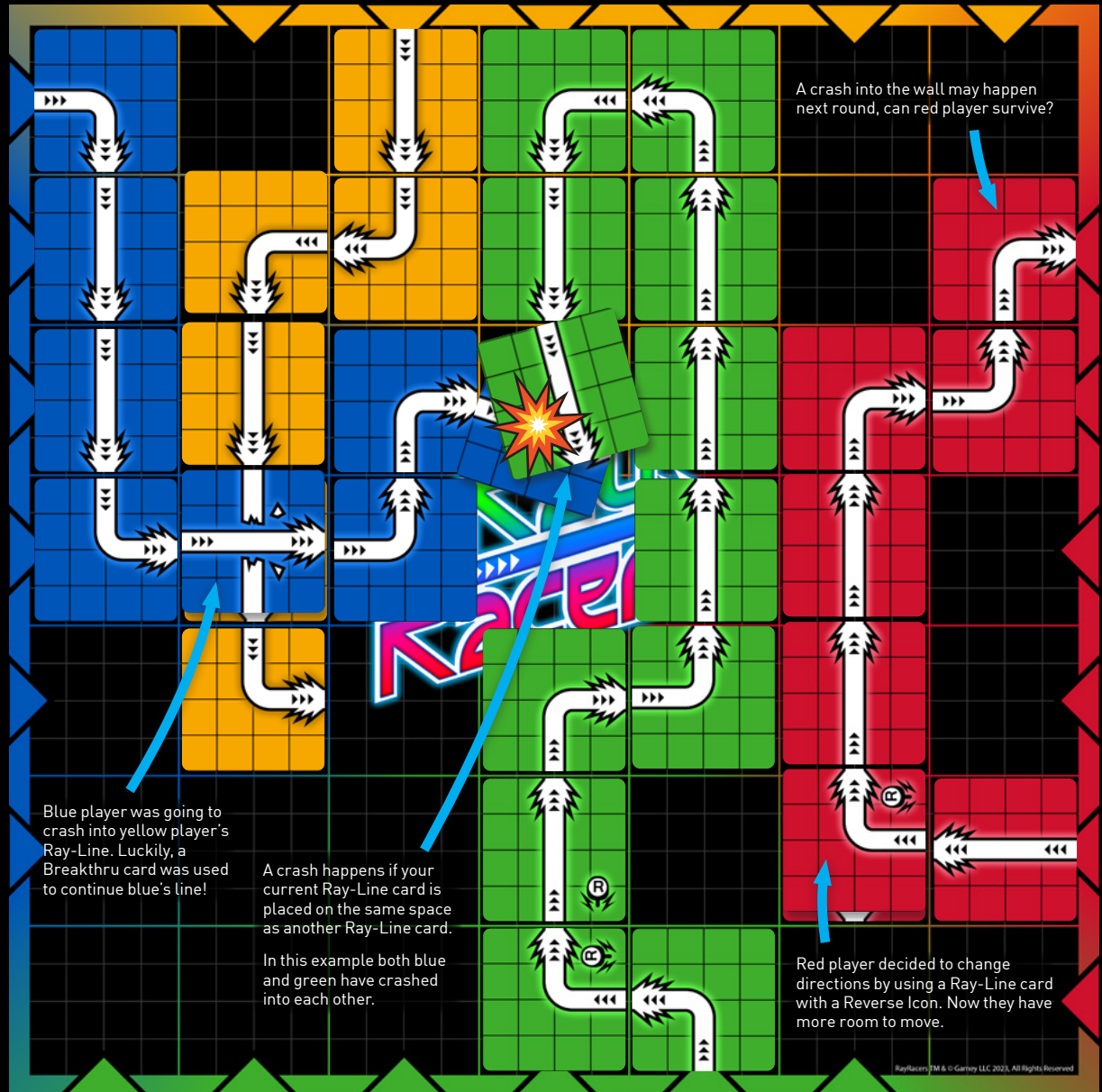


Luckily, red player's next card had a Reverse Icon!



## Winning a Game

The last surviving player in a round wins the game! The game is fast-paced, so if you are knocked out early, never fear, the next game will start in a few minutes!



GMV690I



GAMEY.FUN