OVERVIEW

Speed Demon is a team-based game for 4+ players, split into two teams: **Cops** and **Racers**. Each team has a game piece on the board. Teams alternate rolling the dice and move based on the result.

OBJECTIVE

- Racers aim to reach the prize tile before the cop catches them.

- Cops aim to catch the racer by landing on the same tile as them before they reach the prize.

SETUP

- Open the game board and place it on a flat surface accessible to all players.

- Form two teams, with each team having two or more players ideally split evenly.

- Racers place their race car figure on the garage, their starting position.

- Cops place their police car figure on the police station, their starting position.

- Put the cash prize figure in the middle, marked on the board with the symbol.

GAMEPLAY

- Teams can play their turn by rolling the dice. The dice determines how far you can go within the board.

- Teams can move their figure in any direction (forwards or backwards).

- When a team lands on a coloured tile, they must play that particular challenge associated with that color.

- If the team manages to win the challenge, they get to keep the card, else they don't.

- Teams can get more challenge cards by winning them which they can eventually cash in for ability cards which help them to achieve their objective even faster!
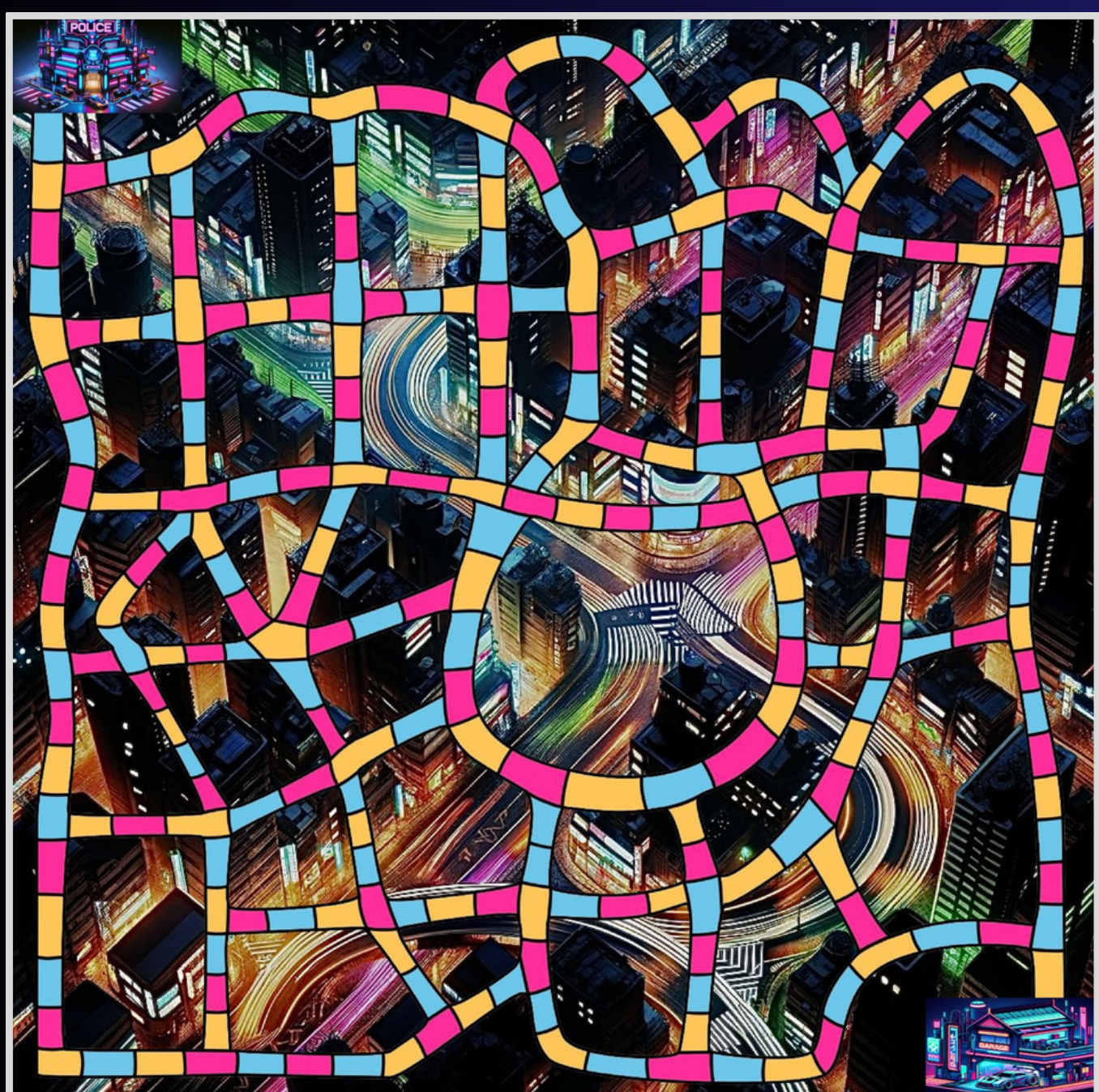
TILE COLORS (CHALLENGES)

In the game, there are 3 colors of tiles, each with its own type of card. When players land on a tile, they must pick a card matching its color and try to complete the challenge written on it. If they succeed, they earn the card as in-game currency.

3 THINGS
5 seconds

When a team lands on this tile, the opponents choose a card for them. The card lists a category, and the team has to name three items in that category within 5 seconds to win the card.

LAST LETTER
15 seconds

If a team lands on this tile, their opponents pick and read a card with a category. Team members must each say a category item, starting with the last letter of the previous item, within 15 seconds to win the card.

WORD DESCRIBE
15 seconds

If a team lands on this tile, a member draws a card showing an object. They must describe it without naming it. If their team guesses correctly, they win the card; if the opponents guess first, they win it.

SPECIAL ABILITIES

Teams can earn special power cards by collecting enough cards from challenges. Both cops and racers have their own unique abilities which can help them advance on the board or gain an edge over the opposing team.
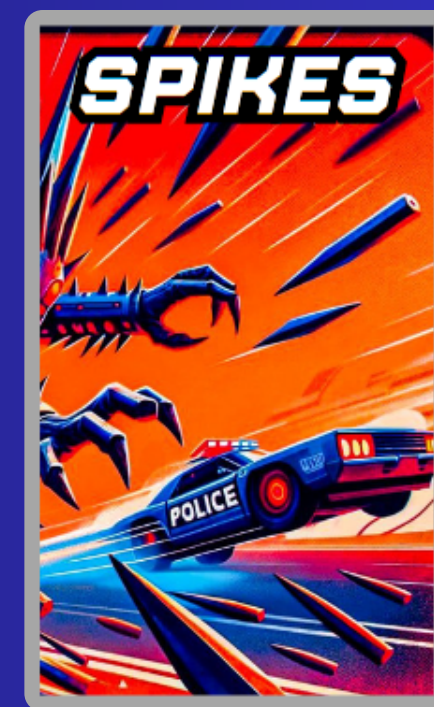
COPS

RACERS

UNIVERSAL

- **Reverse Gear (4 cards):** Cops roll the dice and move the racer in any direction based on the number rolled.

- **Relocate (5 cards):** Allows cops to relocate the cash prize to any other tile on the board.

- **Twin Turbo (4 cards):** Allows racers to roll the dice and move double the number rolled.

- **Nitro Leap (5 cards):** Lets racers roll the dice and move the same number of tiles as indicated by the dice roll, but only on tiles of the same color as their current one.

- **Spikes (3 cards):** This ability can be bought by either Cops or Racers. This allows them to place a spike on any tile. If either the cop or racer passes or lands on this tile, they are stuck on this tile and miss a turn. Then the spike will be removed from the board.

It's important that before rolling the dice, teams must decide whether they wish to purchase or use an ability card. You cannot use an ability card after your turn.