



The quick racing moped betting game from Friedemann Friese

Idea of the game

The crazy moped riders are ready to race with their souped-up mopeds! Knowing that neither your courage nor your health insurance lets you take part in such a dangerous race, you and your friends instead choose the safe way of enjoyment and start betting on the mopeds.

While the six mopeds race three times around the racetrack, trying to avoid getting stuck behind other mopeds or at the choke points, you assess the situation round by round and bet on your favorite mopeds. Who will finally win, place, or show?

In **Full Throttle!** no one controls the mopeds. They race around the track in a "self-controlled" manner. Each round, reveal racing cards and move the mopeds around the track. Then draft the racing cards to be used as your hidden bets. The undrafted cards are reused for future movement of the mopeds. Choose your bets carefully because the cards you choose will slow the mopeds down.

After three exciting laps around the racetrack, the race ends after the first three mopeds cross the finish line. Have you collected the best set of racing cards to win **Full Throttle!**?

Game components

Your copy of **Full Throttle!** contains:



- 1 double-sided game board with two racetracks
- 6 mopeds
- 84 racing cards (14 cards per moped, 5x "1", 5x "2", 4x "3")
- 6 lap markers
- 1 spark plug marker
- 1 sticker sheet (stickers for mopeds, lap markers, and the spark plug marker)



You need the moped stickers on the left of the sticker sheet for the game, which match the mopeds on the racing cards. We added the other moped stickers with additional mopeds as a bonus ... our graphic artist would not stop drawing.

Any resemblance to mopeds and persons is purely intentional and, in part, shows members of six different moped clubs!

Let us introduce Ronald ...

The rules of **Full Throttle!** are really easy. Even so, you may have questions. As you will see, Ronald already asked most of them. And if Ronald understands how to play this game, then everybody will understand it ... it is a safe bet!

Game preparation

1.

Choose one of the two racetracks and place the **game board** on the table.


A

Randomly place the **6 mopeds** on the six marked start spaces. No one controls these mopeds!

B

Place the **6 lap markers** on the "start" space of the lap track. The order of these markers does not matter.

2.

For 2 players: for each moped, return a  racing card to the game box.

C

Shuffle all **racing cards** and place them as a face-down draw stack next to the racetrack.

3.

D

Randomly choose a player who places the **spark plug marker** in front of them for the first round.

E

Everybody needs a little bit of space in front of them. During the game, you will place racing cards as bets face down in front of you.

You are ready to start **Full Throttle!**

D

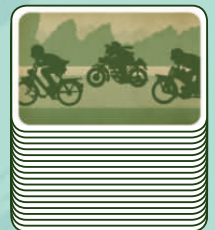


E

E



C



E

E

How to play

In **Full Throttle!** you play several rounds. In each round, take the following 2 steps:

Step a) Move the mopeds

Step b) Bet on the mopeds. **For 2 and 3 players:** during this step, you are following a few additional rules.

The race ends when the first 3 mopeds complete 3 laps around the racetrack. If you make the best bets, you will win **Full Throttle!**

Step a) Move the mopeds

The mopeds move around the racetrack based on the racing cards drawn from the draw stack.

Depending on the number of players, reveal a number of racing cards one after the other from the draw stack.

players	2	3	4	5	6
racing cards	6	7	7	8	9

Yes, Ronald, with 4 players reveal a total of 7 cards ... not every player reveals 7 cards!

For each racing card drawn, immediately move the matching moped as follows:

- The moped moves 1, 2, or 3 spaces forward, matching the speed shown on the card. Each space can only accommodate one moped.

Yes, Ronald, even souped-up mopeds are kind of slow, but still very exciting!

- The moped only moves forward, either straight or diagonally forward. While moving, it counts each space.

No, Ronald, the moped never moves sideways.

- If possible, the moped must move on the inner lane. If the inner lane is occupied by an opponent, the moped moves to the outer lane.
- If the track is completely blocked by one or two other mopeds, the moped may pass this blockage by counting the blocked space.
- If the moped would end its movement on a blockage, it must stop on the space behind the blockage.

Yes, Ronald, this means that a moped may not move at all if it starts its movement behind a blockage and one of its "1" racing cards is drawn.

- **Long outer lanes:** If a moped moves into a turn and cannot get on an empty space of the inner turn or completely pass through, it must move through the outer lane.
- **" +2 " bonus spaces:** if the moped ends its movement on a " +2 " bonus space, it immediately moves an additional 2 spaces forward. Follow the same movement rules as above and count each space.

Yes, Ronald, the moped gains this " +2 " bonus, too, if it stops behind the blockage on these bonus spaces.

- Each time the moped crosses the start/finish line, move its lap marker a space forward on the lap track.

Yes, Ronald, move the lap marker, too, when the moped crosses that line for the first time at the start of the race.



Example: the green moped moves 2 spaces to the lane next to the yellow moped 1.

The blue moped can move 3 spaces, but because of the blocked choke space, it must stop a space early 2. It is lucky, as this is a bonus space, so the blue moped gains a " +2 " bonus and passes the blocking red moped 3.

The black moped moves 1 space and passes the start/finish line, beginning its second lap of the race 4. Move its lap marker to the " 2 " space of the lap track 5.

Step b) Bet on the mopeds

Make your bets by drafting the racing cards just used for this round.

If you have the spark plug marker, take all the racing cards drawn in step a) in your hand. Choose 1 of these cards and place it face down in front of you. This card represents your bet on the matching moped. Ignore the value of the card; only the moped shown on the card is important for your bet.

Pass the remaining cards to the player on your left. That player also chooses 1 card, and so on, until the last player chooses 1 card and returns the remaining 3 cards in the order of their choice face down below the draw stack. During the game, you can always look at your collected face-down cards, but you should not show them to your fellow gamers!

Yes, Ronald, each card you choose will slow down the matching moped, as you remove that card from the draw stack. Tough choices, as the mopeds not chosen will gain momentum in the final rounds!

Finally, pass the spark plug marker clockwise to the next player and together begin the next round with step a).

For 2 and 3 players: As the last player, choose 1 of the remaining 4 racing cards and place it face down next to the game board, starting a row of face-down cards. Then, return the remaining 3 cards in the order of your choice face down below the draw stack. During each of the following rounds, place the new cards to the right of that row. Starting with the round when there are 6 cards in the row, always reveal the leftmost face-down card at the end of step b) to see the cards that were removed from the stack besides all the cards for your bets.

Yes, Ronald, the only effect is to show which cards are out of the game. The matching mopeds do not move!

Game end and final scoring

The mopeds race 3 times around the racetrack. When the first moped crosses the finish line after its third round, move its lap marker on the 1st space of the winner's podium. Keep drawing cards one after the other until two more mopeds cross the finish line. Move the lap markers of these mopeds to the 2nd and 3rd spaces of the winner's podium.

Yes, Ronald, draw cards until three mopeds finish the race, or the cards run out!

Leave all mopeds on their spaces of the racetrack. If you run out of racing cards, fill the podium with the leading mopeds in race order on the racetrack. If two mopeds are next to each other on the same lane, the moped on the inner space is in front. Check the lap track for lapped mopeds.

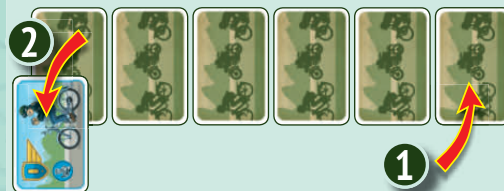
Instead of betting once more, skip step b). Score victory points for your collected cards of the mopeds in 1st, 2nd, and 3rd place.

1st place	2nd place	3rd place
4 victory points per card	3 victory points per card	2 victory points per card

The player with the most victory points wins **Full Throttle!** In case of a tie, the tied players count victory points as above for their cards of the mopeds in 4th, 5th, and 6th place: 4, 3, and 2 per card.

Example: in a 3 player game, Nathalie has the spark plug marker and takes all 7 racing cards drawn in step a) in her hand. She chooses 1 card and places it face down in front of her. She passes the remaining cards to Brad, who chooses 1 card, followed by Nicole.

As last player, Nicole places another card face down next to the game board **1**. It is already the 6th card of the row, so at the end of step b) she reveals the first card of the row **2**.



Finally, Nicole places the remaining 3 cards below the draw stack.



Example: the yellow moped finishes in 1st place, the green in 2nd place, and the purple in 3rd place. Nathalie scores a total of 26 victory points: 3x 4 victory points, 4x 3 victory points, and 1x 2 victory points. She does not gain any victory points for the cards of the other mopeds.

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