

A stylized atomic symbol with three blue and white lobes and a central nucleus, set against a background of horizontal blue and yellow stripes.

the LIGHTSPEED CUP

A FISSION FUELLED RACE AGAINST THE
CLOCK

INSTRUCTION BOOKLET

Welcome to the Lightspeed Cup. The year is 2182 and the underground sport of racing fission-fuelled Skimmers is more fun, fast and brutal than ever before. Drive quickly and think even quicker as you dodge and swerve along an obstacle-ridden track. Try to beat your opponents and the clock by any means necessary. Only a few Drivers are brave (or crazy) enough to take on the challenge.

Think you can handle it?

COMPONENTS

Included in The Lightspeed Cup are 4 track tiles, 6 skimmers, 6 Skimmer profile cards, 6 Driver ID cards, 3 yellow dice, 2 black dice, a deck of bonus cards, 1 timer and some hex-shaped obstacles.

OBJECTIVE

This game is played against other players and the clock. Drivers can ram, roast and race their opponents right up until the buzzer. The player with the most lives left when the timer runs out takes the Cup. Time is of the essence so make sure you heckle your opponents if they're wasting time. The Lightspeed motto is **ACTION, NOT PROTRACTION!**

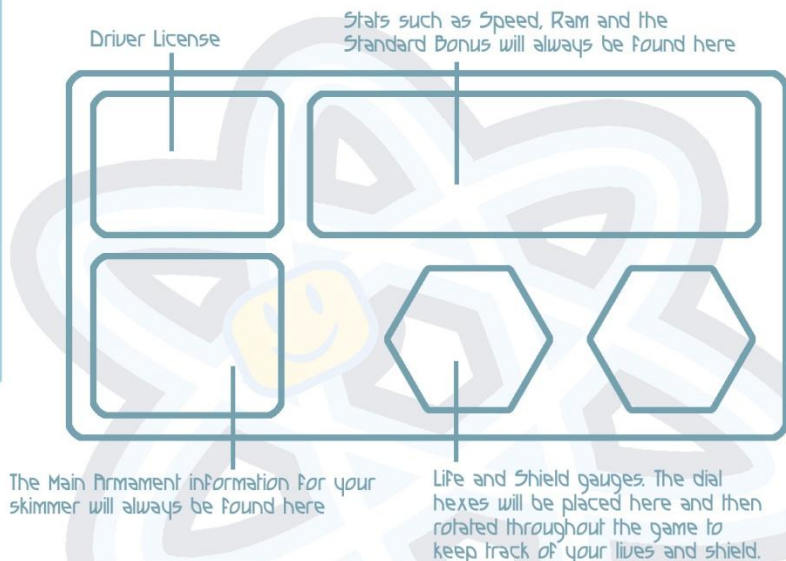
SETTING UP

Before you play for the first time you will need to stick some stickers on your dice. Each yellow dice should have 3 yellow stickers and each black dice should have just one black sticker. Before a game begins you must each choose a Skimmer and a driver to play in the game. Take your Skimmer's Dashboard then lay down your chosen Driver's ID and the matching dial hexes. Then set the track up by laying the 4 track tiles end to end. Take it in turns to put down obstacles (maximum of 2 on each track tile). Finally set the timer for total game time - this is 15 minutes per player (so 3 players = 45 minutes). The track is now ready for the race!

For an extra challenge you can try the Expert set-up. Put 10 minutes per player on the clock and get ready for a super hectic race!

DASHBOARD

Before you begin the race it is good to familiarise yourself with the layout of your Skimmer's Dashboard and the abilities of your Driver. Look at the hex dials – one is your Life Gauge, and the other represents your Shield Points. Also note where your Speed rating is, as well as the various different dice needed for your Ram and weapons. Your Dashboard will be your point of reference for all of these things during the race.



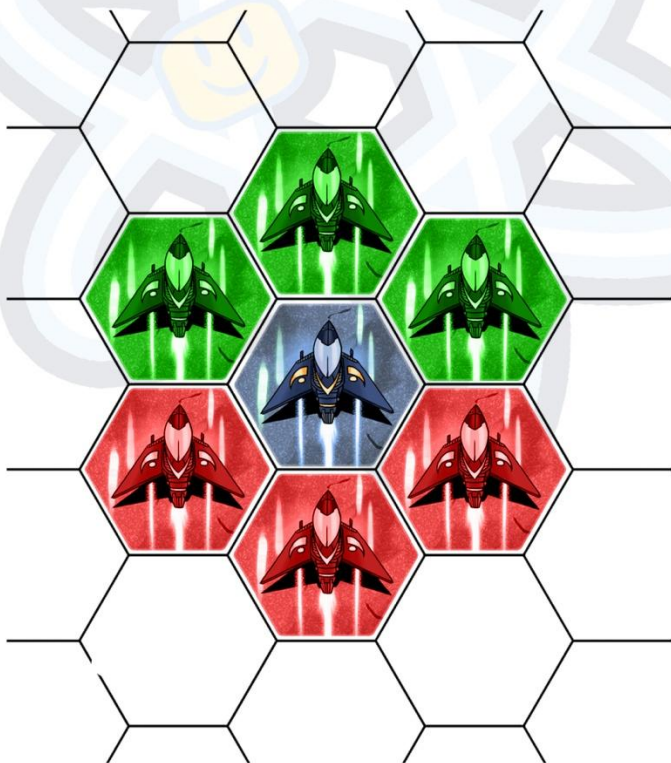
STARTING THE RACE

The Speed number on each dashboard determines the order of play – the racer with the highest Speed will go first, then the second-fastest, and so on. On your turn place your Skimmer on any hex along the centre of the track, where the two middle track tiles meet. As soon as the first player places their Skimmer on the track, start the timer!

THE 4 ACTIONS

There will be up to four different actions during your turn – **moving, shooting, ramming** and **using a bonus**. You can do any or all of these actions in any order you like. If any of your opponents are taking too long then you need to lay on the pressure! Remember: **ACTION, NOT PROTRACTION!**

MOVING – Your Skimmer can move as many hexes as your Speed allows. You do not have to use all of your Speed, but you do have to use at least half during each turn, rounded up if your Speed is an odd number. You cannot move backwards but you can move forwards and diagonally to any adjacent hex. You may also move, then shoot, ram or use a bonus, and then return to moving. Just make sure you don't move more hexes than your speed allows per turn.

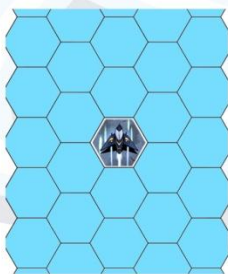


SHOOTING – Your Skimmer and Driver have an array of weapons that can be fired at your fellow racers. If you have moved your full Speed allowance you may fire only one weapon of your choice. However, if you have only moved half of your Speed then you may fire all of your weapons.

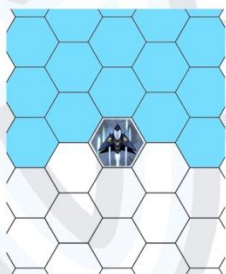
To see if your shot hits, first declare which weapon you're firing and at whom. Then roll the dice listed under that weapon. For every Atom symbol that you roll your target loses 1 Shield Point. If you shoot at an obstacle and you hit it you may remove it from the track.

Each weapon has a 'line of sight' – 360° means that you can fire anywhere around you. 180° means that you can only shoot at someone who is alongside or in front of you on the track, and Front weaponry can only fire forwards in a straight line. REMEMBER that weapons work by line of sight; if an obstacle or another racer is in-between you and your target then you cannot shoot them.

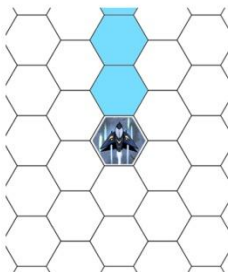
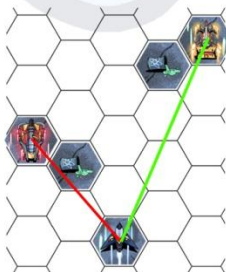
360° weapons



180° weapons



front weapons



Line of sight is measured from the centre of the shooter's hex to the centre of the target's. The red line shows a blocked shot and the green line shows a clear shot.

RAMMING – To successfully ram someone you must move into the hex directly behind or next to another racer during your turn. Once your Skimmers collide you must see how much damage is caused (it's a risky move – it could damage you instead!)

Check the Ram details on your Dashboard, roll the corresponding dice and count the number of Atom symbols. The racer you have rammed must then do the same. The difference in numbers is how many Shield Points are lost. If it is you who has the lower then you take the damage and your turn is over. If your target has the lower number then they take the damage and you may continue your turn. The player who is doing the ramming can turn one dice that reads a miss into a hit. If it is a draw then you must both roll again.

Ramming is not allowed during the first round, and you cannot ram someone if your Skimmers are already touching.

BONUS CARDS – You may use as many of the Bonus cards you have in your hand in a turn and you may also use your Skimmer's Standard Bonus once per turn. You will collect Bonus Cards throughout the game by passing over hexes with the Atom symbol and may hold up to 3 in your hand. If you have 3 in your hand when you drive over a Bonus hex then you must discard or immediately play 1 of them.

Once you have used a Bonus Card discard it to the bottom of the deck.

SHIELDS AND LIVES

The gauges on your dashboard will be how you keep track of your Shield and Life. Every time you take damage you need to rotate your Shield dial the appropriate amount. If you are hit whilst your Shield is on zero then your Skimmer will be destroyed!

IF YOU ARE DESTROYED...

When you are destroyed reduce your Life dial by 1 point, reset your Shield Points to full and return any Bonus Cards you have to the bottom of the deck. Then wait for the start of your next turn and re-enter the game somewhere on the line where the middle 2 tiles meet. When your life dial reaches zero you may continue playing but your only chance to win now is if you can get everyone else's life down to zero too and have more shield points than the other racers!

ROLLING THE TRACK

The track is always four tiles long. When a racer drives off the end of the front tile then the track needs to be 'rolled'. This is where you take the tile from the back of the track, remove its obstacles, flip it over, and put it at the front of the track, always making sure that the hexes line up. Any Skimmers on this moving track tile will be destroyed! Oh, and don't forget about the obstacles...



OBSTACLES – Every time you put down a fresh track tile you need to put some obstacles on it. To do this, roll all of the dice and count the number of symbols. This is how many obstacles you are going to put on the new track tile. Starting with the leading racer, take turns to put these obstacles down until they're all done. You cannot place an obstacle in the first 2 rows of hexes.

Obstacles will deal 2 damage to your Skimmer, so try to avoid them if you can. If you do drive over an obstacle then you must reduce your Shield Points by 2 and remove the obstacle from the track. Obstacles may be blown off the track by successfully firing at it with a weapon (If you deal zero damage then the obstacle will remain)

WINNING

When the timer gets to 00:00 an alarm will sound, this is the end of the game. At this point the player with the most lives left is the winner. If two or more players are tied for the most lives remaining then the player with the most shield points left wins the game. If that is tied as well then move to sudden death. The first player to be destroyed loses.

Now go fire up your Skimmer's reactor core, get racing and remember... ACTION, NOT PROTRACTION!





TABBY

From comic book artist Nich Angell's daft sci-fi comic 'Tabby and Trout', Tabby is a mysterious woman who can breath in space, remembers nothing of her past and likes beer... a lot.



ATOMIC TOMMY

The peoples champion, a working class lad with a real knack for salvage. Brought up in an Atomic breaker's yard If anyone can turn junk heap in to a hot rod it's this guy. But why does his skin gives off a strange green glow?



SECUROBOT 237

Mass produced Securobots are the long (robotic) arm of the law in Nucleus City. There is a chance that they have gained total self-awareness and have their own individual agendas. If they have they're keeping it to themselves...



NOVETTE STARBLAZE

Novette is new to the Lightspeed cup as her previous career was that of an actress and model. When she was forced to go on the run due to being caught up in some dodgy dealings she discovered she could drive so decided to hide in the hectic world of Atom Racing.





YANCEY SQUIDDICKS

He wears tweed, drinks earl grey in the day and scotch in the evening, a total gentleman. However on the track he is as slippery as he is ruthless, driving away from crashes that would have totalled other racers. Is he an experiment gone wrong, or a radiation-fuelled mutant? Whatever, he's a giant squid who can drive and the fans love him.



RUTHLESS JONES

Ruthless was never going to be poster girl of racing that her sponsors wanted her to be. Her reputation as one of the toughest racers the sport has ever seen was cemented when she lost an eye to a well-aimed Rad-blast during a Cup final. Seriously injured and racing half blind she should have pulled out. Jones instead re-rigged her cockpit vid-stream cam to cover her blind spot and tuned her H.U.D monitor to the fan channel. She went on to win the race giving her fans an exclusive Driver's eye view of the action as she did it. Lightspeed legend!



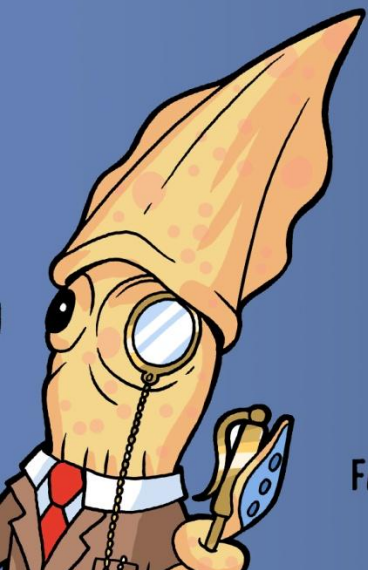
Game design by Kedric Winks of Fancy Squid Games.



Illustration and design by nichangell.co.uk

PREVIOUS LIGHTSPEED CUP CHAMPIONS HALL OF FAME

PLAYER NAME	DRIVER USED	SKIMMER USED	DATE CUP WON



FANCY SQUID GAMES 