

Rev it Up Rules

Setup

1. Select which track you'll be racing on and place it in the center of the table. And decide how many laps you'll be racing. *For your first game, we suggest the Standard track with 2 laps.*
2. Select Items to play with and place the cards face up on the item board and set their respective chips next to them. *When selecting Items, you must use one item of each type. Trap, Attack, Weapon, Boost, Profit, and Shield.*
3. Place the standard cards face up next to the board and set their respective chips next to them.
4. Place the item die within reach of all players.

Player Setup

Each player selects one of the 9 Character Boards and collects the matching bag, car miniature, and item tracker.

Players then decide as a group if they'll be playing with the Standard side or Asymmetric side of the player Boards.

All players will then set up their own bag with

- 1 level 1 Coolant
- 1 level 1 Eco Boost
- 1 level 2 Coin
- 2 level 1 Coins
- 4 level 1 Exhaust
- 2 level 2 Exhaust
- 1 level 3 Exhaust

While setting up each player's individual bag, refer to your character's setup section of the player board *if playing with the Asymmetric side*

All players now place their racers on the start space.

Gameplay

Overview

Rev it Up is a fast paced racing game for 2-6 players. Throughout the game, players will be pulling different chips from their Engine Bags and placing them on their Rev Track. Higher level chips will allow your racer to move further at the cost of heating your engine more quickly.

Play is almost entirely simultaneous. Each turn players will all simultaneously draw a chip from their bag and move their racers accordingly. This will continue until all players have either overheated or decided to stop. Then at the end of each round, players will simultaneously use the money they've earned and collected during the round to buy new chips as well as powerful weapons.

Turn Structure

1. All players simultaneously draw 1 chip from their bags and reveal them.
2. Players will then move their racers according to the movement on their drawn chip. *Highest movement moves first, then second highest and so on.*
3. Any player that has passed an item space will now roll the item die and take the corresponding item chip. *Players may reroll the Item Die once if they are in second place, and up to 2 times if they are further back.*
4. Once all players have moved their racers, players will choose to stop or keep going. *Turn your car backwards to show you've stopped in the current round.*
5. Players can now choose to use items in their ready areas. *Some items are used during the movement phase.*

Round Structure

1. Players will keep taking turns simultaneously until all players have chosen to stop or have overheated.
2. Players will now be able to purchase new chips with the coins in their discard, coins they've collected, and bonus coins from their Rev Track to buy new chips or roll the Item Die.
3. Players will now place all chips from their Rev Track and Discard back in their bag and turn their racer back forward.

Drawing Chips and Moving Your Racer

Chips in Rev it Up come in many different colors. Each color chip represents an ability that will be on the respective card. The most common of these are Exhaust Chips (White).

Exhaust Chips (White)

These chips will allow a racer to move forward at the cost of heating up their engine. Most chips also have various power levels. Exhaust Chips come in level 1 through level 3.

At the start of the game, all players will have some of each of these chips. While Exhaust Chips WILL allow a player to move their racer forward, they come at a large heat cost. When pulled from the bag, players will move their racer forward a number of spaces equal to the chip's level. Then, players will place the chip on their Rev Track up a number of spaces equal to the chip's level.

Rev Track

All racers have a Rev Track on their player boards. Many chips' abilities end with placing chips on a player's Rev Track. To do this, place the chip on the next available space furthest to the left. If you would ever need to place a chip and don't have space for it, you Overheat and must stop pulling chips for the remainder of the round.

When a player chooses to stop, if they are on one of the last 3 spaces of the Rev Track, they will get bonus coins during the buying phase of the current round.

Most chips will only increase your Rev Track by one, however, Exhaust Chips will increase your Rev Track by their chip level. To do this, skip spaces on the Rev Track and place the chip a number of spaces to the right (equal to the chip's level) of the last chip placed on your Rev Track.

Other Basic Chips

Coolant (Blue)

Coolant will allow you to cool down your engine by removing chips from your Rev Track. When pulled, place in your discard and remove the most recent X chips from your Rev Track, placing them back in your bag. *Item Chips removed from your Rev Track are returned to the supply.*

Ecoboosts (Green)

Ecoboosts will allow your racer to move WITHOUT heating up your engine. When pulled, move your racer forward X spaces and place in your discard area.

Nitrous (Red)

Nitrous allows your racer to boost forward many spaces at the cost of heating up your engine. When pulled, move your racer forward 2X spaces and place on the next space of your Rev Track.

Upgrades (Orange)

Upgrades allow a player to increase the level of chips either on their Rev Track or in their Discard. When pulled, place in your discard. During the Buying Phase you may return an Upgrade to your bag to upgrade your other pulled chips by X levels.

Coins (Yellow)

Coins will be used to purchase new Chips during the buying phase. When pulled, place in your discard area.

At the end of the round, players count the total # of coins they have to spend. This is the # of coins in a player's discard and their bonus from their Rev Track. *After the buying phase, all coins in a player's discard area are returned to their bag.*

Recalls (Purple)

Recalls are placed in your opponent's bags rather than your own. When pulled, move your racer BACKWARDS X spaces and place in your discard. *Use Recalls to stop a runaway leader!*

Items

Throughout the game players will pick up Items from the track as well as be able to purchase a random item during the buying phase.

When Items are gained, they will almost always go to a player's ready area. *Some Items may act differently*

Players will also be able to roll the Item Die during the buying phase for the cost of 1 coin. *Some Items may go in an opponent's bag, or straight to ready.*

Attacking Items will usually add chips to other player's Rev Tracks. Use them to slow down your opponents!

Buying New Chips and Items

After all players have either overheated or chosen to stop, players will now have the opportunity to purchase new chips and items.

First, all players determine how many coins they have to spend. This is the amount of coins in their discard and the amount of bonus coins they earned from their Rev Track.

Buying all happens simultaneously, however, if a chip type would run out, the player furthest back on the track will get to choose first.

All Chips have a cost located on their respective card. Some cards have multiple costs relating to the different levels of chips.

Players may also gain an Item during the buying phase. You can

- a. Roll the Item Die ONCE for 1 Coin or
- b. Gain any 1 Item for 3 Coins.

The rules for buying are

1. You cannot buy 2 chips of the same color.
2. You may only gain one Item.
3. All leftover coins are lost.
4. Furthest behind breaks disputes.

Game End

The game will end immediately after the first player has crossed the finish line on their final lap. *Each track has a different # of laps. Players can track which lap they are on using their character's Lap Tracker.*

The winner takes the golden trophy and earns bragging rights. *Players may choose to keep playing for second and third.*