



**You can be the next Freestyle Motocross Champion. Perfect your style, and get the crowd on your side... after that it's as easy as finishing first.**

**Object:**

**Build your track in order to maximize the number of tricks you can do. While building your track get the crowd to cheer you on as you race. First person to the finish line wins the race, the person with the most style and cheer wins the heat.**

## **Components:**

<b>4</b>	<b>Biffs</b>	<b>18</b>	<b>Crowd</b>
<b>4</b>	<b>Bikes</b>	<b>32</b>	<b>Tricks</b>
<b>4</b>	<b>Start/Finish</b>	<b>41</b>	<b>Tracks</b>

**\*Not included: Score keeping method**

## **Summary of Play:**

**Players take turns drawing up to 6 cards from both the track pile and the draw pile. Each turn you lay tracks for your bike to progress along, these tracks color coordinate with tricks. Players play crowd cards along their track to give themselves a boost while performing the most amount of tricks at each track piece. Strategically build your**

**track and place your crowd cards to collect the most style and cheer points. Always be at the top of your game because your opponents will do all they can to cause you to biff a trick.**

### **Setup:**



**\*The Cross track piece is optional. Remove it from play if you choose not to use it.**

**Shuffle the track pile separately from the draw pile, and set each pile next to each other in front of the players. The start lines are set out one for each player, and each players bike is placed in front of the start line. Randomly**

**choose who goes first unless you are playing more than one heat, in which case the person with the least points goes first.**

**Bike**



**Bike**



**Draw Pile**



**Track Pile**



## **Rules of Play:**

**- You may play up to 2 Tracks per turn.**

**If you play no tracks or your bike runs out of track, you immediately draw a card from the track pile and play it.**

- You may play 1 Crowd per turn.**
- Only 1 Crowd per track, on you or your opponent.**
- You may play a Crowd card on the Cross or on the Finish line.**
- You cannot play a Crowd card on the Start line.**

**Once a player collects 20 Cheer points you may play 2 Crowd cards per turn. One crowd per track.**

- You may play 2 tricks per track.**
- You cannot play a trick on the Start or Finish line.**

**If you play two tricks on one track then move ahead, you may play two more tricks on the next track. Continue to move so long as tricks allow you to do so.**

**Collect Style points with each trick. Once you collect 20 style you may draw**

up to 7 cards per turn.

## First Turn:



On a players first turn you draw 3 cards from the track pile and 3 cards from the draw pile. You play your first 2 track cards, and a crowd card if you choose.

The player then moves thier bike onto the start line. Once each player is set on the start line, the race begins.



## **Turn Sequence:**



- Draw up to six cards from either pile**
- Play up to 2 track cards (If Applicable)**
- Play 1 crowd card (or more) (If Applicable)**
- Play up to 2 tricks per track**
- Move your bike ahead one track, unless told to do so by a trick.**
- Deal with any crowd bonuses, trick points, or extra movement.**
- Deal with any biffs that may have been played.**



**-Next players turn.**

**\*\*Biffs are the only cards played out of sequence.**

## Game Progression:



**Continue to build your track to best suit the tricks in your hand.**

**Lay your Crowd cards to maximize you cheer, as it adds up you get the Cheer bonus. Lay the Biffs and Boo on your opponents to disrupt thier momentum.**

### **Finish the Race:**

**Two player games play 12 tracks. Three player games play 10 tracks. Four player games play 8 tracks. You may play a Crowd card on the finish line, but may not play a trick on the finish line. First person to cross the finish line is awarded and extra 10 Cheer. All other players continue to play as usual until their bike crosses the finish line.**

Once all players have finished the race, each player averages their cheer and style points. Add the two numbers together and divide by 2 e.g. (10 cheer+10 style=20/2=10 pts. total). The player with the most average points at the end of the race wins that heat.

Players may play more than one heat by re-shuffling the cards and playing another race. At the end of the second race the players would average the scores from the first race and the second race, the person with the highest score wins the game.

## **\*The Cross:**

**The Cross is a special purple track that changes the flow of the game. The Cross is played between two adjacent players. Either player may play a crowd card on The Cross, both players who pass through The Cross get the benefit of the one crowd card. Both players may play a trick card while going through The Cross, but may not benefit from the other players trick.**

**When a players bike travels through The Cross they are no longer on their own track. For the rest of the game the players now are travelling on their**

**opponents track. All tricks and crowd cards are still played on the players bike, but they are no longer able to choose the track their bike travels.**

Pink continues to build this track even though blue now rides on it.



Blue continues to build this track even though Pink now rides on it.

**The Cross becomes an interesting "take that," in 3 or 4 player games as you can really stick it to your opponents. You can counteract The Cross by using the Garage Sale crowd card, to remove The Cross from play. This also becomes a take that movement if you trap a player on another players track. If the Garage Sale card is used to destroy The Cross the players would replace the track as normal. If the player has no tracks in their hand the player would immediatly draw a track and place it down.**

**Race hard and go full out**



***Credits:***

**Game Design: Matthew Ogley**

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