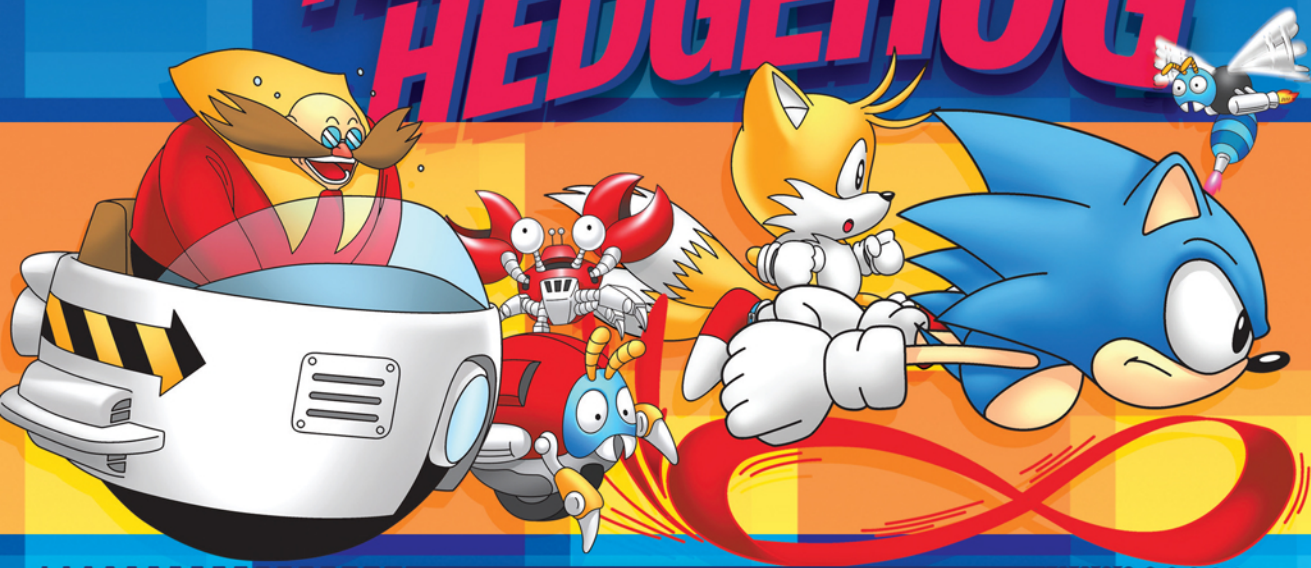


SONIC

THE HEDGEHOG™



CRASH COURSE



SEGA®



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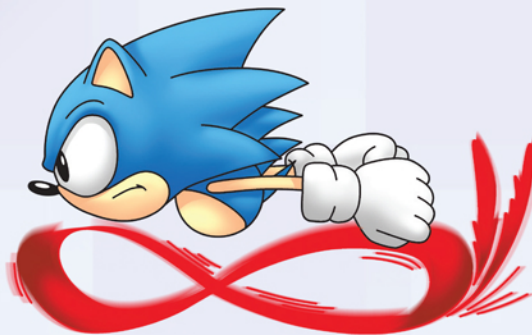
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OVERVIEW

2 to 4 players race their Characters on, and take part in creating an ever-growing track, using items to advance their Characters or disrupt their opponents. Players who move off the edge of the most-recently-played Track Tile add a new tile to the track before finishing their movement and free (or capture as Dr. Eggman) a Flicky Bird. They may also free or capture Flicky Birds through unique Character abilities. The first player to collect the required amount of Flicky Birds, then cross the finish line, which constantly moves to the edge of the most-recently-played Track Tile, wins the game!



COMPONENTS



4x Character Minis



10x Rings



10x Boosters



10x Springs



10x Crabmeats



5x Bombs



5x Bumpers



10x Motobugs



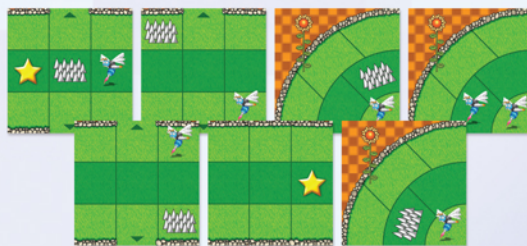
24x Flicky Bird Tokens



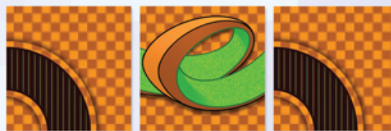
12x Damage Tokens



4x Extra Life Tokens



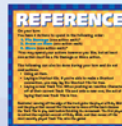
7x Track Tiles



3x Shortcut Tiles



4x Character Boards



1x Reference Board

SET-UP

1. Find a nice, wide surface area to play on. Place all Item Tokens face down on the surface, shuffle them up, then move the tokens to one side of the playing area.
2. Place the Flicky Bird, Damage Tokens and Extra Life Tokens in a pile to the side of the playing area accessible for all players, then separate the Track and Shortcut Tiles (featuring a Tunnel/Loop).
3. Place Shortcut Tiles to the side of the playing area next to the Flicky Bird Tokens.
4. Remove the 2 Starting Track Tiles (featuring a Star symbol), then shuffle the remaining Track Tiles and place them face up to one side of the playing area in 2 somewhat-equal stacks.

5. Place the 2 Starting Track Tiles you set aside in the center of the playing area connected together, with Star spaces touching.
6. Each player chooses a Character mini and matching Character Card, then places the Character mini facing towards, but not on, the Track Tile with no arrows or Spikes on it. This is the starting line.
7. Players start their turn by moving on to 1 of the 3 spaces at the start of the Track Tile and continuing from there.
8. Turn order begins starting with the player that was last in a race. After their turn, play proceeds to the player on their left.



ON YOUR TURN

Players each take turns in the order determined during set up. When it is your turn, your Character is considered an active Character. Active Characters must do 3 total actions. Actions must be done in the following order, and they cost 1 action each:

- **FIX DAMAGE**
- **MOVE**

There are other things you can do on your turn that result from these actions but do not use an action to perform, such as:

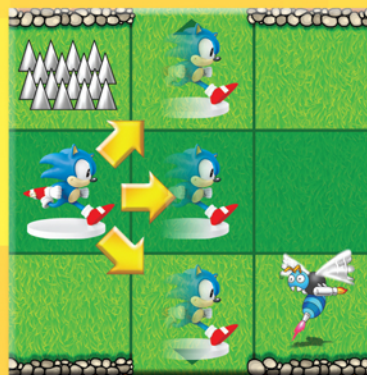
- Using an acquired Item any time during your turn after Damage is fixed
- Laying Track Tile if you've reached the end of the current Track Tile and want to use an additional action to move onto a new Track tile, laying Shortcut Tile if a shortcut can be made. Both the Track and Shortcut tiles can be used immediately once laid.

Once you've completed all 3 actions and passed on your chance to play Items, the next player in the determined turn order begins their turn.

FIX DAMAGE



MOVE



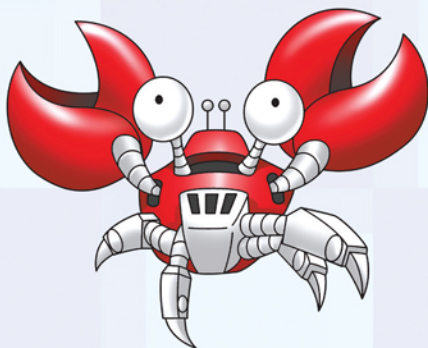
ACTIONS

This is a detailed overview of the available actions and the ramifications that can result from these actions.

FIX DAMAGE

Various items will cause your Character to take Damage (discussed more under 'Items'). Each Character can take a maximum of 2 Damage, and then no more can be inflicted on them. Each 'Fix' action fixes 1 Damage on the Character. A Character must be completely clear of Damage in order to act, therefore if a Character starts a turn with 2 Damage, they must use 2 actions to fix 2 Damage before doing anything else. Likewise, a Character cannot do any other action once they've taken Damage on their turn and must wait until the beginning of their following turn to fix themselves.

IMPORTANT: Even when a Character has taken 1 or 2 Damage, they can still be pushed forward by other players or bounced back, however they will not take any further Damage from track obstacles if their Damage is maxed out.



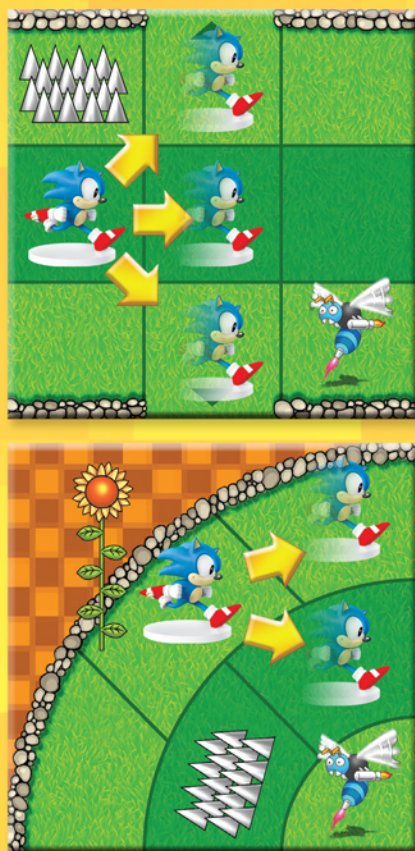
Example: Sonic has 1 Damage at the start of his turn, he must use 1 action to fix his 1 Damage before taking any other actions on this turn. After fixing his Damage, Sonic uses 1 action to move 1 space. Luckily for him, this space contains a Booster, which shoots him forward 2 spaces!



Not as luckily, he ends up in a space with spikes. This deals Sonic 1 Damage. Since Sonic has taken a Damage he cannot perform any other actions this turn, even though he still has 1 action left to use. Play must then be passed to the next player.

MOVE

When a player moves, they can only move forward into a space directly ahead in the same lane or diagonally forward left or right. In the corner Track Tiles, they can only move to adjacent spaces that propel the player closer to the end of the track.



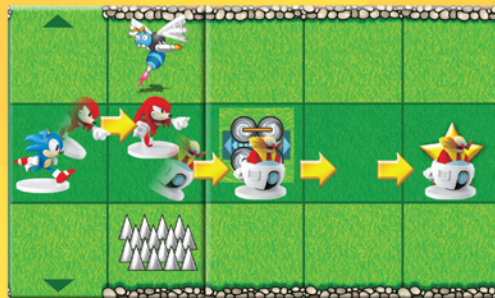
When an active Character moves into a space occupied by an inactive Character, move the inactive Character forward 1 space along the same lane they are in, regardless of what direction you move into their space from. This can occur multiple times in a turn if the player has the actions allowing for it. If the inactive Character is pushed into a space containing another inactive Character, then that Character is also pushed forward along their current lane. If inactive Characters are pushed into a space containing obstacles or items, those obstacles or items act as they normally would, either damaging the Character, or pushing the Character either forwards or backwards.



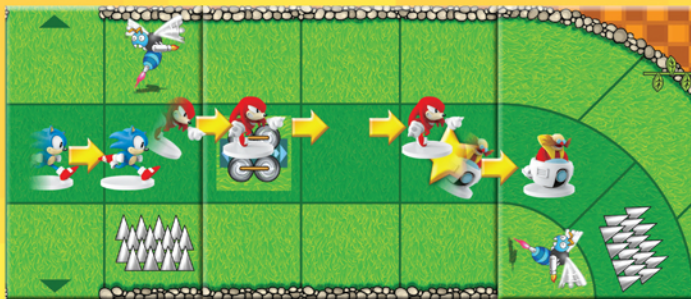
***Example:** Sonic, as the active Character, moves into a space which currently contains Knuckles. Knuckles gets pushed 1 space forward. If Sonic continues to move forward again, Knuckles will be pushed forward again too.*



Example: 1) Sonic, as the active Character, moves into a space which currently contains Knuckles. Knuckles gets pushed 1 space forward, but that space currently contains Dr. Eggman!



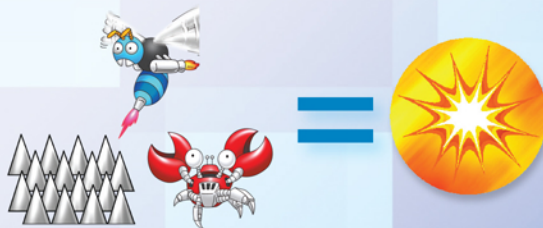
2) Dr. Eggman must also move forward 1 Space. Dr. Eggman is pushed into a booster, which pushes him forward 2 spaces.



3) If Sonic continues to move forward again, Knuckles will be pushed forward again too. While Dr. Eggman wouldn't be affected by Sonic's move, when Knuckles was pushed forward by the booster, he would end in Dr. Eggman's space, and Dr. Eggman would be pushed forward again.

When a Character moves in to a space with Spikes, Crabmeat, or a Buzz Bomber, they take 1 Damage. Once the active player's Character takes Damage, the turn ends immediately and the current player must wait until the beginning of their next turn to fix any taken Damage.

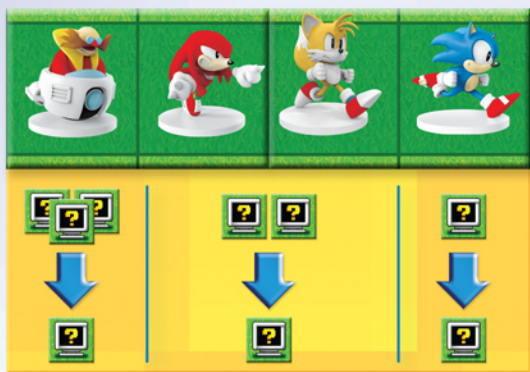
NOTE: A Character does not take Damage for starting in a space with Spikes, Crabmeat or Buzz Bombers; only when they move into said space.



ITEMS

A player may draw an item from the Item Token pile whenever they cross into a new Track Tile, which are the starting Tiles, a newly placed Tile, or a Tile already placed. This does not include Short-Cut Tiles. How players draw that item is based on their current position when they finish their movement crossing a Tile or Tiles:

- A player in first place draws 1 item to immediately keep.
- A player in last place draws 3 items and chooses only 1 to keep.
- Players that are between first and last place ('middle' placement) draw 2 items and choose only 1 to keep.



IMPORTANT: Using an item does not cost an action. Items can be used at any time during your turn after fixing Damage.

To determine a player's placement when drawing an item, count the amount of spaces players are from the end of the track. The player whose Character is closest to the end of the track is in first place, while the player whose Character is farthest from the end of the track is

in last place. When drawing items, treat all players tied for first as if they were in first place and all players tied for last as if they were in last place.

Players can only hold up to 2 items and can hold them for as many turns as they choose. When items are drawn and examined, they are placed face-down in front of the player and can be looked at by that player at any time. If a player has 2 items and draws another item, they must first discard 1 that they already have (without using its effect) or play it prior to drawing the new item.

There are 2 types of items - those that, once used, are placed directly on the track (featuring a green background) - and those that, once used, are immediately discarded (featuring an orange background).

IMPORTANT: You can only place an item on an empty space on the track, meaning a space that does not contain any Item, Spikes, Buzz Bombers, or Characters, including your own Character.

IMPORTANT: Discarded items are placed in a discard pile away from the area of play. If there are not enough Items in the Item Token pile, flip all discarded Item Tokens face down and shuffle them back into the Item Token pile.

Some items can cause Damage to your opponents' Characters, up to a maximum of 2 Damage (refer to 'Fix Damage' under 'Actions' for more information). To indicate that a Character has taken 1 Damage, place a Damage Token onto that Characters board in the top Damage token zone. To indicate that a Character has taken 2 Damage, place a Damage Token onto that Characters board in the bottom Damage token zone.

The different types of items are the following:



MOTOBUG

ABILITY: Causes 1 Damage each to all Characters ahead of you in the same lane as you, even if the lane goes around corners. This item damages

players from back to front in that order. Goes over all obstacles in the way.



BOMB

ABILITY: Causes 1 Damage each to all Characters on a single Track Tile (including yourself if you're in the chosen Tile) of your choice. Can be

played in ANY Track Tile in play. All Items on the chosen Track Tile are also discarded.



BUMPER

ABILITY: Bounces a Character back 2 spaces in the same lane, skipping anything in the space between. Any item or obstacle landed on takes effect, and

any Character landed on is pushed forward.

IMPORTANT: You can use this item on yourself, which can be strategically viable in some scenarios. If a bumper is ever going to push a Character off the back of the course, the Character moves as far back as possible and stops. They do not place a tile behind them, they do not move off the course.



SPRING

ABILITY: When used, it is placed in any available empty space anywhere on the track. When a Character moves in to a space with a Spring, it launches the

Character over any number of ground-based obstacles (Spikes, Crabmeat, or Characters), landing in the first available space (a space that is empty or has a Booster, Spring, or even a Buzz Bomber). You cannot jump over a Buzz Bomber but can land in a space with one, taking 1 Damage. A Spring with no obstacles immediately in front of it is ignored. You can jump over obstacles leading off the last Track Tile, play a track, and then land. Moving into this item ends any previous Booster effect.



BOOSTER

ABILITY: When used, it is placed in any available empty space anywhere on the track. When a Character lands on a Booster, they must immediately boost

ahead 2 Spaces. Moving into this item ends any previous Booster effect.

EXAMPLE: Sonic moves into a space with a Booster, which pushes him forward 2 Spaces. If the next available space was another Booster, it would push him forward another 2 Spaces. The total number of spaces traveled due to the 2 Boosters' is 3 Spaces. This is because when Sonic landed on the second Booster the boost effect granted by the first Booster was cancelled. He then resolved the second Booster's effect.



CRABMEAT

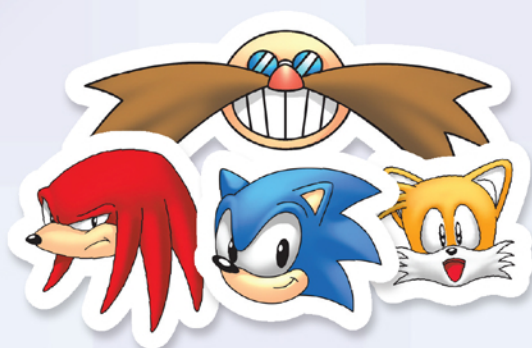
ABILITY: When used, it is placed in any available empty space anywhere on the track. When a Character lands on a space with Crabmeat they must immediately take 1 Damage. Crabmeat can be removed from the track by being damaged by Motobug or Bomb items. Landing on this item ends any previous Booster effect.



RING

ABILITY: Rings are unique items that do not follow the standard item rules. Unlike the items above, you can hold up to 4 Rings at once and they do

not count towards your total held item allowance. In addition, whenever Rings are drawn, you automatically take all drawn Ring items into your possession along with any remaining item of your choice. If all drawn items are Rings, then you simply take them all. When you have 4 Rings in your possession, discard the 4 rings to gain an Extra Life/Track Spin token (matching the head of your Character).



EXTRA LIFE TOKENS

ABILITY: Extra Life Tokens can be used in 2 ways:

1. You may spend an Extra Life Token to negate 1 Damage taken by any means, be it a player attack from a Bomb or Motobug, or moving into a space that contains a Crabmeat, Buzz Bomber, or Spikes. You may choose what Damage you wish to negate.
2. Extra Life Tokens can also be spent to Spin or reorient the last Track Tile in play, keeping all items and players in the spaces of said track undisturbed. This may help you set up a Shortcut or disturb player order and item layout.

Once you have an Extra Life you can no longer draw Rings into your possession until you use your Extra Life and discard it.

If your Character is damaged by an item before you can collect an Extra Life Token, you lose all Rings in your possession. Place the rings in a stack on any empty space in the Track Tile behind you. If there are no empty spaces available on the tile (or no tile at all), discard the rings.

PLAYING TRACK TILES AND USING SHORTCUTS

When a Character moves off the last Track Tile currently in play, they must place 1 Track Tile chosen from the top of the 2 Track Tile piles. While placing a new Track Tile, the active Character may orient it however they like, as long as the course is maintained (walls and grass align).

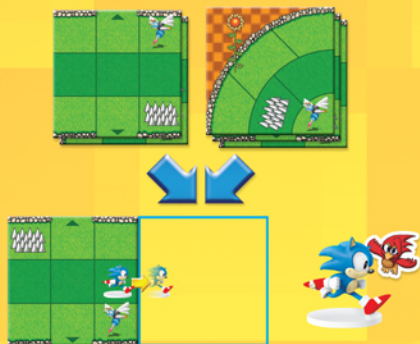
The first player to move onto the new Track Tile also gains a Flicky Bird Token.

While the active Character always chooses which tile to place, occasionally inactive Characters may be forcibly pushed onto the new Track Tile. In this case, the active Character picks the new Track Tile and its orientation, but since the inactive Character is the first to cross onto the new Track Tile, they are the Character awarded the Flicky Bird.

Players do not gain a Flicky Bird for laying a Shortcut Tile (with exception of Knuckles character ability).

Once the 2 exposed Track Tile piles are both fully depleted, Characters needing to put new Track Tiles in to play must now grab Track Tiles from the opposite end of the track, making sure not to disturb the items on that track (they remain in the same spaces). They move this Track Tile to the front of the course, but may orient it however they would like as long as the course is maintained. Any Shortcuts that are no longer connected by the removed Track are placed back in the Shortcut Pile for players to use.

EXAMPLE: Sonic has reached the end of the course, but

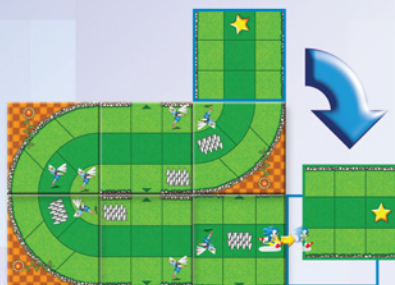


Example: During his turn, Sonic reaches the end of his current Track Tile, but still has actions and wishes to move forward. Since he's in the lead, he must pick a Track Tile from the 2 Track Tile piles and place 1 in front of him as the next Track Tile for the course. He picks 1 and places it so that the Track is extended (notice the walls and grass align). Sonic gains a Flicky Bird for being the first Character to move onto the new tile.

Example: On his turn, Sonic enters the same space as Knuckles. This pushes Knuckles forward 1 space into a Booster that, in turn, pushes Knuckles forward another 2 spaces, but halfway through the boost he has reached the end of the current Track Tile and cannot continue moving. Since Sonic is the current active Character, he chooses which Track Tile will be next and places it in front of Knuckle's current Track Tile. Knuckles will now complete his boost onto this tile. Since Knuckles has met the objective of moving onto a new Track Tile, he is awarded a Flicky Bird.

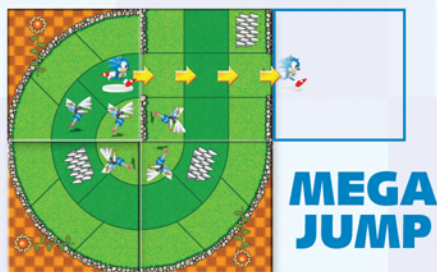


there are no Track Tiles in the Track Tile pile. So, Sonic grabs the last Track Tile in the course and places it in front of the Current Track Tile, orienting it as he wishes as long as the walls and grass align. He then continues to use actions to move forward, awarding him a Flicky Bird.



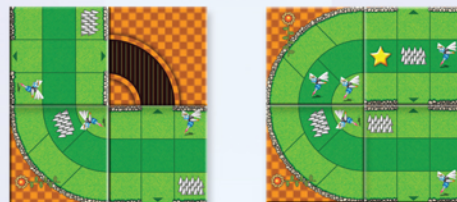
IMPORTANT: If a player needs to take an already-placed Track Tile from the opposite end of the track due to the Track Tile stacks being empty, but a Character still occupies that Track Tile, the player attempting to place the Track Tile instantly wins.

Track Tiles can occasionally run perpendicular into the side of another Track or Shortcut Tile as the track is being built. When this happens, the intersecting Tile becomes a 'Mega Jump'. Players that move off the 'Mega Jump' Track Tile will first place a Track Tile on the first available free space in a straight line directly across from the Mega Jump before finishing their movement.

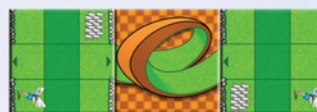


IMPORTANT: Players can be pushed into a Mega Jump and will land in the corresponding Track Tile on the other side. They can also be bounced back across it via the Bumper item.

Shortcuts usually both start and finish at the arrow spaces on the straightaway Track Tiles (note the starting Track Tile does not have any and Shortcuts cannot be made to it). Shortcuts can be created using the Shortcut Tiles or can be as simple as 2 straight Track Tiles running next to one another in parallel (the arrows aligning). Any player can make a Shortcut if they can join any amount of Shortcut Tiles together to create a path that connects an arrow space to meet at another arrow space. Shortcut Tiles can only connect to Track Tiles already laid and cannot be laid if the connection cannot be completed.



SHORTCUT SHORTCUT



LOOP

IMPORTANT: You must be in an arrow space and be able to immediately use the Shortcut via a move action in order to create one. Once a Shortcut is created, all players may freely use it afterwards. Moving across a Shortcut (from 1 arrow space to the connecting arrow space) only costs 1 Move action regardless of how many Shortcut Tiles are used in the connection (if any at all). The act of laying Shortcut Tiles to make a connection does not cost an action and is free to do on a player's turn if they are able.

WINNING THE GAME

Once a player reaches the required number of Flicky Bird Tokens, which are gained by adding new Track Tiles or through their unique Character abilities, their objective becomes to cross the finish line. To cross the finish line, a player must move their Character off the edge of the Track Tile that was most recently placed. The first player to cross the finish line wins the game!

IMPORTANT: The finish line only applies to those players that have collected all their required Flicky Birds and not to all players once any one player gains all their Flicky Birds. If a player who has not collected the required amount of Flicky Birds moves off the edge of the most-recently-played Track Tile, treat it as a normal move action, and not as “crossing the finish line.”

IMPORTANT: Note that the finish line’s location is dynamic: it changes every time a new Track Tile is placed. This means that the finish line can continue to grow further from you if other players can play Track Tiles before you cross it.

There is an alternate way to win: if a player needs to take an already-placed Track Tile from the opposite end of the track due to the Track Tile stacks being empty, but a Character still occupies that Track Tile, the player attempting to place the Track Tile instantly wins.

The number of Flicky Birds needed to win is based on the number of people playing. Each player needs to acquire this many Flicky Birds to be able to cross the finish line:

- **2-PLAYER – 10 FLICKY BIRDS**
- **3-PLAYER – 7 FLICKY BIRDS**
- **4-PLAYER – 5 FLICKY BIRDS**

2-PLAYER VARIANT: Player’s choose a ‘Side-Kick’ Character to also play as. Choose your Characters in the following order: Player 1 chooses their Character, Player 2 chooses their Character and Side-Kick, Player 1 then chooses their Side-Kick. Each character you control gets a separate turn. Players take alternating turns, with their main Characters both taking their turns first, followed by their Side-Kicks in the same order. For example, Player 1’s Character takes their turn, then Player 2’s Character, then Player 1’s Side-Kick, then Player 2’s Side-Kick. The goal is for players to gain 7 Flicky Birds total between their Character and their Side-Kick to create the finish line.



QUICK PLAY RULES

The quick play rules introduce a simplified version of Sonic Crash Course that can be used as an introduction to the game, or for those who just want to play a quick and simple version!

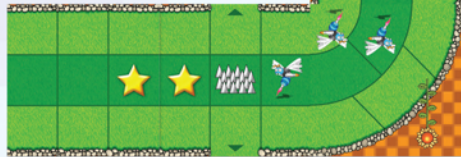
COMPONENTS

- 7 Track Tiles (Do not use the Shortcut Tiles featuring a Tunnel and Loop)
- All Item Tokens
- Character Tiles (Ignore special abilities)
- Character Minis
- Damage Tokens

Put all other components back into the box. They will not be used in this version.

SETUP

- Begin building the racetrack. Place the 2 Starting Track Tiles (featuring a Star symbol) as the very first two Tiles in the track with the Star spaces touching. This is the starting point.
- Build the rest of the racetrack by placing the rest of the Track Tiles in any continuous form.
- Shuffle and spread out the Item Tokens with the “?” side up in a pile on one side of the playing area.
- Each player chooses a Character Tile, and places the matching Character mini next to the track starting point.
- Each player takes 2 Damage Tokens and places them beside their Character Tile.
- Each player takes 1 Item Token. Players can look at their own Item Tokens at any time, but must keep them hidden from other players until they are played.
- Turn order begins starting with the player that was last in a race. After their turn, play proceeds to the player on the left.



HOW TO WIN

Be the first player to move off of the end of the last tile of the track opposite the start.

ON YOUR TURN

- Draw 1 Item Token randomly from the pile.
- Do these two actions in ANY order:
 - Play or place any of your Item Tokens depending on its type.
 - You may play Items before, after, or between moves.
 - Move up to two spaces in any direction as long as the spaces touch each other or are diagonal (the corners are touching).
 - If you move into a space occupied by another player, push that player forward one space in the same lane they occupy, and then enter their previous space.

DAMAGE

Players take damage during the race by moving into a space with Spikes, Buzz Bombers, or from Items played by other players. Each time a player is damaged, place a Damage Token on the Character Tile. If a player takes damage while moving, end their turn immediately. At any time during play, if a player would receive a 3rd damage token, they immediately move back 2 spaces (in the same lane) and remove all Damage Tokens from their Character Tile.

ITEM TILES

A maximum of 2 Item Tokens can be held at once. To make room for more, the player will either need to use or discard an item in their hand. Players can look at their Item Tokens, but must keep them hidden from other players. When playing or moving into an Item Token, it is resolved immediately. If a used item causes a player to move into another item or object, stop the previous action, and perform the actions of the new item or object.

Item Tokens featuring a Grass background are played on any space not occupied by an obstacle (Players, Spikes, Buzz Bombers) on the track. The item is triggered when a player moves into a space with that Item Token. Each Item Token that is played on the track remains there for the duration of the game, except for Ring Tokens.



BOOSTER – Move ahead 2 extra spaces in the same lane. Do not ignore Item Tokens or obstacles in the spaces ahead of the Booster.



CRABMEAT – When moving on to a space with Crabmeat, that player takes 1 damage. Can be removed by hitting with a Bomb or Motobug.



RING – Heals damage. Remove 1 Damage Token from your Character Tile. Discard the Ring Token after being used.



SPRING – Jump forward in the same lane over any consecutive obstacles (Players, Spikes, Buzz Bomber), landing on the first space that isn't an obstacle.

Item Tokens featuring a Yellow/Orange background are not placed on the track, but are played as an immediate action on yourself or other players, and then discarded from the game:



BUMPER – Bounces a character back two spaces in the same lane, ignoring anything in the first space behind them.



BOMB – Play on any one Track Tile. All players on the Track Tile take 1 damage each and all Item Tokens are removed from that Track Tile.



MOTOBUG – Causes 1 damage each to all Characters ahead of in you in your current lane. Goes over all obstacles in the way.