

Cardboard Warriors

The paper miniatures wargaming forum



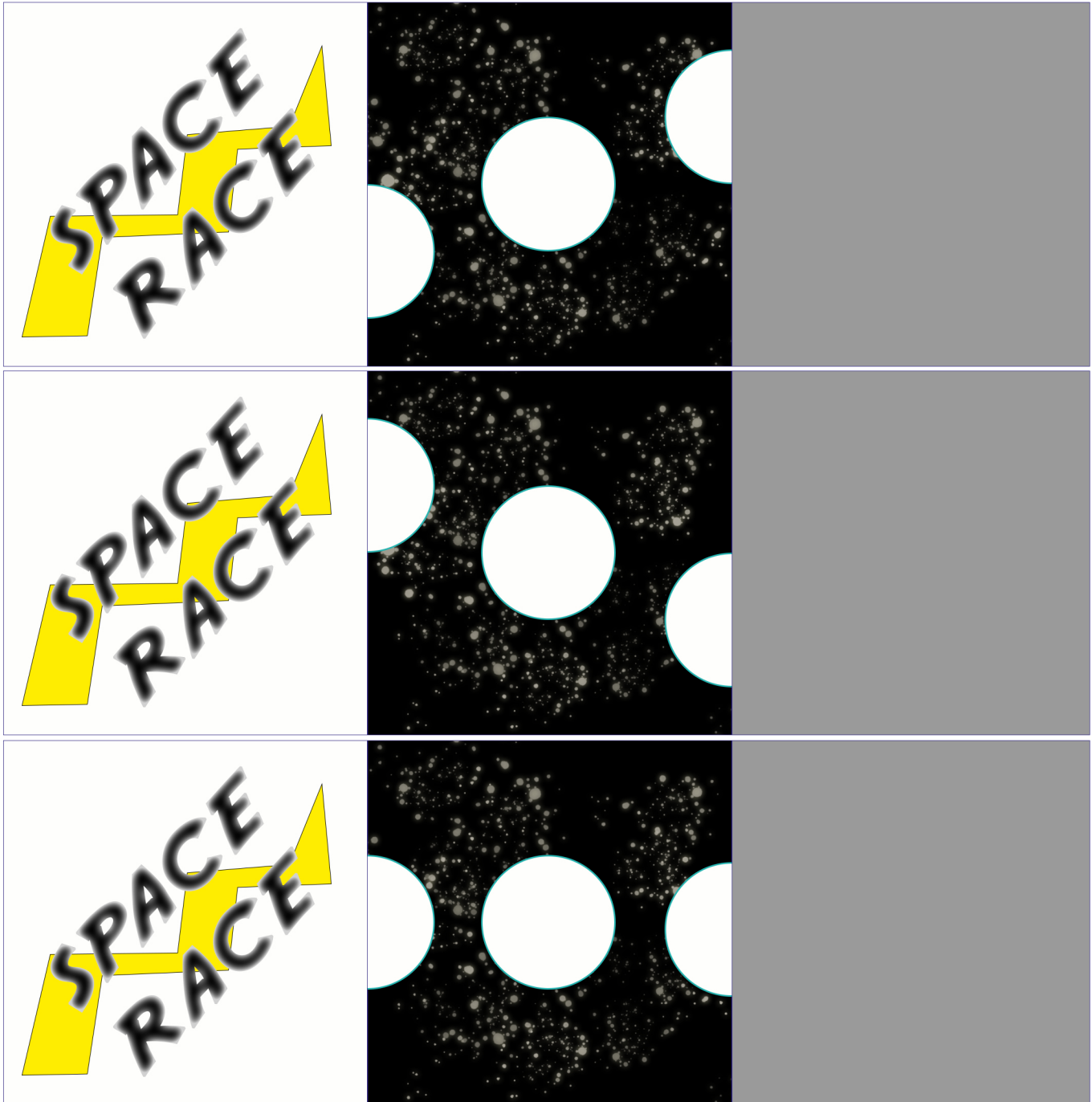
***A SELF-EXPANDING
PRINT, BUILD, AND PLAY GAME
ABOUT RETRO-ROCKETS DASHING THROUGH SPACE
TO FIND OUT WHO'S THE FASTEST AMONG THEM,
INITIALLY FOR 2 TO 6 PLAYERS AGE 8 AND UP,***

Cardboard Warriors

The paper miniatures wargaming forum

WELCOME TO SPACE RACE, A FAST BOARD GAME OF RACING SPACE WITH YOUR ROCKET AGAINST THE OTHER PLAYERS. TO PLAY THE GAME, YOU FIRST NEED TO PRINT THE PAGES OF THIS PDF.

AFTER PRINTING, START ASSEMBLING THE GAME BY ASSEMBLING THE TILES THAT FORM THE GAME BOARD. CUT OUT THE TILES ON THIS AND THE NEXT THREE PAGES, AND THEN FOLD OVER THE GREY PART FIRST, BEFORE FOLDING OVER THE BACKSIDE THAT READS "SPACE RACE". GLUE ALL PARTS OF EACH TILE TOGETHER.

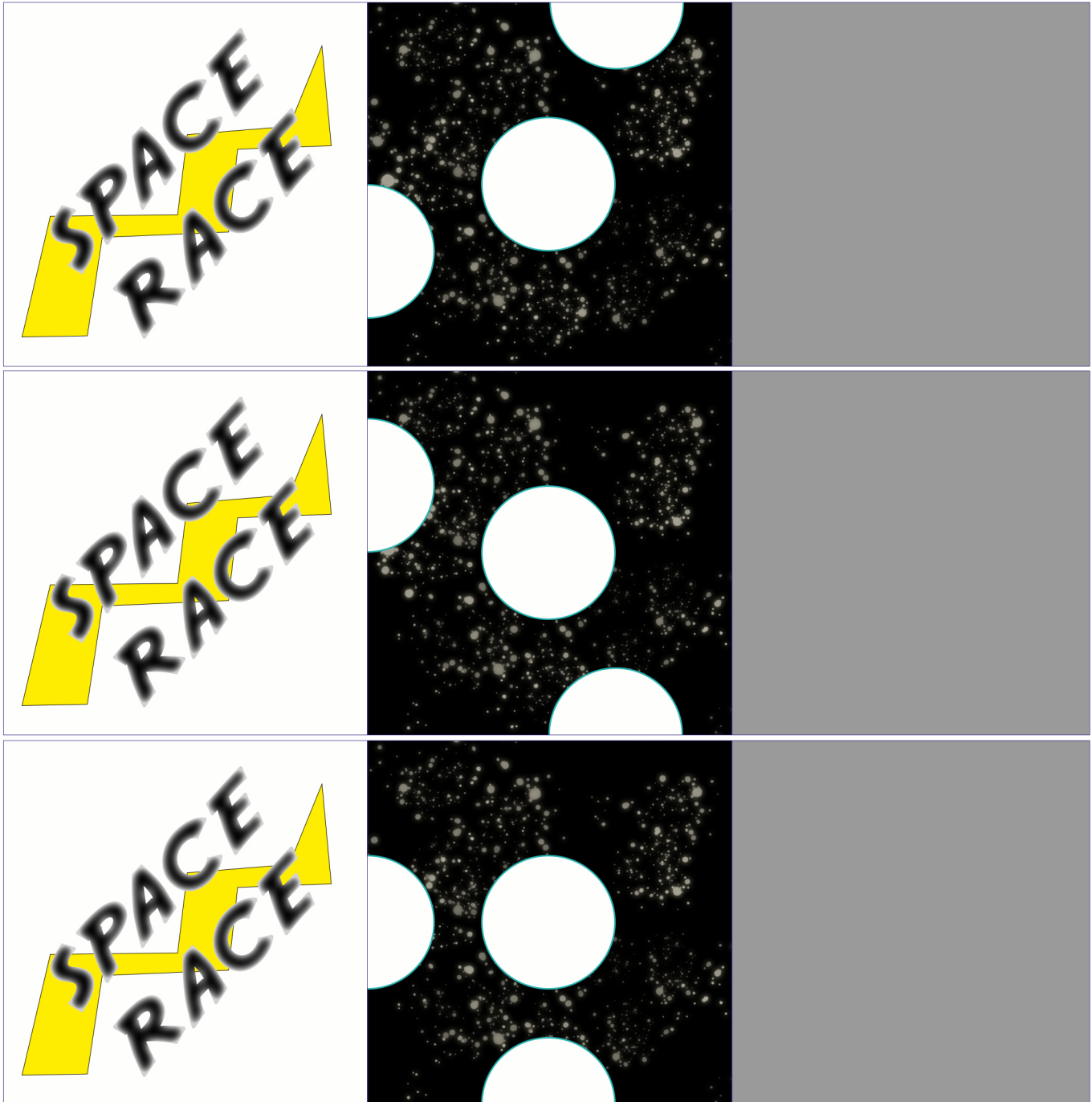


PRINT THIS PAGE AT LEAST 5 TIMES, USING 200 G/M² HEAVY PAPER.

Cardboard Warriors

The paper miniatures wargaming forum

YOU SHOULD NOW HAVE AT LEAST 16 STURDY TILES TO CREATE YOUR RACE TRACK, REMEMBER THAT THERE CAN BE ONLY ONE "START/FINISH" TILE, ALSO, YOU DO NOT HAVE TO USE ALL YOUR TILES WHEN CREATING YOUR TRACK, FURTHERMORE, YOU CAN ALWAYS EXPAND YOUR GAME BY PRINTING AND BUILDING MORE TILES OF ANY OF THE THREE DIFFERENT TYPES.

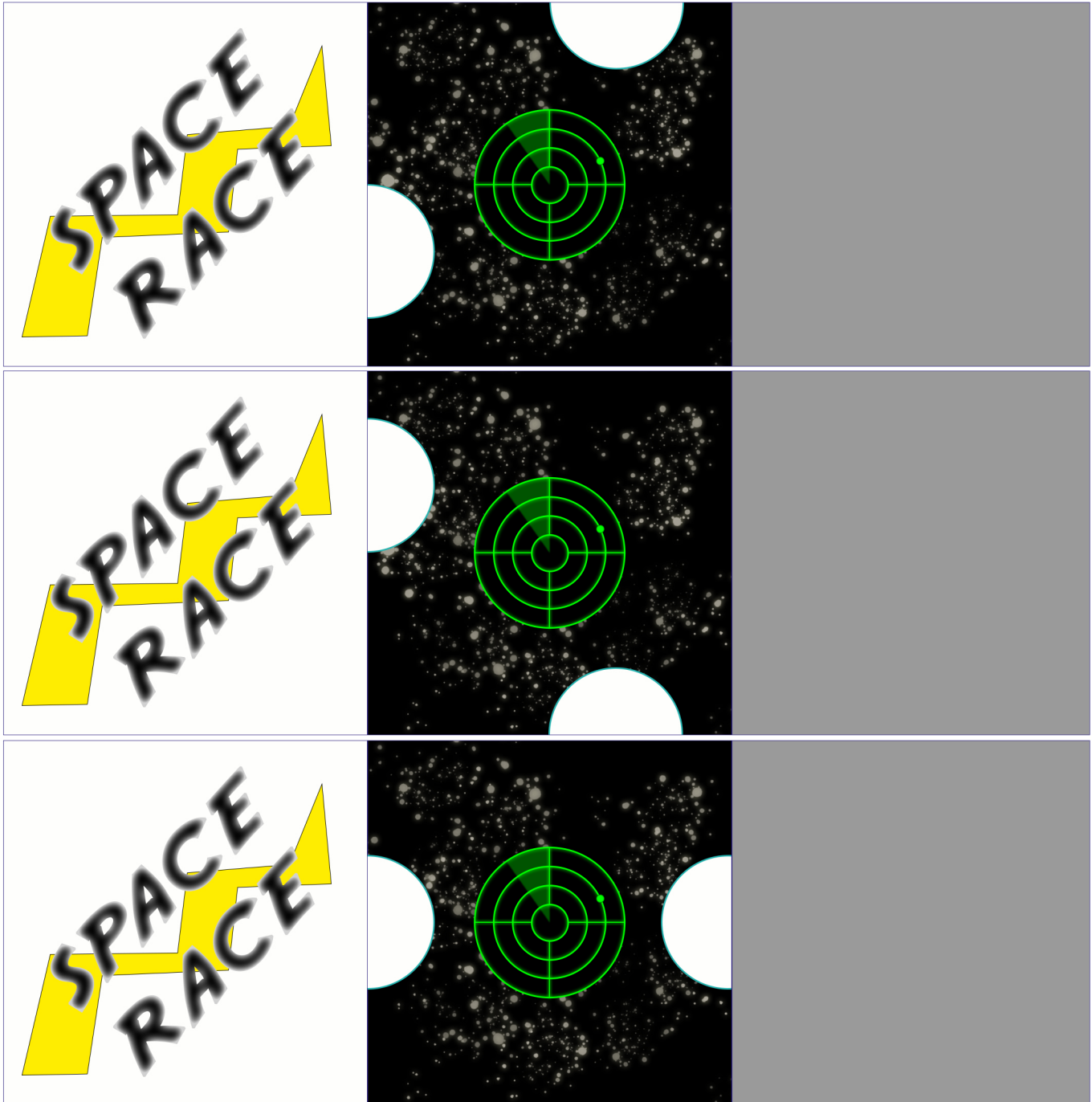


PRINT THIS PAGE AT LEAST 5 TIMES, USING 200 G/M² HEAVY PAPER.

Cardboard Warriors

The paper miniatures wargaming forum

ON THE NEXT PAGE, WE WILL START ASSEMBLING THE BOX OF THE GAME, WHICH WILL GIVE YOU THE OPPORTUNITY TO STORE YOUR GAME TILES, START ASSEMBLING THE BOX BY CUTTING OUT ITS BOTTOM, WHICH WILL ALSO GIVE YOU THE RULES HOW TO PLAY SPACE RACE, TURN THE PIECE AROUND AND FOLD UP THE WHITE GLUE FLAPS THAT WILL HOLD THE SIDES OF THE BOX'S LOWER HALF. USE AN EMPTY BALLPEN, THE TIP OF A PENCIL, OR THE BACK OF A HOBBY KNIFE AND A RULER TO SCORE ALONG THE FOLD LINES.

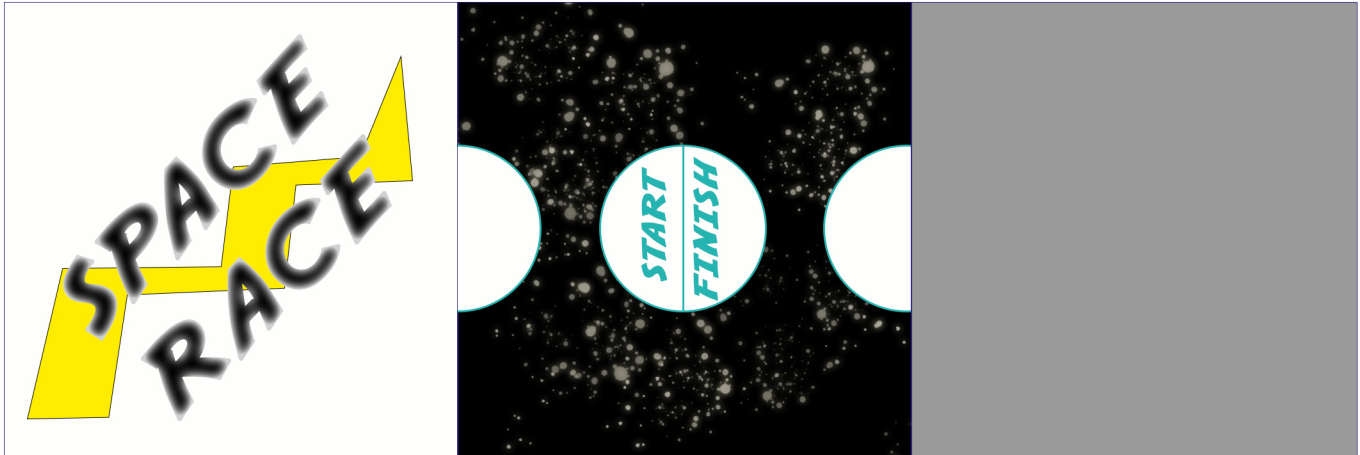


PRINT THIS PAGE AT LEAST 5 TIMES, USING 200 G/M² HEAVY PAPER.

Cardboard Warriors

The paper miniatures wargaming forum

PRINT THIS PAGE ONCE, USING 200 G/M² HEAVY PAPER.



HOW TO PLAY ...

- 1. TAKE THE START/FINISH TILE AND PUT IT IN THE MIDDLE OF THE TABLE, SHUFFLE THE OTHER TILES AND PUT THEM BACKSIDE UP NEXT TO THE START/FINISH TILE,**
- 2. SHUFFLE THE ANOMALY DETECTED CARDS,**
- 3. CHOOSE YOUR GAME PIECE,**
- 4. BUILD THE BOARD BY DRAWING A TILE AND PUTTING IT NEXT TO EITHER END OF THE RACE TRACK, START WITH THE YOUNGEST PLAYER AND CONTINUE CLOCKWISE, REMEMBER TO BUILD A ROUNDTACK,**
- 5. THE YOUNGEST PLAYER ROLLS A DIE AND MOVES THEIR ROCKET ACCORDINGLY, THEN THE NEXT PLAYER ROLLS AND MOVES, THE FIRST TO FLY OVER THE FINISH LINE WINS THE GAME,**
- 6. SHOULD YOU STOP ON A RADAR BLIP, DRAW A CARD FROM THE ANOMALY DETECTED DECK AND DO AS THE CARD TELLS YOU,**

Cardboard Warriors

The paper miniatures wargaming forum

**SPACE
RACE**

***OPTIONAL RULE #2: SABOTAGE THEIR ROCKET!
WHEN YOU STOP ON THE SAME DOT AS ONE OF THE OTHER
PLAYERS, YOU MAY OPT TO SABOTAGE THEIR ROCKET.
ROLL 1 DIE, ON A 1 OR 2 YOU BROKE THEIR ROCKET, AND THEY
WILL HAVE TO SKIP THE NEXT ROUND FOR REPAIRS.***

***CONTINUE BUILDING THE
BOX BY CUTTING OUT
AND SCORING THE SIDES
OF THE LOWER HALF,
GLUE THE BLACK OUT-
SIDE TO THE BOTTOM
PIECE, AND THE SIDES TO
EACH OTHER, USING THE
WHITE TRIANGULAR FLAPS,
FOLD OVER THE WHITE
SIDE PARTS TO THE INSIDE
AND GLUE THEM DOWN
TO GET STURDY WALLS,
YOU DECIDE ON THE OR-
DER OF THE WALLS...***

***OPTIONAL RULE #1: SHOOT 'EM WITH LASERS!
WHEN YOU STOP ONE DOT BEHIND ONE OF THE OTHER
PLAYERS, YOU MAY OPT TO SHOOT THEM WITH YOUR LASERS,
ROLL 1 DIE, ON A 5 OR 6 YOU HIT THEM, AND THEY GET A
DAMAGE TOKEN. ONCE A ROCKET SUFFERED 3 SUCH
TOKENS, THE ROCKET IS DESTROYED AND OUT OF THE GAME.***

PRINT THIS PAGE ONCE, USING 200 G/M² HEAVY PAPER.

Cardboard Warriors

The paper miniatures wargaming forum



**SPACE
RACE**

*PART OF THE LOWER
HALF OF THE BOX*



**SPACE
RACE**

*CUT OUT
THIS
CIRCLE*

*PART OF THE UPPER
HALF OF THE BOX*



**SPACE
RACE**

***A SELF-EXPANDING PRINT & PLAY GAME
FOR 2 TO 6 PLAYERS AGE 8 AND UP***

*THE UPPER PART OF
THE BOX IS BUILT IN
THE EXACT SAME
WAY, BEWARE, THAT
DUE TO THE OPENING
OF THE UPPER HALF
FACING DOWN, THE
SIDE PIECES WILL
DURING ASSEMBLY
LOOK LIKE THEY
ARE UPSIDE DOWN...*

PRINT THIS PAGE ONCE, USING 200 G/M² HEAVY PAPER.

Cardboard Warriors

The paper miniatures wargaming forum



*PRINT THIS PAGE ONCE,
USING 200 G/M² HEAVY PAPER.*

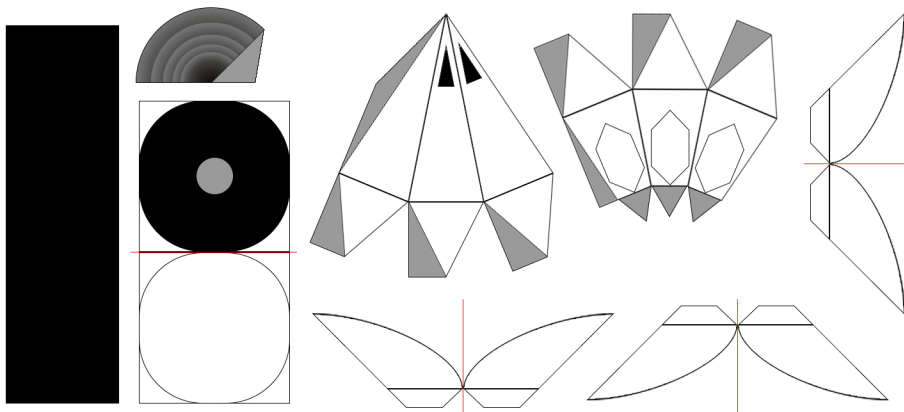


Cardboard Warriors

The paper miniatures wargaming forum



PRINT THIS PAGE ONCE, USING 200 G/M² HEAVY PAPER.



THIS IS A BONUS ROCKET, SO YOU CAN EXPAND THE GAME FOR MORE THAN SIX PLAYERS, SIMPLY PRINT OUT AS MANY WHITE ROCKETS AS YOU NEED, YOU CAN LEAVE ONE OF THEM WHITE, BUT COLOR THE OTHERS WITH MARKERS IN DIFFERENT COLORS THAN THOSE ALREADY USED IN THE GAME...

Cardboard Warriors

The paper miniatures wargaming forum



YOU FIND A TURBOTHRUSTER OF ALIEN ORIGIN, USE 2 DICE FOR MOVEMENT,



YOU COME ACROSS AN ASTEROIDFIELD, SKIP THE NEXT 2 ROUNDS TO NAVIGATE THROUGH IT,



YOU TOOK THE WRONG EXIT OFF MILKY WAY, GO BACK 4 DOTS,



YOU FIND A STRANGE EXO-MINERAL THAT BOOSTS YOUR ROCKET, ADD +1 TO YOUR MOVEMENT,



YOU USED UP YOUR FUEL! STARTING NEXT ROUND, ROLL 1 DIE, ON 2 AND 5 A TANKER COMES BY AND REFUELS YOU,



YOU STUMBLE ACROSS A WORMHOLE, MOVE TO THE NEXT ANOMALY AND DRAW A CARD,



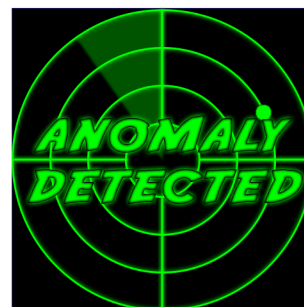
SPACE PIRATES ATTACK YOU! ROLL A DIE; EVEN = YOU ESCAPE ODD = SKIP THE NEXT ROUND TO NEGOTIATE YOUR FREEDOM,



YOU PUSH YOUR THRUSTER TO 11! NEXT ROUND, MOVE AS USUAL, THEN ROLL 1 DIE; EVEN = BONUS-MOVE AS ROLLED, ODD = BONUSMOVE OF 1 DOT,



YOU SOMEHOW WENT FTL! MOVE TO THE DOT BEHIND THE PLAYER IN FIRST PLACE, IF THIS IS YOU, MOVE 10 DOTS,



SPACEPATROL STOPS YOU FOR SPEEDING! SKIP NEXT ROUND WHILE THEY WRITE YOU A TICKET,

BUILDING THE ENCOUNTER CARDS IS REALLY EASY; PRINT THIS PAGE, CUT OUT THE CARDS, FOLD THEM OVER, AND GLUE THEM TOGETHER, DONE! SHOULD 50 CARDS NOT BE ENOUGH, JUST MAKE MORE...

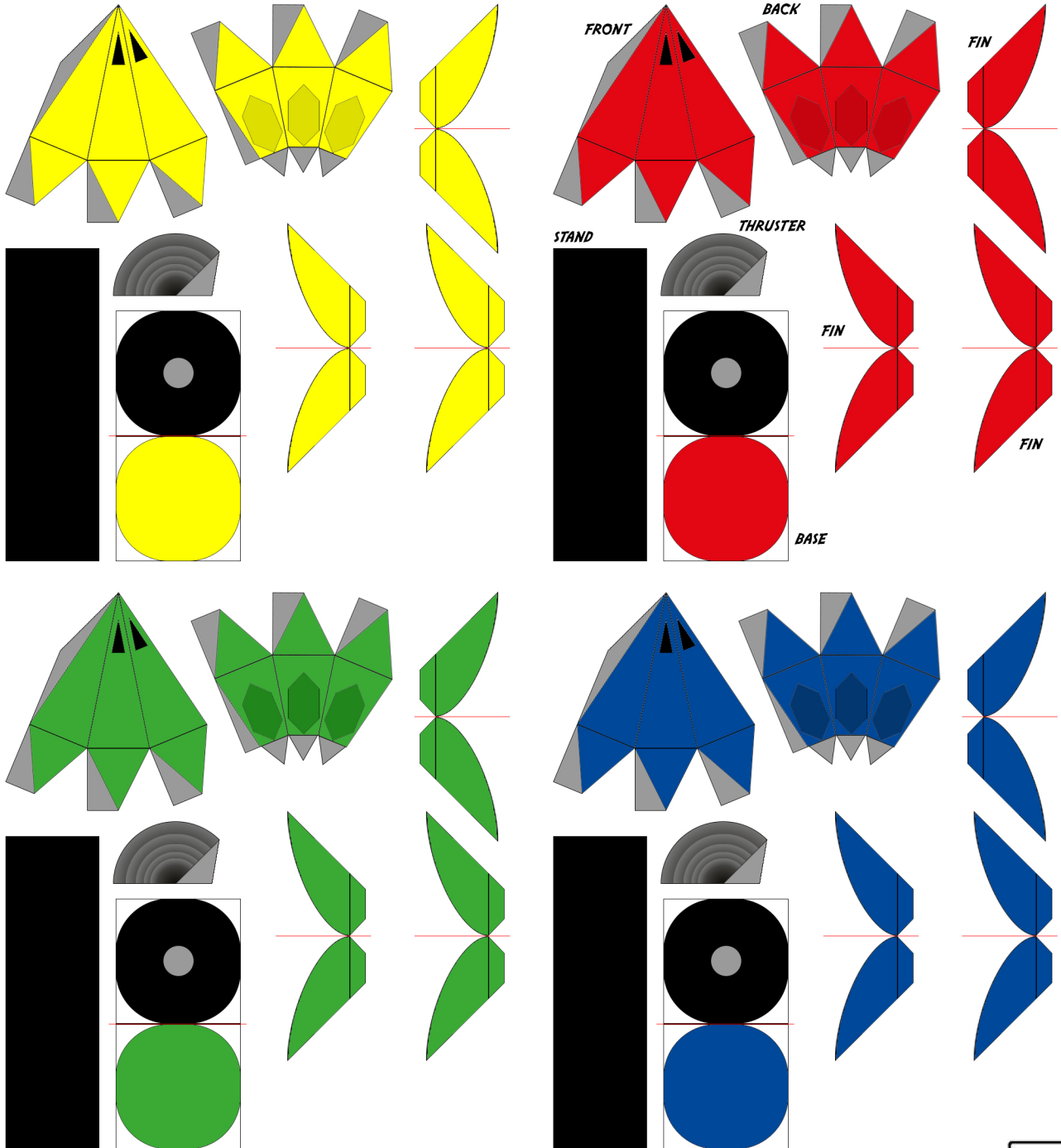
PRINT THIS PAGE AT LEAST 5 TIMES, USING 200 G/M² HEAVY PAPER.

Cardboard Warriors

The paper miniatures wargaming forum

TO ASSEMBLE THE ROCKET GAME PIECES, START BY SCORING ALONG ALL LINES BEFORE YOU CUT OUT THE PARTS. FOLD THE FRONT AND BACK INTO TRIANGULAR CONES, AND CONNECT THEM WITH THE GREY GLUE FLAPS, ROLL THE THRUSTER INTO A CONE AND GLUE IT INTO THE BACK END OF THE ROCKET, USING THE SMALL GREY GLUE FLAPS, FOLD THE BASE OVER, GLUE IT, AND TRIM OF THE WHITE CORNERS, ROLL UP THE STAND, THE BLACK SIDE TO THE OUTSIDE, GLUEING IT INTO A SHORT CYLINDER OF 0,5 CM DIAMETER, FOLD THE FINS OVER ALONG THE RED LINE, AND GLUE THE LARGER FIN PARTS TOGETHER, BEND THE SMALLER PARTS OUT AND ATTACH THE FINS TO THE ROCKET, THEN GLUE THE STAND TO THE BASE AND THE ROCKET TO THE STAND, DONE!

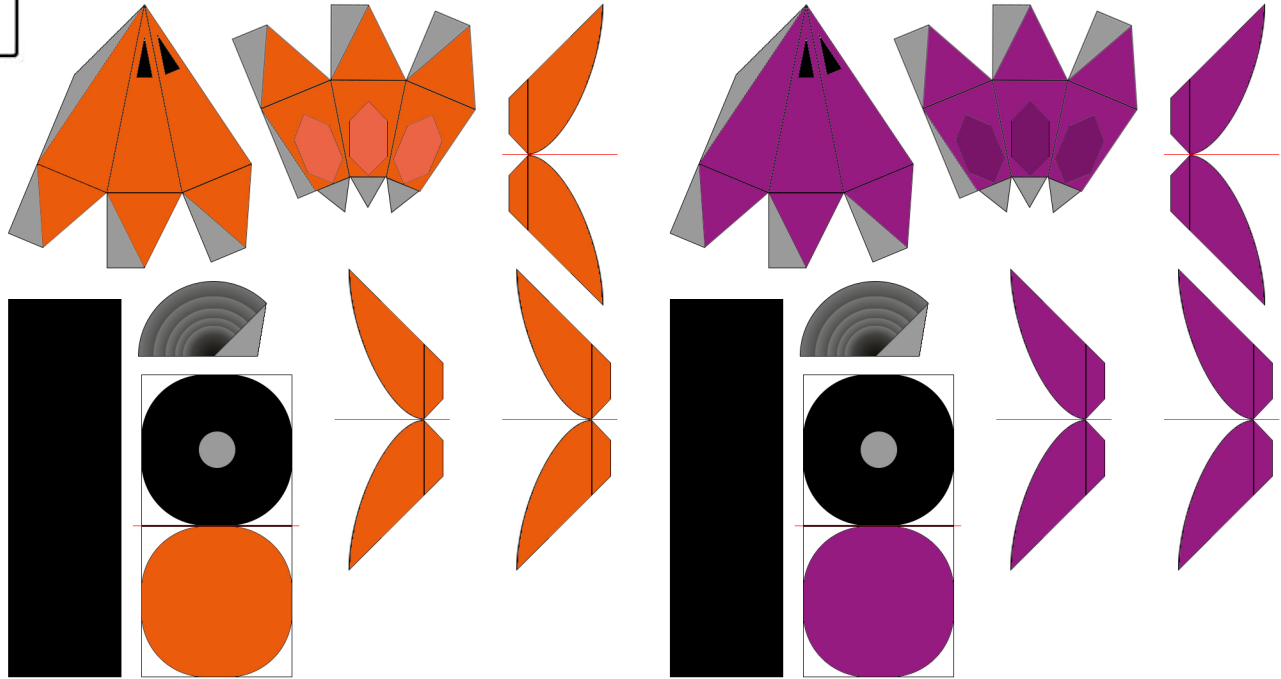
PRINT THIS PAGE ONCE, USING 200 G/M² HEAVY PAPER.



Cardboard Warriors

The paper miniatures wargaming forum

PRINT THIS PAGE ONCE, USING 200 G/M² HEAVY PAPER.



YOU WILL WANT TO COLOR THE EDGES OF THE ROCKETS, USING MARKERS IN MATCHING COLORS, YOU CAN ALSO PAINT THE INTERIOR OF THE THRUSTER BLACK BEFORE BUILDING IT, ALSO COLORING THE OUTER EDGE IN BLACK, THIS WILL GIVE THE ROCKETS A MORE REALISTIC LOOK,

SPACE RACE IS A GAME THAT IS ABLE TO EXPAND ON ITSELF, MEANING THAT TO GET A LARGER GAME, YOU SIMPLY HAVE TO PRINT MORE PARTS, FOR EXAMPLE, ADD ANOTHER FIVE PAGES EACH OF STRAIGHT, CURVED, AND ENCOUNTER TILES TO DOUBLE THE SIZE OF YOUR RACE TRACK, OR PRINT MORE CURVED TRACK PIECES TO GET A REALLY CURVY RACE TRACK, ETC.

IF YOU WANT TO PLAY SPACE RACE WITH MORE THAN SIX PLAYERS, SIMPLY PRINT AS MANY OF THE WHITE BONUS-ROCKETS AS YOU NEED AND COLOR THEM AS YOU LIKE WITH MARKERS BEFORE YOU BUILD THEM, USE OTHER COLORS THAN THOSE ALREADY USED IN THE GAME,

FOR MORE "ANOMALY DETECTED" ENCOUNTER CARDS, SIMPLY PRINT THE PAGE A FEW TIMES MORE,

TO PLAY THE GAME, YOU WILL NEED TO ADD TWO REGULAR SIX-SIDED DICE, YOU USUALLY ROLL ONLY ONE OF THEM TO MOVE YOUR ROCKET, BUT ONE SPECIFIC ENCOUNTER CARD WILL DOUBLE YOUR BASIC SPEED,

AND NOW, HAVE FUN BUILDING YOUR NEW GAME, AND RACING SPACE AGAINST YOUR FRIENDS AND FAMILY!