



RAILGRIND!!

The Racing Card Game

Official Rulebook: Patch July 24, 2024



TUNE IN, TURN UP!!

RAILGRIND!! is a high stakes race around the neofuture utopia of 3Station City, a metropolis along the rings of saturn. Choose your favorite rudie, or the military police they evade, and try to earn 30 Style Points using your *Tricks, Tags, and Drones!*

BUILDING YOUR DECK

To play RAILGRIND!!, all you need is a deck, at least one six sided die, and something to keep track of the Style Points you and your rival earns over the course of the game.

A RAILGRIND!! deck contains the following:

- One **Character** card, that determines your *Style, Gang,* and effects.
- Exactly **40** Cards of any type, EXCEPT **Character** cards.
- No more than three copies of a single card. A copy is any card with the same name.

Each card has a *Style*, signaled by the color of the card's frame. You can also find a card's style in the bottom text bar alongside the artist's information. Cards also list a *Gang*, which is in the very bottom right of a card. These two attributes on your **Character** card will determine which cards you are allowed to include in your deck. You can have any silver "Generic" cards, and any cards that EITHER match your *Style*, **OR** *Gang*.



CHARACTER

VALID!

- Generic Style

VALID!

-Matches Style

VALID!

- Matches Gang

INVALID!

Does not match either

CARD TYPES

RAILGRIND!! Features four different types of cards. Each type does something different.

Character cards will start in play, front and center in the play area. In addition to determining your deck's allowed styles and gangs, Character Cards also come with an effect that you can use between games. Character cards are easily recognizable, as they have a larger box for art.

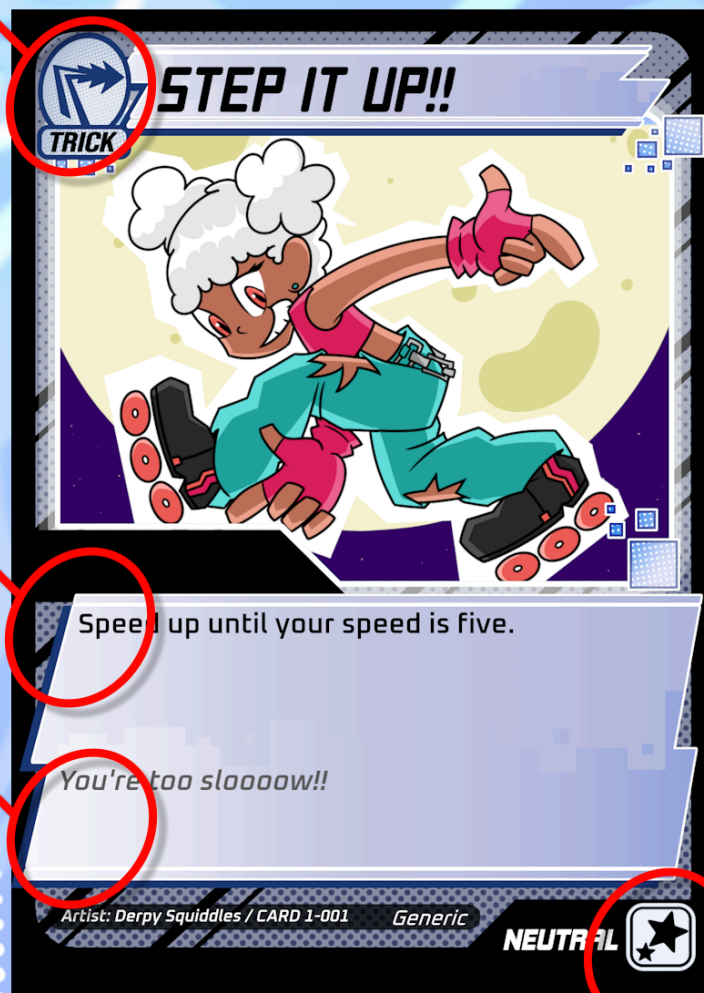
Trick cards have the arrow symbol in the top left. Tricks are one-time effects that, once played, perform some sort of effect and go straight to the Discard Zone. Some tricks say they are **Special**, and only one special trick may be played by each player, each turn.

SYMBOL

EFFECT

FLAVOR

GANG



Item cards have the spray-paint symbol in the top left. Item cards provide many different effects, usually passive ones, and stay in the *Item Row*, in play, until an effect sends them somewhere else. Items have a **Subtype** in the center row, which other cards may reference.

SYMBOL

SUBTYPE

EFFECT

FLAVOR

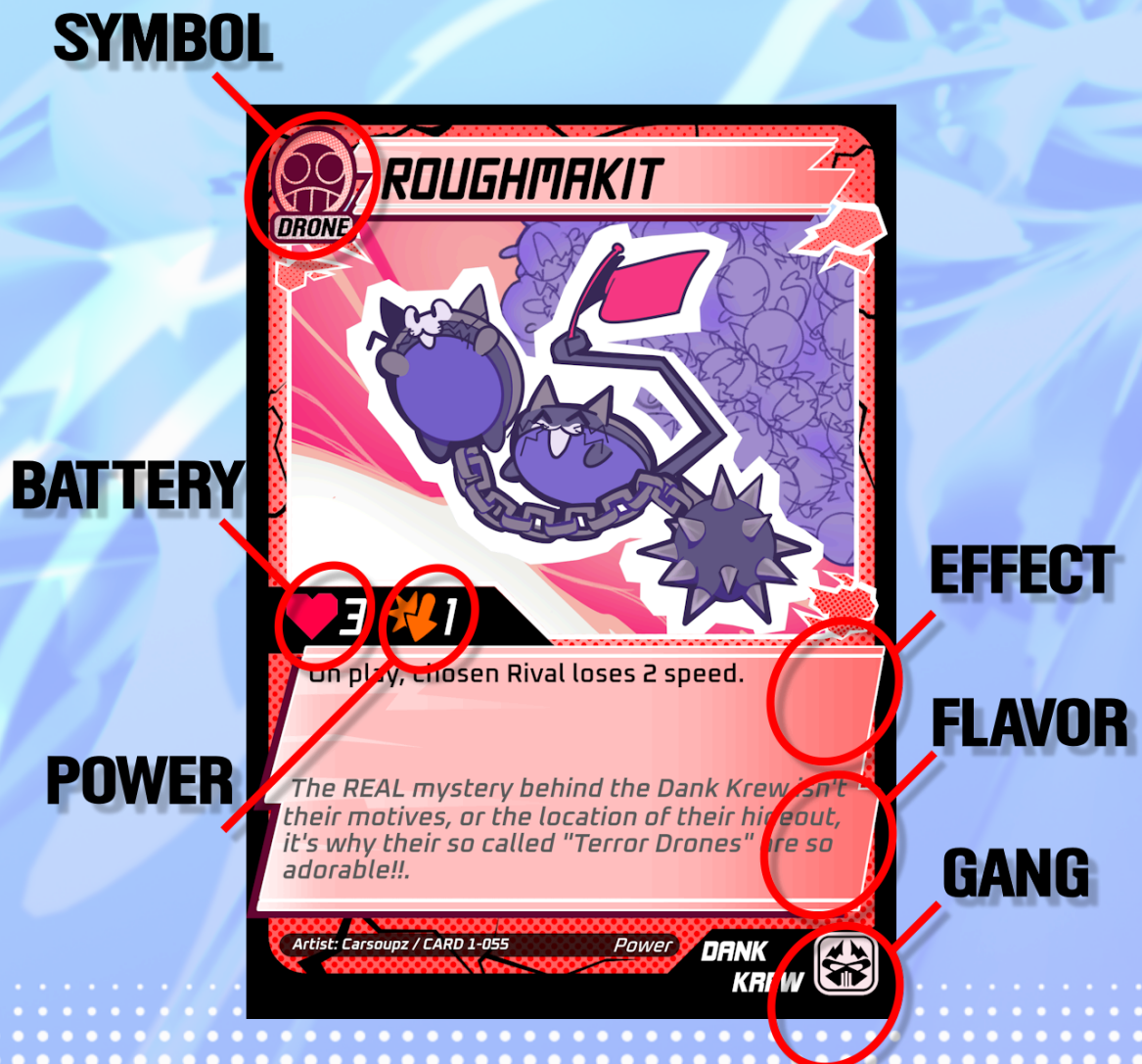
GANG



Drone cards are little robot buddies that race alongside you, and hinder your rival! When you play a drone slot, it goes right next to your Character card on either the left or right side. This space is known as a **Drone Slot**, and (most) Characters only have two. If you want to play a drone while your drone slots are full, you must send a drone to the discard zone first.

As you play a Drone, you must choose a **Target**. Drones only affect one player at a time. In a 1v1 match, the chosen target is *always* your rival. You can't choose yourself!

Drones have two stats: **Battery** (♥) and **Power** (✂). These two stats are described further under the **"ACTIONS"** section of the rules.



STARTING THE GAME

To start a game, both players need their decks at the ready, as well as a few six sided dice. Each character places their character card face-down in the center space of the furthest row, and shuffles their deck.

Each player draws five cards. You may put that hand back, shuffle, and draw a new hand of five, but you may only do this *once*. Once both players are happy with their hands, they place the top three cards of their deck into a zone called the **Speed Gauge**, face-down, without looking at them. This represents your character's speed, and how many points you will gain at the end of your turns. You cannot ever *look at the cards in your speed gauge, unless an effect tells you to*. When placing additional cards there, remember not to look at them!

Finally, both players count down from three, and flip their character cards face-up at the same time. The game begins!



TURNS, STEP BY STEP

In RAILGRIND!!, players take turns at the same time, with some actions happening simultaneously. A turn is broken into the following **STEPS**:

Step 1: Start Step. Each player draws one card from their deck. Nothing else happens here unless you have an effect that tells you to do something. *Players always skip the first turn's starting phase, even if they have an effect that activates here.*

Step 2: Speed Step. Starting with the **fastest player**, each player chooses a "speed action." The **fastest player** is the one with the most cards in their speed gauge (not literally the faster one to react!). That player gains **Action Priority**, which allows them to take the first action. If both players are tied for speed (usually on the first turn), they do a **Roll-Off**. Roll the six sided die, and the higher roller gets action priority.

During the Speed Step, you may choose one of three actions:

- **Speed up:** Take the top card of your deck, and put it into your speed gauge.
- **Drift:** Draw a card.
- **Bail:** Take the top two cards from your speed gauge, and put them into your hand.

NOTE: Whenever a card tells you to speed up, do the exact same thing: top card of your deck into your speed gauge. When a card tells you to LOSE speed, instead take the top card of your speed gauge, and move it into the discard zone. Always start with the card put into the gauge most recently!

You can NEVER have less than 1 card in your speed gauge. You may also never have more than 10 cards in your gauge, even if an effect would put you beyond these ranges. This is known as your **Speed Cap**. Simply ignore all effects that would put you beyond these ranges.

Step 3: Action Step. Most of the gameplay happens here. Again, the fastest player gets action priority. Depending on which actions were taken during the speed phase, this could have changed in the same turn! Players can take any of the following actions, in any order, as many times as you'd like:

- **Play a Card** from your hand. Tricks go into the Discard Zone once resolved, while items and drones stay in play until they are "**Broken**" by an effect.
- **Activate** a card in play to use its **Action Ability**, if it has one. Abilities have a star icon next to them! To activate a card, turn it sideways or use a token. If a single card has multiple action abilities, only one may be used. Activated cards cannot be activated a second time unless they are **Recovered** by an effect.
- **Put any card from your hand into your speed gauge, face-down.** Use this action if none of the cards in hand are useful to you!
- **Dash.** To dash, turn your character card sideways. You then gain a number of **Style Points** equal to the number of cards in your speed gauge. If you're the first player to dash in a turn, you gain a bonus point!

NOTE: If your rival has any drones targeting you, count their total **power**. Subtract that number from the number of points that you would gain, then place a **damage counter** on each of your rival's drones. Your gained points cannot be reduced to fewer than 1. When a drone receives a number of damage counters equal to its **battery**, it is broken, and sent to the discard zone.

Once you have **Dashed**, you cannot take ANY other actions besides **Passing** the action to your rival. However, you also put your rivals on the **Dash Timer**. They have until you've passed your action 3 times before the turn automatically moves to the end step!

Step 4: End Step. Once both players have dashed, or the dash timer ends, the turn reaches the end step. **Recover** any **Activated** cards, and turn your character upright as well. Any effects that say "During the end step" happen here. Once all effects have resolved, move to a new turn, and begin the **Start Step** once more.

THE FINAL LAP

Play continues as normal until one player reaches 30 Style Points. Once that happens, the game enters a new phase: the **Final Lap**. Keep playing until you reach the next **End Step**. When this turn ends, count each player's Style Points, and the player with the most wins that match!!

If you happen to reach the Final Lap *ON* the end step, through an effect or ability, play one more turn and count points at the the next turn's end step.

If both players are **tied** for Style Points, the **faster** player wins. If both speed and Style Points are tied, then the match ends in a draw.

GLOSSARY



Some cards offer a **REACT TRIGGER**. This symbol means that when its trigger happens, you may perform the effect **outside of your action**. Your action is not used by cards played this way. You can only play one **react** effect at a time! Tricks will typically ask you to *play* the card, and items and drones will typically ask you to *activate* the card once it's already in play.



A card with a **COST** will ask you to perform an action in order to play that card. If you cannot perform the action, you cannot play the card.



When a card says **1-MORE**, your action is **not used**. You can only stack a maximum of three actions before 1-mores stop working.

"Shred # Cards" - Put that many cards from the top of your deck into the discard zone.

"Delete" - Remove a card from play entirely. It cannot be referenced by any effects until the match ends.

"Bounce" - Return a card in play to it's owner's hand.

"Token" - A card that represents something else.

"Trip" - When you would have to draw a card, speed up, or otherwise alter your deck while there are no cards remaining, you **Trip**. Shuffle your discard zone, and entire speed gauge into your deck, and then place the top card into your speed gauge.