

# Tic'auto

Flick-car racing  
Hot rods on the kitchen table

## EQUIPMENT

- 6 hot rods.
- 2 starting/finishing posts.
- 4 silver bonus cubes.
- 2 gold bonus cubes.
- 1 missile post.
- 3 oil spill posts.
- 6 gear box cards.
- 26 bonus cards.

## AIM OF THE GAME

Flick your hot rod to make it advance.  
Use the bonus cards wisely and be first across the finishing line.

## GETTING STARTED

Use your imagination to build a circuit on your kitchen table or somewhere suitable. Select 2 zones to position the bonus cubes. The cubes must be 5 or 10 centimetres from each other.

Decide how many laps of the circuit in the race.

Choose a hot rod, place it at the starting line and put your gear box card in first.

Each player takes 1 TORNADO card, then draws one bonus card after the pack has been shuffled. The rest of the pack is placed face down.

Draw to decide on the order of play, or do a qualifying race. Keep the same order of play for each round.



## QUALIFYING RACE

Position your hot rod on the starting line and flick it as far as you can toward the far end of the circuit, but it mustn't leave the track. The position of the cars decides the starting order for the race.

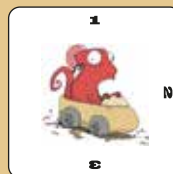
## ON YOUR MARKS, GET SET, FLICK

1. You can play as many bonus cards as you like during your turn. Discard each card as you play it.

2. Flick your hot rod : the gear box indicates the number of flicks you can do. If you hit a silver cube, draw 1 card, draw 2 for a gold cube.

If you hit a second cube in the same zone, this has no effect and the cube remains in place. Cubes that have been hit are removed from the track and repositioned when the last player starts a new lap. Before each flick, you are free to reposition your hot rod in the direction of your choice. If it touches something or leaves the track, read the ACCIDENT section.

3. If you do not have an accident, turn your gear box card to change up to the next speed.



## BONUS CARDS



### MISSILE

Position the missile post 1 cm from your hot rod and do a flick to touch other cars.

Each hot rod you touch changes down one gear.



### TORNADO

Teleport your hot rod the width of the box.



### BOOST

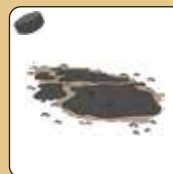
Do an extra flick.



### LUCKY STAR

Accidents have no effect in this turn.

Careful: remember to play the card



### OIL SPILL

Place an oil spill post within 1 cm of your hot rod. Any hot rod that touches it has to change down one gear. The post remains on the track even if it has moved. If it leaves the track, reposition it on the track 1 cm from its exit point.

## ACCIDENT

If your hot rod touches something (other hot rods, cards, obstacles, etc.) or if it turns over, your turn ends immediately and you change down one gear, but you cannot go lower than first. If you hit one of the finishing posts, the post is repositioned, the hot rod does not cross the line and is returned to its last position.

If your hot rod leaves the track, your turn ends immediately and you change down to first gear. Reposition it 1 cm from its exit point.

## REMEMBER

Any cards on the table and all other elements are part of the track, forming obstacles that the hot rods must not touch.

The hot rods must cross the finishing line completely and may not cross it in reverse.

If your hot rod is less than 2.5 cm (the diameter of the oil spill post) from an obstacle, you cannot reposition it this time round.

## FLYING START

You make a flying start if you touch the missile post that is positioned 1 metre from your hot rod. This gains you an extra flick in your first turn.

## FOR CHILDREN UNDER THE AGE OF 7

Do not use the BONUS cards.

