

Spin-Out: A Pod Racing Game

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(Exodus 20:15 - "Thou shall not steal.")

Spin-Out is a fun set of rules for a tabletop pod racing game that were inspired by the pod racing scenes in the **Star Wars** movies.

The Basics



Firstly, you will need some models of pods racers (pods) which are mounted on 2" (or 60 mm) round bases (as shown left). Next, the game system uses standard six sided dice (D6); 1D6 means one six sided dice reading 1 to 6; 2D6 means two six sided dice added together to read 2 to 12. The game system also requires standard deck of playing cards including the two jokers and a tape measure reading inches.

A player (the player is the pod pilot) may only control one pod in a race.

Who moves first?

Players may decide their order of movement by any means that they can agree on. Once this order of movement is determined then players remain in that order of movement.

How do we start?

Players place their pods anywhere behind the starting line in the order of movement (as shown above).

Players are then dealt two cards each from the play deck to start the game with. A player should keep his cards (please read his or hers from here on) hidden until that player decides to play them. Players are now ready to start.

What is the sequence of play?

Each player has his **Turn** (with a capital) in the order of movement as determined above, and when all of players have had their Turns, then the complete **Game Turn** is over and the cycle begins again with the player that is first in the order of movement.

Each player's Turn consists of a number of phases thus:

1. The Pick a Card Phase
2. The Determine Movement Allowance Phase
3. The Tabletop Manoeuvre Phase
4. The End Turn Phase

1) The Pick a Card Phase

The very first thing a player must do in his Turn before he does anything else is to pick a card from the top of the play deck. A player should keep his cards hidden until he decides to play them.

A player can hold onto any number of cards as the game progresses but a player can only hold onto a maximum of **five** cards at the **end** of his Turn. Therefore, any excess cards that you may have must be played by the end of your Turn or they must be discarded onto the discard deck at the end of your Turn.

2) The Determine Movement Allowance Phase

The next thing a player must do during his Turn is to determine how fast he wants his pod to go.

During the course of the game a pod may lose control and spin-out, hence the name of the game. A pod that spins-out has an **orange spin-out marker** placed on it. Other coloured markers are also used to indicate various things. Only one marker of a colour needs to be placed onto a pod; having more than one marker of any particular colour on a pod is irrelevant.

Ok. What if my pod has an orange spin-out marker on it at the start of this phase?

A pod that is stationary cannot lose control and spin-out. Therefore, if your pod also has a **red stationary pod marker** on it at the start of this phase then the orange spin-out marker is simply removed from your pod and then you go on to determine your pod's speed.

Next, a player could play an appropriate card from his hand that allows him to remove a spin-out marker from a pod (see the card deck section). If so, then the player plays the card and removes the orange spin-out marker from the pod. The pod pilot then goes on to determine his pod's speed.

Otherwise, if the orange spin-out marker cannot be removed from your pod then your pod loses control and **spins-out**. Thus, you must throw **2D6** to determine your pod's speed for this Turn. For example, a throw of 9 means the pod's speed will be 9 during the upcoming Tabletop Manoeuvre Phase. You then proceed directly to the Tabletop Manoeuvre Phase.

My pod has not got an orange spin-out marker on it. How do I determine my pod's speed?

It depends on whether your pod's engines are running or not. A player controlling a pod with a **red stationary pod marker** on it can only attempt to re-start his pod's engines during this phase; a player controlling a pod with no red stationary pod marker on it goes on to determine his pod's speed.

Ok. My engines are stopped. How do I re-start my pod's engines?

Firstly, you don't have to re-start your pod's engines if you don't wish to. If you don't wish to re-start your pod's engines or if your pod's engines fail to re-start (see the test below) then the red stationary pod marker remains on your pod and you go directly to the End Turn Phase.

Next, a player could play an appropriate card that allows him to remove a red stationary pod marker from a pod (see the card deck section). If so, then the player plays the card and removes the red stationary pod marker from the pod. The pod pilot then goes on to determine his pod's speed (see below).

Otherwise, you must test to re-start your pod's engines. A player can only attempt to re-start his pod's engines once and once only during his Turn. Unfortunately, pod engines are temperamental things and they usually don't re-start very easily.

To attempt to re-start his pod's engines the player throws 1D6 the result being:

On a 1	Your pod's engines re-start – no problems
On a 2, 3 or 4	Your engines fail to re-start – try again next Turn
On a 5	Your pod's engines re-start but they backfire causing one point of damage to the pod
On a 6	Your pod's engines re-start but they backfire severely causing two points of damage to the pod

A player that successfully re-starts his pod's engines removes the red marker from his pod and then goes on to determine his pod's speed.

Ok. How do I set my pod's speed?

If your pod's engines are running then you **must** set your pod's speed at any speed between **1 and 12** (no fractions are allowed; speed must always be in whole numbers).



Pod racers have various systems to inject additional fuel into the engine exhaust system giving the pod a boost in speed. These systems are referred to by pod racing fans as **afterburners** (as shown left). A pod that is spinning-out cannot (and would not) use its afterburners.

Thus, after setting the speed of your pod (see above) you can opt to **hit the afterburners**. To use the afterburners the player simply announces that he is using the afterburners and then discards any number of 2 to 9 spot cards from his hand to increase his pod's speed by **two** for each card played.

For example, a player sets his pod's speed at 12 and then announces that he is using the afterburners. The player then discards two spot cards thus boosting his pod's speed by 4 to a speed of 16.

This increase in speed is temporary and for the current Turn only. Once you have determined your final speed then you proceed directly to the Tabletop Manoeuvre Phase.

Engine Turbine Override

Pod racer engine turbines have rev limiters. However, team owners invariably modify their pods to allow pilots to override these rev limiters if required. Overriding the rev limiters allows the engine turbines to rev to dangerous levels giving the pod a boost in speed. However, if the rev limiters are not quickly re-engaged then fuel starvation could stall the engines and shut them down. A pod that is spinning-out cannot (and would not) use engine turbine override.

Thus, instead of setting the pod's speed as noted above, the player can opt to **engage engine turbine override**. A player doing so **must** set his pod's speed at any speed between **13 and 18** (again, no fractions are allowed; speed must always be in whole numbers). A pod using engine turbine override can still use its afterburners to increase its speed even further. Once you have determined your final speed then you proceed directly to the Tabletop Manoeuvre Phase.

How fast can a pod go?

There is no limit as to how fast a pod may go. A pod may go as fast as it can be made to go.

Can I voluntarily shut my pod's engines down?

Yes. However, a player can only shut his pod's engines down voluntarily during his End Turn Phase.

3) The Tabletop Manoeuvring Phase

Once you have determined your pod's final speed then you proceed to physically manoeuvre your pod model on the tabletop racetrack by moving the pod model forward and by turning the pod model to face different directions. Pod models cannot be moved sideways or backwards.

The player **must** announce his pod's final speed to all the other players before he begins manoeuvring his pod model on the tabletop. The player's pod then receives a **movement allowance** equal to the pod's final speed in inches. For example, a pod with a final speed of 18 receives 18 inches of movement allowance.

A pod **must** use its entire movement allowance during its tabletop manoeuvring phase. For example, a pod with a movement allowance of 18 inches **must** be moved a total of 18 inches during its tabletop manoeuvre phase.

How do I use this movement allowance?



To **move** forward on the racetrack you must move your pod model directly forward in a straight line without the slightest deviation allowed (use a little common sense here please).

However, this straight line movement can be broken up by a series of **turns** (without a capital). A pod may only change direction by doing a turn. A player turns his pod by rotating the pod model's base about its geometric centre.

There is no limit as to how far a pod may turn; a pod may turn by any amount from virtually zero to a full 360 degrees (use a little common sense here too please).

There are no limits as to the number of turns a pod may do during its tabletop manoeuvring. However by doing an excessive number of turns a pod has a chance that it will lose control and **spin-out** (see the End Turn Phase).

For example, a pod with an movement allowance of 12" starts its manoeuvring by doing a 20° turn, then moves 4½" directly forward, does a 45° turn, moves another 5½" directly forward, does a 5° turn, moves another 2" directly forward before doing one more turn of 125°. Thus, the pod has moved the required total of 12" (that is the 4½"+5½"+2") and has done 4 turns (a 20° turn, a 45° turn, a 5° turn and a 125° turn).

Once the player has finished manoeuvring his pod model on the tabletop then the player goes directly to End Turn Phase (see below).

What if my pod is spinning-out?

If a player's pod is spinning-out then the player moves his pod in a **random direction**. The random direction may be determined by any means the players can agree on, and any new changes in direction required during the pod's tabletop spin-out movement are also determined randomly. Thus, a player spinning-out moves his full movement allowance (the 2D6 throw) in inches directly forward in the determined random direction (and hopefully doesn't hit anything!).

Once the player has finished his pod's tabletop spin-out movement then the player goes directly to End Turn Phase (see below).

4) The End Turn Phase

Firstly, if you are controlling a pod with a **black forced engine shutdown marker** on it at the start of this phase then you must shut your pod's engines down. You can also opt to voluntarily shut your pod's engines down and stop at the start of this phase if you wish.

To indicate that your engines are shutdown (forced or voluntary) and that your pod has stopped, you simply place a **red stationary pod marker** on your pod. If your pod has a black forced engine shutdown marker on it at the time then you simply remove the black marker and replace it with the red marker. Engine re-starts are resolved next Game Turn (see Determining Speed).

Next, if your pod conducted **spin-out** movement this Turn then the orange spin-out marker is removed from your pod. However, you **must** still test to see if your pod's **engines stall** as a result of the spin-out. If you opted to use **engine turbine override** this Turn then you must test for engine stall.

To test for an **engine stall** the player throws 1D6 the result being:

On a 1, 2 or 3	Your pod's engines keep running – no problems
On a 4, 5 or 6	Your pod's engines have stalled and shutdown

A pod whose engines have stalled and shutdown has a **red stationary pod marker** placed onto it. Engine re-starts are resolved **next** Game Turn (see Determining Speed).

Next, if you pod exceeded a **speed of 18** this Turn or if you did **more than two turns** with your pod model whilst manoeuvring or spinning-out on the tabletop this Turn then you **must** test to see if your pod spins-out (or spins-out again).

To test for a possible **spin-out** the player throws 1D6 the result being:

On a 1, 2 or 3	The pod just remains under control – no problems
On a 4, 5 or 6	The pod loses control and spins-out

A pod that spins-out has an **orange spin-out marker** placed upon it. The spin-out is resolved **next** Game Turn (see Determining Speed).

Then, the last thing a player does in his Turn is to play any more cards that he wishes to play. Once you have played all of the cards that you wish to play then you officially end your Turn by telling the next player that it is now his Turn and game play immediately moves on to the next player.

Collisions

As a pod model is being manoeuvred or spinning-out on the tabletop then it is possible that the pod model will come into base-to-base contact with a terrain feature or another pod model. If so, then that pod may **collide** with that terrain feature or pod model.

Collisions are resolved as they occur and in the order that they occur. A player can play an appropriate card at the time to avoid the collision (see the card deck section).

There are only three types of terrain features in the game. A terrain feature on the tabletop must be defined as a **small terrain feature**, a **large terrain feature** or an **obstacle**. Any unusual terrain feature must have its attributes agreed to by all players before the game begins.

A small terrain feature is defined as any terrain feature that fits completely under a pod racer's round base **and** is less than 1" in height. All pod racers models are small. A large terrain feature is defined as any other terrain feature that is less than 1" in height. An obstacle is defined as any terrain feature that is 1" or more in height.

What if I collide with a terrain feature?

As a pod model is being manoeuvred or spinning-out on the tabletop it doesn't collide with but simply passes straight over any small or large terrain feature. However, in doing so the pod suffers some minor damage.



If the pod contacts a small terrain feature then the pod simply suffers one point of damage and the small terrain feature is removed from the game. If the pod contacts a large terrain feature then that pod suffers one point of damage when it contacts a large terrain feature and one point of damage when it leaves (is no longer in contact with) that large terrain feature. The large terrain feature remains in the game.

What if I collide with an obstacle?

As a pod model is being manoeuvred or spinning-out on the tabletop it **cannot** pass over, through or remain interpenetrated with any obstacle. Thus, the pod collides with an obstacle unless a suitable card to avoid the collision can be played at the time (see the card deck section).

Upon base-to-base contact with an obstacle the pod involved ceases movement temporarily and the player notes how much movement allowance his pod has remaining this Turn. The player involved immediately throws **2D6** to determine the amount of damage done to his pod by the collision (Ouch!). For example, a throw of 10 does 10 points of damage to his pod.

If the pod has any remaining movement allowance left for this Turn then that pod must continue on with its tabletop manoeuvring or spin-out movement. A pod that is spinning-out moves in a new random direction following a collision with an obstacle and so may end up colliding with the same obstacle again!

What if I collide with another pod?

As a pod model is being manoeuvred or spinning-out on the tabletop it simply passes straight over another pod but in doing so the pilots invariably and quite "accidentally" **nudge** (a pod versus pod collision) each other unless a suitable card to avoid the nudge is played at the time (see the card deck section).



To resolve a nudge each player involved throws **1D6** to determine the amount of damage done to the **other** player's pod. For example, a throw of 4 does 4 points of damage to the other pod. The player then continues on with his manoeuvring or spin-out movement.

However, the player manoeuvring cannot opt to nudge (collide with) the same pod again this Turn that he has just nudged. Remember, a pod that is spinning-out moves in a new random direction following a collision with an obstacle and so could possibly end up colliding with the same pod again later in the Turn.

Can a pod remain interpenetrated with another pod?

No. A pod model (which includes the pod model's round base) cannot remain interpenetrated with another pod model (which includes that pod model's round base) at the end of the pod's tabletop manoeuvring or spin-out movement.

If a pod has not got sufficient movement allowance left to completely pass over another pod then the player nudges (collides with) the other pod and then ceases movement at that point. An **orange spin-out marker** is then placed onto the pod that has failed to use its full movement allowance. The player's tabletop manoeuvre phase is then over and the player proceeds directly to the End Turn Phase.

What if my pod goes off the table?

Spin-Out is normally played on a table of some sort. If so, then under **no** circumstances can a pod leave the table. Further, the entire edge of the table is considered to be one vast continuous obstacle (such as large spectator grandstands, canyon walls or the like) and so a pod will collide with the “edge” of the table just as they would with any other obstacle.

The Card Deck

Spin-Out uses a standard deck of playing cards consisting of 52 cards plus the two Jokers as a **play deck**. This play deck introduces some variables into the game and a bit of fun. It may also help you find out who your friends really are...

A player can hold onto any number of cards as the game progresses but a player can only hold onto a maximum of **five** cards at the **end** of his Turn. Therefore, any excess cards that you may have must be played by the end of your Turn or they must be discarded onto the discard deck at the end of your Turn.

As cards are played they are placed face up onto the **discard deck** for all players to see. Once a card is played it is played – **it cannot be taken back**, so be careful. Cards played are resolved **in the order that they are played**, so again, be careful.

When there are no more cards available in the play deck then one of the players re-shuffles the discard deck which then becomes the new play deck.

A card may have several functions depending upon what it is:

- **Aces** and **Jokers** may be played by a player **at any time** and onto any player, pilot or pod
- **All other cards** can only be played by a player **during** his Turn. Further, a player can only play spot cards (that is, those cards with the values of 2 to 10) onto his own pod
- The two **Jokers** are used as **wild cards**. When a player plays a Joker that player simply nominates which card he wishes the Joker to be (except another Joker) and then discards the card

The cards and their functions are:

	Hearts ♥	Diamonds ♦	Clubs ♣	Spades ♠
Ace	Evasive Manoeuvre	Evasive Manoeuvre	Tip Off	No Spin Out
King	Trick Manoeuvre	Pot Shot	Squeeze Through	Sabotage
Queen	Computer Glitch	Bribe Pays Off	Mass Spin-Out	Power Coupling Fail
Jack	Engines Restart	Fuel Leak	Good Nudge	No Spin Out
Ten	Repair Card	Repair Card	Repair Card	Repair Card
Other	Afterburn or Repair	Afterburn or Repair	Afterburn or Repair	Afterburn or Repair

The details of each card are:

Skill – Evasive Manoeuvre:

When this card is played onto a pod, the pilot of that pod performs an evasive manoeuvre thus avoiding a collision with another **pod**. Neither of the pods involved needs to check for the collision.

Tip Off:

The player who plays this card has been tipped off about a sabotage attempt on a pod and has undertaken certain “counter-measures”. The sabotage card is immediately played back onto the player that played it!

Skill – No Spin Out:

When this card is played onto a pod, the pilot of that pod does not have to test for the spin-out. Simply remove the orange spin-out marker from the pod.

Skill – Trick Manoeuvre:

When this card is played onto a pod, the pilot of that pod performs a trick manoeuvre. The pod may pass over (or through) any single **obstacle** this Turn without testing for collision.

Pot Shot:

An over zealous fan takes a pot shot at a rival team’s pod with a weapon. When this card is played onto a pod, the player of the card throws 1D6 the result being:

On a 1	The shot misses – no effect
On a 2, 3 or 4	The shot hits causing one point of damage to the pod
On a 5	The shot narrowly misses the pilot and distracts him – place an orange spin-out marker on the pod
On a 6	The shot hits and seriously wounds the pilot – Kaboom

Skill – Squeeze Through:

When this card is played onto a pod, the pilot of that pod manages to squeeze through a tight gap between pods. The pod may pass over any number of **pods** this Turn (not terrain features or obstacles) without testing for nudges. None of the pods involved needs to check for nudges.

Sabotage:

A player has attempted sabotage on a rival team’s pod by secretly placing a small explosive device onboard. When this card is played onto a pod, the player of the card throws a 1D6 the result being:

On a 1	The device fails to explode – no effect
On a 2, 3 or 4	The device explodes causing three points of damage to the pod
On a 5	The device explodes causing six points of damage to the pod
On a 6	The device explodes causing catastrophic failure of the pod – Kaboom

Computer Glitch:

When this card is played onto a pod, that pod suffers an engine control computer malfunction causing that pod’s engines to suddenly shutdown. A **black forced engine shutdown marker** is placed onto the pod. A pod with a black forced engine shutdown marker on it cannot use its afterburners or override its engine turbines.

Bribes Pay Off:

When this card is played, all other players must immediately give the player that played this card one card each from their hands (or none if they have none). The player receiving these cards must use any excess cards in his hand by the end of his Turn or discard the excess cards.

Mass Spin-Out:

A major riot amongst rival fans spills out onto part of the racetrack. When this card is played onto a pod, that particular pod and any other pods within 6” of it (as measured from base-to-base) are affected by the resulting mayhem. Place an **orange spin-out marker** on each affected pod.

Skill – Engines Restart:

When this card is played onto a pod, the pilot of that pod manages to re-start his pod’s engines with no problems. The pilot does not need to test to re-start his pod’s engines – the player simply removes any red and black markers from the pod.

Power Coupling Fails:

The power coupling between the two engines on a pod suddenly disengages. This is not good. When this card is played onto a pod, the pilot of that pod immediately throws 1D6 the result being:

On a 1	The pilot manages to re-engage the coupling quickly – no effect
On a 2, 3 or 4	The pilot manages to re-engage the coupling but in doing so it causes two points of damage to his pod
On a 5	The pilot manages to re-engage the coupling but in doing so it causes four points of damage to his pod
On a 6	The pilot totally messes up his attempt to re-engage the coupling – Kaboom

Fuel Leak:

A pod develops a major fuel leak in its afterburner system. This can be quite perilous if the leak is not repaired. When this card is played onto a pod a **blue fuel leak marker** is placed onto that pod. A pod with a fuel leak marker cannot use its afterburners until the leak is repaired.

Whilst ever the pod has a blue marker on it **and** the pod's engines are running then the player **must** throw 1D6 at the very start of that player's determine movement allowance phase the result being:

On a 1	The leak is fixed – remove the blue marker
On a 2, 3 or 4	The fuel keeps leaking – the player must try to fix the leak again next Turn
On a 5	The leak is fixed but one engine backfires causing one point of damage to the pod – remove the blue marker
On a 6	The leak catches fire and the fuel system explodes – Kaboom

Skill – Good Nudge:

A pilot gets a good nudge in on another pod. When this card is played onto a pod, the pilot of that pod throws **2D6** instead of the normal 1D6 for the damage to the other player's pod in a pod versus pod nudge (collision).

Repair Card:

By discarding a 10 spot card, the player may conduct certain repairs (see the Damage and Repairs section below).

Afterburn or Repair:

By discarding a 2 to 9 spot card (of any suit) the player can opt to either **afterburn** (see the Determining Speed Phase) or conduct certain **repairs** (see the Damage and Repairs section below) but not both.

Damage and Repairs

Pods typically accumulate damage as the game progresses but damage is repairable during the course of the game. Every pod starts the game with zero damage and with the ability to absorb a maximum of **20 points** worth of damage.

Any pod with **15 points or more** damage on it starts to trail **smoke**. A piece of cotton wool is placed directly behind the pod to indicate the pod's fragile condition to all players.

Repairs can be done in one of two ways:

1. **By use of a 10 spot card:** The player can discard a single 10 spot card to repair **two points** worth of damage on his own pod and the player can also remove a blue or black marker from his pod as well (if it has one)
2. **By use of a spot card:** The player can discard a single 2 to 9 spot card to repair **one point** worth of damage on his own pod

For example, a player at a speed of 12 with a damage level of 13 points on his pod discards an 8 spot card and a 4 spot card (of any suit) and so conducts two points worth of repairs to his pod. His pod now has a damage level of 11.

However, if your pod is at a complete standstill when you conduct your repairs (that is, your pod has a red stationary pod marker on it at the time) then each spot card will do **two points** worth of repairs (instead of one) **or** you can remove a blue fuel leak marker from your pod (but not both).

In the example above, if the player's pod was stationary at the time and the player discarded the same two cards then that player could repair upto four points worth of damage on his pod. His pod would then have a damage level of 9.

Are there any limits to repairs?

No. However, a pod can never have a damage level of less than zero.

Odds and Ends

The Kaboom Rule



Pod racers are extremely fast and powerful machines but unfortunately they are also very small and extremely fragile. When a pod suffers sufficient damage it invariably suffers a total systems failure, loses control and disintegrates into thousands of pieces as it ploughs into the ground.

This unfortunate event is known amongst pod racing fans as a **Kaboom** for fairly obvious reasons and it also seems to very popular amongst them as well for some reason...

A Kaboom is resolved at the very moment that a pod's damage level **reaches or exceeds 20 points**. A pod may also be forced to Kaboom as a result of certain dice throws (see the card deck section).

What happens when a pod goes Kaboom?

Firstly, a pod that is stationary does not Kaboom. A pod that has a red stationary pod marker on it when its damage level reaches or exceeds 20 points simply falls apart on the spot leaving a big pile of junk. The pilot however must bail-out immediately; he cannot opt to eject (see below). The pod model simply remains in place and becomes yet another small terrain feature on the tabletop.

Otherwise, once a pod reaches or exceeds 20 points of damage then that pod Kabooms. Any player controlling a pod within 6" (as measured from base-to-base) of the Kabooming pod must determine what damage is caused to his pod by the resulting fireball and flying debris. The player throws **1D6** to determine the damage done to his own pod.

Then, any pod within 6" (as measured from base-to-base) of a Kabooming pod has an **orange spin-out marker** placed upon it. The spin-out is resolved during the player's next Turn as usual. Once all of this collateral damage to other pods is resolved and the spin-out markers have been placed then the Kabooming pod model is removed from the game.

The only way you can survive a Kaboom is to immediately play a **Joker** or an **Ace** card when the Kaboom occurs to your pod; this at least allows you to attempt an ejection (see below). Otherwise you are killed and so take no further part in the game. All of your cards must remain hidden and are then placed onto the bottom of discard deck.

If another player's pod is forced to Kaboom as a result of a pod's Kaboom, then that player must wait till the first pod's Kaboom is fully resolved and then the player resolves his own Kaboom. Multiple Kabooms are resolved by the players in their order of play.

Pilot Ejection

Team owners reluctantly install some form of ejection system for the pilot in their pod racers and sometimes pilots find that they don't exactly work as advertised...

A player can only attempt to eject from his pod **once per game**. A player can eject at any time during his own Turn or at any time during the Game Turn by playing a **Joker** or an **Ace** card.

To attempt an ejection, the player simply announces that he is ejecting and then throws 1D6, the result being:

On a 1	You successfully eject without incident
On a 2, 3 or 4	You successfully eject only to land amongst a group of rival fans who thoroughly beat you up
On a 5	You successfully eject only to land amongst a group of friendly fans who decide to beat you up anyway
On a 6	The ejection system is found to be inoperable – you remain with the pod

If a pod pilot successfully ejects from his pod then his pod automatically Kabooms (if it hasn't already done so).

Can I simply abandon a pod?

If a player wishes to (or is forced to) abandon his pod and **bail out** (run for it and hide somewhere till the race is over) then that player may do so providing that his pod is at a complete standstill at the time (that is, your pod must have a red stationary pod marker on it).

A player can only attempt to bail out of his pod during his own Turn or at any time during the game by playing a **Joker** or an **Ace** card.

To bail out, the player simply announces that he is bailing out and then throws 1D6, the result being:

On a 1	You successfully bail out and manage to skulk away without incident
On a 2, 3 or 4	You successfully bail out and attempt to bribe your way out of all sorts of trouble
On a 5	You successfully bail out only to find yourself amongst angry fans who thoroughly beat you up for your miserable efforts
On a 6	You successfully bail out only to be arrested by furious officials pending an investigation into race fixing

A player successfully bailing out takes no further part in the game. All of your cards must remain hidden and are then placed onto the bottom of discard deck. Your abandoned pod simply remains in place on the track and becomes yet another small terrain feature on the track.

How do we finish the race?



A pod race finishes at the end of the full Game Turn in which any pod has fulfilled the race winning conditions (number of laps, etc) as agreed to at the start by the players, and that pod has fully or partially crossed the agreed finishing line. Thus, even if a pod Kabooms over the finish line it can still win the race.

Where several pods finish on the same Game Turn, then the winner of the race is the pod that finishes the furthest past the agreed finishing line.

However, if your pod has partially or fully crossed the agreed finishing line and if you still hold the **bribes pay off** card in your hand at the time then you may play that card and you win no matter what. Only the bribes pay off card will do – Jokers cannot be used.

Finally

Well, that's it – that's **Spin-Out!** Enjoy. Please remember **it's just a game!** If you have problems with anything then simply sort it out with a dice throw.

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(Exodus 20:15 - "Thou shall not steal.")

THE NOVOCASTRIAN BATTLEGAMERS normally meet at Henderson Park Hall, corner of Lockyer St and James St, Adamstown from 10 am to 5 pm, second and fourth Sundays of the month. **Spin-Out** and more club information is available at www.runtus.org