

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



First, you will need some models of pods racers (pods) which are mounted on a $2\frac{3}{8}$ " (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.

You take the role of a pod pilot. A player can only control (pilot) one pod in a race.

Spin-Out is available as a free download at www.runtus.org

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 for the entire game.

How do we start?



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

Each player is then dealt *two cards each* from the play deck to start the game with.

A player should keep his cards (please read “his or her” 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 determined order of movement, and when all of players have had their Turns, the complete **Game Turn** is over and the cycle begins again with the player that is first in the order of movement.

A player's Turn consists of four phases that are done in the following order:

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

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 be holding onto a maximum of five cards by the end of his Turn.***

Therefore, any excess cards that you may have must either be played by the end of your Turn, or they must be discarded onto the discard deck at the end of your Turn.

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 for the Turn.



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 adjacent to it***

Some other coloured markers are also used to indicate various things. Only one marker of any particular colour needs to be placed adjacent to a pod. Having more than one marker of any particular colour adjacent to a pod is irrelevant.

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



First, if a pod is *stationary* at this stage, then it *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 the pod
- You proceed to determine your pod's speed



Next, a player **can opt to 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 appropriate card is played
- The orange spin-out marker is removed from the pod
- You proceed to determine your pod's speed

Otherwise, **if the orange spin-out marker cannot be removed from your pod, then your pod loses control and spins-out.** As a result:

- The orange spin-out marker remains on your pod
- You then throw 2D6 to determine your pod's speed for the spin-out this Turn
- You proceed to the Tabletop Manoeuvre Phase

For example, a throw of 9 means your pod's spin-out speed will be 9 during the upcoming Tabletop Manoeuvre Phase.

My pod has not got an orange spin-out marker adjacent to it at the start of this phase. How do I determine my pod's speed?

It depends on whether your pod's engines are running or not.

- If your pod **has a red stationary pod marker** adjacent to it, then your engines are not running and so you can only attempt to re-start your pod's engines during this phase (see below)
- If your pod **has no red marker** adjacent to it, then you proceed to determine your pod's speed

Ok. I have a red engines stopped marker. How do I re-start my pod's engines?



First, an appropriate card can be played that allows a player to re-start that pod's engines (see the card deck section). If so, then:

- The appropriate card is played
- The red stationary pod marker is removed from the pod
- The pod's engines are now running
- You proceed to determine your pod's speed

If an appropriate card is not played, then the player can opt to attempt to re-start his pod's engines (see the test below). However:

- **You can only attempt to re-start your pod's engines once and once only during your Turn**

Unfortunately, pod engines are temperamental things and they usually don't re-start very easily.

To attempt to re-start your pod's engines, you throw **1D6** the result being:

On a 1	Your pod's engines re-start – no problems
On a 2, 3 or 4	Your pod's 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 violently causing two points of damage to the pod

If you successfully re-start your pod's engines, then:

- You remove the red stationary pod marker from the pod
- Your engines are now running
- You proceed to determine your pod's speed

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 above), then:

- The red stationary pod marker simply remains adjacent to your pod
- You cannot move or turn your pod
- You proceed directly to the End Turn Phase

Ok. My engines are running. 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.

Afterburners:



Pod racers have systems that inject raw fuel into the engine exhaust stream to give the pod an extra boost in speed. These systems are referred to by pod racing fans as **afterburners**.

Thus, after setting the speed of your pod (to between 1 and 12), you can then opt to **hit the afterburners**.

- **A pod that is spinning-out cannot** (and would not) **use its afterburners**

To use the afterburners, you simply announce that you are using the afterburners.

- You then discard any number of 2 to 9 spot cards from your hand
- You then increase your pod's speed by two for each card played
- This increase in speed is only temporary and only for the current Game Turn

For example, a player sets his pod's speed at the maximum 12 and then announces that he is using the afterburners. The player then discards two spot cards (of any suit) from his hand thus boosting his pod's speed by a total of 4 to a speed of 16 for this Turn only.

Engine Turbine Override:

Pod racer engine turbines also have rev limiters. However, team owners invariably modify their pods to allow pilots to override these rev limiters if required, that is, the pilot engages **engine turbine override**. Overriding the rev limiters allows the engine turbines to rev to dangerous levels giving the pod an extra boost in speed. However, if the rev limiters are not quickly re-engaged, then fuel starvation often causes the engines to stall and shutdown.

- A pod that is **spinning-out cannot** (and would not) **engine turbine override**

To use engine turbine override, you simply announce that you are using engine turbine override.

- **You then set your 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 pod's final speed, then you then proceed directly to the Tabletop Manoeuvre Phase.

So, just how fast can a pod go?

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

Can I voluntarily shut my pod's engines down?

Of course: However, a player can **only** voluntarily shut a pod's engines down **during that pod's End Turn Phase**.

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.

What if my pod has an orange spin-out marker adjacent to it at the start of this phase?



As noted, you have lost control of your pod and you are now spinning-out. If your pod is spinning-out, then:

- You must always **move your pod in a random direction**
- Any new **changes in direction** required during your pod's spin-out movement on the table are also **determined randomly**

The random direction required can be determined by any means the players can agree on (for example, by spinning a pencil, etc).

If your pod is spinning-out, then your pod has a **movement allowance of the 2D6 throw in inches**. You then proceed to move your pod in the normal manner (see below) but in the determined random direction (and hopefully you don't hit anything!).

Once you have completed your pod's random tabletop spin-out movement, then you proceed directly to End Turn Phase.

My pod is not spinning-out. What do I do?

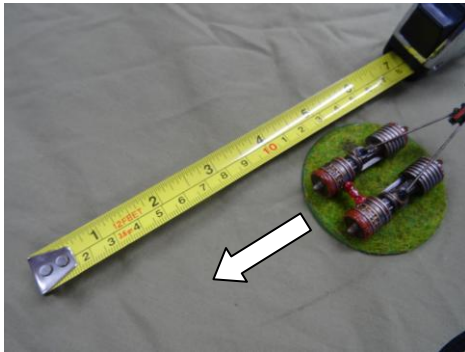
- You must first **announce your pod's final speed** to all the other players before you begin manoeuvring your pod model on the tabletop
- You receive a **movement allowance** equal to your pod's final speed in inches

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.

Ok. How do I move my pod?

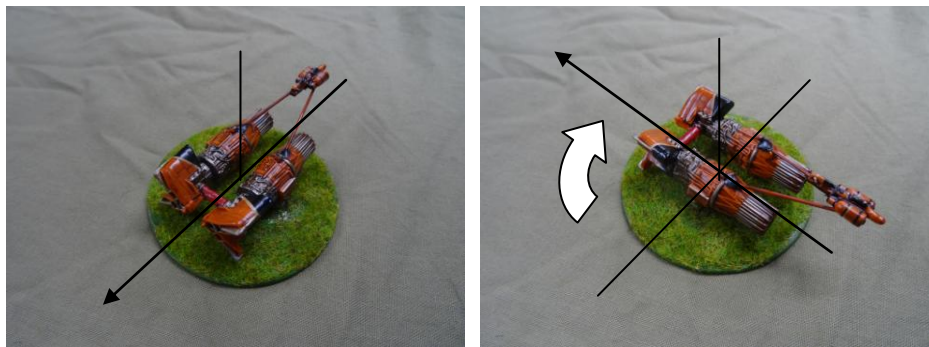


- You must move your pod model **directly forward** in a straight line in the direction it is facing without the slightest deviation allowed (use a little common sense here please)
- You cannot move your pod model sideways or backwards

However, if your pod is not spinning-out, then you can break up this forward straight line movement by conducting **a series of turns** (without a capital).

How do I turn my pod?

A pod can only change direction by doing a **turn**. A player turns his pod by rotating the pod model's round base about its geometric centre thus:



- **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). Further:

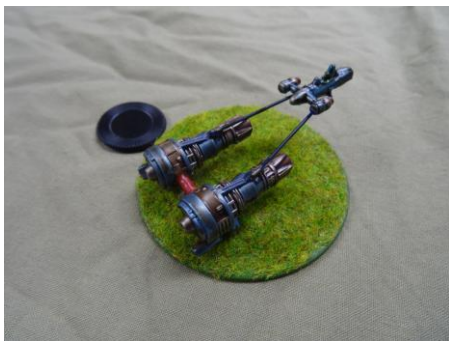
- **There are no limits as to the number of turns a pod may do during its tabletop manoeuvring**

However, **if a pod does more than two turns during its manoeuvring on the table**, then that pod has a chance that it will lose control and **could 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).

When you have finished manoeuvring your pod model on the table, you proceed directly to the End Turn Phase (see below).

The End Turn Phase



First, if your pod has 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** adjacent to your pod.

If your pod has a black forced engine shutdown marker adjacent to 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 the *Determining Speed* section).



Next, **if your pod has an orange spin-out marker** adjacent to it at the start of this phase, then:

- You **must test to see if your pod's engines stall** as a result of the spin-out (see below)

Also, **if you opted to use engine turbine override this Turn**, then:

- You **must test to see if your pod's engines stall** as a result of the override (see below)

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

On a 1, 2 or 3	You manage to keep your pod's engines running – no problems
On a 4, 5 or 6	Your pod's engines stall and shutdown

A pod whose engines stall and shutdown **has a red stationary pod marker** placed adjacent to it.

Engine re-starts are resolved next Game Turn (see the *Determining Speed* section).

Next, you must test to see if your pod spins-out (or continues to spins-out) **if:**

- a) **You have an orange spin-out marker adjacent to your pod, or,**
- b) **Your pod exceeded a speed of 18 this Turn, or,**
- c) **You did more than two turns with your pod model this Turn**

To test **to see if your pod spins-out**, you throw **1D6** the result being:

On a 1, 2 or 3	You recover control – no problems
On a 4, 5 or 6	You fail to recover control and spin-out



If you **recover control**, then you remove the orange spin-out marker.



If you **fail to recover control and spin-out**, then you place (or retain) an **orange spin-out marker** adjacent to your pod.

The spin-out is resolved next Game Turn (see the *Determining Speed* section).



The last thing you do during your Turn is to play any more cards that you wish 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 you physically manoeuvre your pod model on the tabletop, it is possible that your pod model will come into physical base-to-base contact with a terrain feature or another pod model. If so, then your pod *collides* with that terrain feature or pod model.

Collisions are resolved as they occur and in the order that they occur.

A player may be able to **play an appropriate card at the time to avoid a collision** (see the card deck section).

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There are only three types of *terrain features* in the game. A terrain feature on the table is defined as:

- 1) A *small* terrain feature, or,
- 2) A *large* terrain feature, or,
- 3) An *obstacle*

It is recommended that you have plenty of terrain features. Any unusual terrain feature must have its attributes agreed to by all players before the game begins. Otherwise:

- 1) 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 racer models are deemed to be small
- 2) A ***large*** terrain feature is defined as ***any other terrain feature that is less than 1" in height***
- 3) An ***obstacle*** is defined as ***any terrain feature that is 1" or more in height*** regardless of its size or area

What if I collide with a terrain feature?

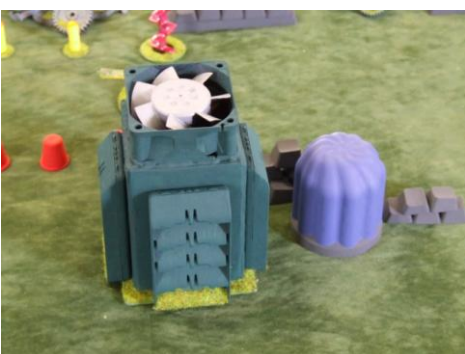


As you manoeuvre your pod model on the table, you simply ***pass straight over any small or large terrain feature***.

However, in doing so your pod suffers some *damage* thus:

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

What if I collide with an obstacle?



As you manoeuvre your pod model on the table, it ***cannot pass over, through or remain interpenetrated with any obstacle*** unless noted otherwise.

Thus, your pod collides with the obstacle unless a suitable ***card can be played at the time to avoid the collision*** (see the card deck section).

Upon base-to-base contact with an obstacle, your pod ceases movement temporarily and you note how much movement allowance your pod has remaining for this Turn.

You immediately throw ***2D6*** to determine the ***amount of damage*** done to your pod by the collision with the obstacle (Ouch!). For example, a throw of 10 does 10 points of damage to your pod.

If your pod survives, and if your pod has any remaining movement allowance left for this Turn, then you must continue with your tabletop manoeuvring or its spin-out movement.

If your pod is spinning-out, then your pod moves in a new random direction following a collision with an obstacle, and so your pod could end up colliding with the same obstacle again!

What if I collide with another pod instead of a terrain feature?



As you manoeuvre your pod model on the table, you simply **pass straight over** another pod model.

However, as this occurs, both pilots invariably and quite “accidentally” **nudge** each other (a pod versus pod collision).

- **Either player can immediately play a suitable card to avoid the nudge** if they have one (see the card deck section)

Otherwise, to resolve a nudge, the players involved each throw **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. There is nothing to prevent a player from attempting to nudge the same pod again later on during the same Turn.

A pod that is spinning-out is out of control and so is moving in random and unpredictable directions. Therefore, such a pod could also end up colliding again with the same pod later on in the same Turn.

Can a pod remain interpenetrated with another pod?

No: A pod model’s round base cannot remain overlapped or interpenetrated with another pod model’s round base at the end of its tabletop manoeuvring or its spin-out movement.

Therefore, if a pod has not got sufficient movement allowance remaining to completely pass another pod, then once the nudge has been resolved with the other pod, the pod pilot conducts an **emergency engine shutdown**. Thus:

- The pod ceases all movement and turning at that point
- The pod remains in base-to-base contact
- The pod has an **black engines shutdown marker** placed adjacent to it
- 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 that table*.

The entire edge of the table is considered to be one vast continuous *obstacle* (such as large spectator grandstands, large buildings, 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.

A player can hold onto any number of cards as the game progresses, however a player can only hold onto a **maximum of five cards at the end of that player’s 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 must be 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.

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

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

- a) Aces and Jokers can be played by a player *at any time and onto any player, pilot or pod*
- b) All other cards can only be played by a player during that player's Turn
- c) A player can only play spot cards (that is, those cards with the values of 2 to 10) onto his own pod
- d) 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 nudge (collision) with another pod. Neither of the pods involved needs to check for the nudge.

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 the collision.

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.

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.

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 to determine the damage on the other player's pod in a pod versus pod nudge.

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!

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 but distracts him – place an orange spin-out marker adjacent to the pod
On a 6	The shot hits and seriously wounds the pilot – Kaboom

Sabotage:

A team owner attempts sabotage on a rival team's pod by secretly having a small explosive device placed 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

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

Computer Glitch:

An engine control computer malfunction causes a pod's engines to suddenly shutdown. When this card is played onto a pod, place a **black forced engine shutdown marker** adjacent to the pod. A pod with a black forced engine shutdown marker on it cannot use its afterburners or override its engine turbines.

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 adjacent to each affected pod**.

Fuel Leak:



A pod develops a major fuel leak. This can be quite perilous if the leak is not repaired quickly.

When this card is played onto a pod, a **blue fuel leak marker** is placed adjacent to that pod.

- **A pod with a fuel leak marker cannot** (and would not) **use its afterburners or engine turbine override** until the leak is repaired

While ever the pod has **a blue marker** adjacent to it, **and the pod's engines are running**, then the player must **throw 1D6 before determining the pod's speed**, 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

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.

Repair Card:

By discarding a **10 spot card** (of any suit), 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 a pod's speed section) **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 such damage is repairable during the course of the game.

Every pod starts the game with a damage level of zero.

At the very moment that a pod's damage level **reaches or exceeds 15 points**, that pod starts to **trail smoke**. A piece of **cotton wool** is placed directly behind a pod with a damage level of 15 or more to indicate that pod's fragile condition to all players.

At the very moment that a pod's damage level **reaches or exceeds 20 points** that pod **Kabooms** (see below).

The Kaboom Rule:

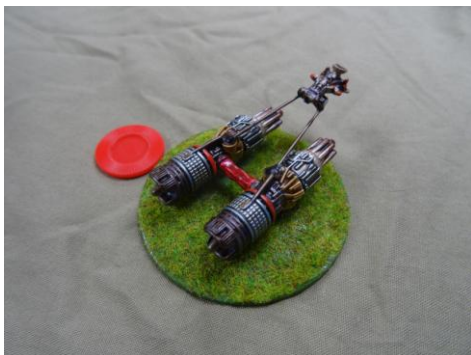


Pod racers are extremely fast and powerful machines but unfortunately they are also very small and extremely fragile. When a pod suffers sufficient damage it invariably suffers a total systems failure, loses control and disintegrates into thousands of pieces as it ploughs into the ground.

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...

As noted, 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 cards and dice throws (see the card deck section).

What happens when a pod goes Kaboom?



First:

- **A stationary pod does not Kaboom**

Rather, a pod that has a **red stationary pod marker** adjacent to it when its damage level reaches or exceeds 20 points simply **falls apart on the spot leaving a big pile of junk on the track**.

The pilot of the pod must **bail-out** immediately (see the *abandoning a pod* section below). The pilot **can also opt to eject**.

The pod model (now a pile of wreckage) simply remains in place and becomes yet another small terrain feature on the racetrack.

Otherwise:

- **If a pod is NOT stationary when it reaches or exceeds 20 points of damage**, then that pod immediately **Kabooms**
- Further, **any pod within 6"** (measured from base-to-base) of a Kabooming pod must test to see what damage it takes as a result of the fireball and flying debris

To test, the player controlling such a pod throws **1D6** to determine the damage done to his own pod. For example, a throw of 3 does 3 points of damage to his pod.

Then:



- **Any pod within 6"** (measured from base-to-base) of a Kabooming pod **has an orange spin-out marker placed adjacent to it**

The spin-out is resolved during the player's next Turn as usual.

When 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 a pilot can survive a Kaboom is to **immediately play a Joker or an Ace card** when the Kaboom occurs to his pod. This at least allows the pilot to **attempt an ejection** (see the section below).

Otherwise the pilot of the pod is killed in the crash and so that player takes no further part in the game. All of that player's remaining cards remain hidden and are placed onto the bottom of discard deck.

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

Repairs:

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 (of any suit) 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 (of any suit) to repair **one point** worth of damage **on his own pod**

For example, a player 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** adjacent to it at the time), then each spot card will do **two points** worth of repairs (instead of one) **and** the player **can also remove a blue OR black marker** from his pod as well (if it has one).

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

Pilot Ejection:

Team owners reluctantly install some form of ejection system in their pod racers for the pilot, 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 attempt to eject at any time during his own Turn, or at any time during the Game Turn by playing a Joker or an Ace card**
- **A player can eject from a stationary pod**

To attempt an ejection, you simply announce that you are ejecting, and then you throw **1D6**, the result being:

On a 1	You successfully eject without incident although the team owner has you beaten up for wrecking his pod
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 pilot successfully ejects from his pod, then his pod automatically Kabooms (if it hasn't already done so).

Abandoning a Pod:

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

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

To bail out, you simply announce that you are bailing out, and then you throw **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 fans who thoroughly beat you up for your miserable efforts
On a 6	You successfully bail out only to be detained by furious officials pending an investigation into race fixing

A player successfully bailing out takes no further part in the game. All of your remaining cards must remain hidden and are 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.

Finishing the Race:

A pod race finishes at the end of the full Game Turn in which any pod has fulfilled the race winning conditions as agreed to at the start by the players (a number of laps, etc), and that pod has partially or fully crossed the agreed finishing line. Thus, even if a pod Kabooms once it is 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!** Please remember, **it's just a game!** Try to have fun and sort out any problems thus:

- Each player **throws 2D6** to decide
- Total the dice; re-throw on a tie
- The player with the **lowest** total dice throw gets to decide

However, be careful because the decision made for that particular situation by the winning player will then apply for the same situation for *remainder* of the game.

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Spin-Out!

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