

# **Race to Ace Rules**

v. 1.2

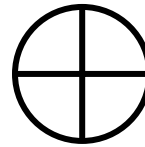
## **How to Win**

The first player to shoot down five enemy planes (other players) by playing GUNS or MISSILE cards against them is declared the Ace and wins the game.

## **Components**

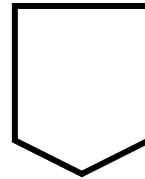
### **52 Attack cards** (identified by a *target reticule* symbol)

- 16 RADAR ACQUISITION cards
- 16 VISUAL ACQUISITION cards
- 10 MISSILE cards
- 10 GUNS cards



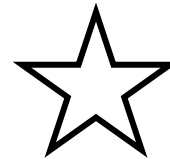
### **28 Defense cards** (identified by a *shield* symbol)

- 8 ECM cards
- 8 MANEUVER cards
- 6 FLAMEOUT cards
- 6 MALFUNCTION cards



### **14 Special cards** (identified by a *star* symbol)

- 1 GOLDEN BIRD card
- 1 HOT STICK card
- 12 RELIGHT cards



### **45 Tokens**

- 25 Kill tokens
- 20 Target Acquisition tokens (5 sets of 4 tokens)

## **This rulesheet**

## **Setting up the Game**

Shuffle the cards and deal 7 to each player. Stack the remaining cards in the middle of the table as a draw deck. Leave room for a discard pile (face up) next to the draw deck. Place the Kill tokens in an easily accessed location. Give each player a set of Target Acquisition tokens. Choose a player to go first.

Assigning cool fighter pilot nicknames (Mallard, Cowgirl, Pincushion) is optional.

## **Sequence of Play**

1. Draw a card.
2. Play a card. You **MUST** play one card during your turn. This may be:
  - An Attack card against another eligible player (who becomes the Defender);
  - A Defense card to cancel an Acquisition that has been played on you;
  - A FLAMEOUT card on another player;
  - A Special card to cancel another negative effect (such as a RELIGHT card to remove a FLAMEOUT).
3. If the Attack card is a GUNS or MISSILE, the Defender is instantly shot down and you collect a Kill token. All cards in play on the Defender (including HOT STICK and GOLDEN BIRD) are immediately discarded. If you are shot down, you lose your next turn and will only be able to draw a card and then discard a card.

**Note:** GUNS and MISSILE cards **CANNOT** be played against a player unless an active VISUAL ACQUISITION or RADAR ACQUISITION (respectively) is in play in front of that player.

4. If an Acquisition card (either RADAR or VISUAL) is played, the Defender may react by playing a Defense card to cancel, suppress, or reverse the Acquisition. See **Target Acquisition and Defense** below for more information.

**Note:** **ONLY** the Defender can play a Defense card at this time. No matter what Defense card is played, the Attacker (you) **CANNOT** play a Defense card until your next turn.

5. If the Defender played a Defense card, he immediately draws another card to replace it.
6. If you have more than 7 cards in hand, discard down to 7 cards.
7. Play continues to the player to your left.

## **Target Acquisition and Defense**

In order to play a GUNS or MISSILE card to shoot down a player, that player must be acquired first by playing a VISUAL ACQUISITION or RADAR ACQUISITION card.

A player can only have 1 Acquisition of each type (VISUAL or RADAR) at any time. A suppressed RADAR ACQUISITION can be replaced by a new RADAR ACQUISITION.

When a VISUAL ACQUISITION or RADAR ACQUISITION is played, the receiving player becomes the Defender, and has a number of options, depending on which Acquisition card is played:

- MALFUNCTION will immediately break the Acquisition, and both cards are immediately discarded.
- FLAMEOUT will immediately break the Acquisition, and the FLAMEOUT card is placed in front of the Attacker. A player with an active FLAMEOUT card cannot play Attack or MANEUVER cards. However, he can still use MALFUNCTION, FLAMEOUT, or ECM cards to cancel or suppress an Acquisition.
  - FLAMEOUT can also be used offensively by playing it against a player during your turn.
- ECM can only be played on a RADAR ACQUISITION to temporarily suppress the RADAR ACQUISITION. Place the ECM card on top of the RADAR ACQUISITION. There are two ways to bypass an ECM card in a later turn:
  - Play another ECM card as ECCM to cancel the first ECM card. Discard both ECM cards and the RADAR ACQUISITION is again in full effect.
  - Play a new RADAR ACQUISITION card and discard the previous RADAR ACQUISITION and ECM cards.
- MANEUVER cards can only be played on a VISUAL ACQUISITION to immediately reverse the Acquisition. The Defender places one of his Target Acquisition tokens on the MANEUVER and VISUAL ACQUISITION cards and places them in front of the Attacker. As long as that VISUAL ACQUISITION is in play, only the former Defender can play GUNS cards to destroy the former Attacker.

Defense cards may also be played as above during your own turn to cancel, suppress, or reverse an existing Acquisition, even if the Acquisition is currently affected by an ECM or MANEUVER card.

### **Special Cards**

The following Special cards are used to negate certain Defense cards:

RELIGHT cards cancel existing FLAMEOUT cards. Discard both cards.

The HOT STICK card can be held in a player's hand until a MANEUVER card is played as a defense against him. The Attacker simply places the card in front of him, which will cause the MANEUVER card to be discarded. As long as HOT STICK is in play, that player is immune to future MANEUVER cards.

Likewise, the GOLDEN BIRD card works the exact same way against FLAMEOUT cards.

## Card Text and Symbols

[For design use, but can be added to rules.]

Card Name	Symbol	Text
<b>RADAR ACQUISITION</b>	<i>Reticule</i>	Vulnerable to MISSILE
<b>VISUAL ACQUISITION</b>	<i>Reticule</i>	Vulnerable to GUNS
<b>GUNS</b>	<i>Reticule</i>	Kills on VISUAL ACQUISITION
<b>MISSILE</b>	<i>Reticule</i>	Kills on RADAR ACQUISITION
<b>MALFUNCTION</b>	<i>Shield</i>	Cancels Acquisition
<b>FLAMEOUT</b>	<i>Shield</i>	Cancels Acquisition Cannot Attack or MANEUVER
<b>MANEUVER</b>	<i>Shield</i>	Reverses VISUAL ACQUISITION
<b>ECM</b>	<i>Shield</i>	Suppresses RADAR ACQUISITION
<b>RELIGHT</b>	<i>Star</i>	Removes FLAMEOUT
<b>HOT STICK</b>	<i>Star</i>	Immune to MANEUVER
<b>GOLDEN BIRD</b>	<i>Star</i>	Immune to FLAMEOUT

## Example of Play

**Abbie**, **Benjamin**, **Carla**, and **Derek** are sitting down for a game of *Race to Ace*. **Abbie** is chosen to be the first player.

**Abbie** has plenty of Defense cards in hand, but not a lot of Acquisition cards. She draws a FLAMEOUT card and decides to play it on **Benjamin**, hoping to slow down his game. FLAMEOUT is not an Attack card, so he cannot defend against it.

**Benjamin** draws a VISUAL ACQUISITION card, but can't play it due to the FLAMEOUT card. Fortunately, he does have a RELIGHT card handy, so he plays it to cancel the FLAMEOUT. Both cards are discarded.

**Carla** draws another GUNS card, so she decides to play a VISUAL ACQUISITION against **Derek**, hoping to set up a kill on her next turn. However, **Derek** pulls out a MANEUVER card, and slides the VISUAL ACQUISITION back over to **Carla**, along with one of his Target Acquisition tokens. She checks her hand for a HOT STICK card, but is out of luck. **Derek** immediately refills his hand.

**Derek** now starts his turn by drawing a card. Sadly, it is not a GUNS card, so he is unable to finish off **Carla**. However, since he does have a couple of MISSILE cards, he decides to set **Benjamin** up for a later attack by playing a RADAR ACQUISITION card against him. **Benjamin** grins as he plays a MALFUNCTION card, which cancels the RADAR ACQUISITION and both cards are discarded. **Benjamin** immediately draws a card to refill his hand.

**Abbie** draws a RADAR ACQUISITION card. Although she has a GUNS card, **Carla** can only be targeted by **Derek**. Hoping that **Benjamin** doesn't have an effective counter, she plays the RADAR ACQUISITION against him. Fortunately, he has an ECM card handy, and places it on top of the RADAR ACQUISITION, suppressing it for now. He draws another card to refill his hand.

**Benjamin** draws his card, smiles, and decides that **Abbie** needs some attention. He plays a VISUAL ACQUISITION card against **Abbie**. She plays a MANEUVER card as a Defense, but **Benjamin** plays the HOT STICK card that he just drew, negating the MANEUVER card, which is discarded. Placing the HOT STICK card in front of him, he is now immune to any further MANEUVER cards. **Abbie** draws another card to refill her hand.

**Carla** feels uncomfortable with **Derek** on her tail, so after she draws a card, she plays a MALFUNCTION card to cancel the VISUAL ACQUISITION in front of her, returning **Derek's** Target Acquisition token.

**Derek** shrugs at the minor setback, draws a card, and plays a GUNS card on **Abbie**. She can't defend against it, and is shot down. The VISUAL ACQUISITION and GUNS cards are discarded. **Derek** collects a Kill token from the pile in the middle of the table.

**Abbie** loses her turn due to being shot down, and can only draw a card, and then discard a card.

**Benjamin** decides that **Derek** may be the biggest threat and, after drawing a card, plays a VISUAL ACQUISITION against **Derek**. Although **Derek** has a couple of MANEUVER cards in hand, they are useless against **Benjamin's** HOT STICK card.

**Carla** hopes to draw a GUNS card, but only pulls a MISSILE card. Hoping to use the MISSILE later, she plays an ECM card to cancel the ECM card on the suppressed RADAR ACQUISITION in front of **Benjamin**. Since it's not technically an attack, he cannot play any Defense cards to prevent it, so both ECM cards are discarded.

**Derek** draws a card and swoops in for his second kill of the game by playing a MISSILE card against **Benjamin**. As he collects another Kill token, **Benjamin** sadly discards the MISSILE, RADAR ACQUISITION and his beloved HOT STICK card.