

What You Need to Play

1 playing piece per player.
These can be anything.

3 bonus tokens per player.
These can be anything.

1 six-sided die.

Rules

Each player starts with their piece in their respective Start spaces. The winner is the first to reach the End space.

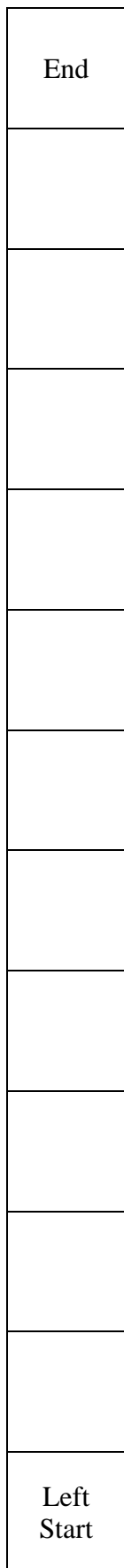
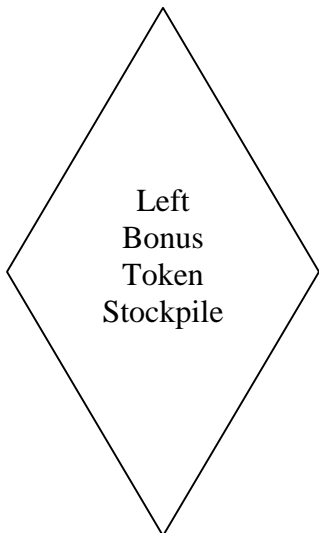
Roll to see who goes first.

Each turn you may do one of the following:

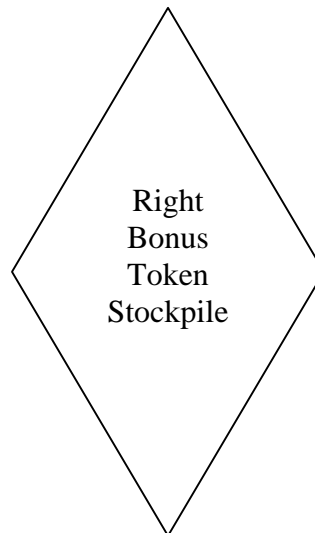
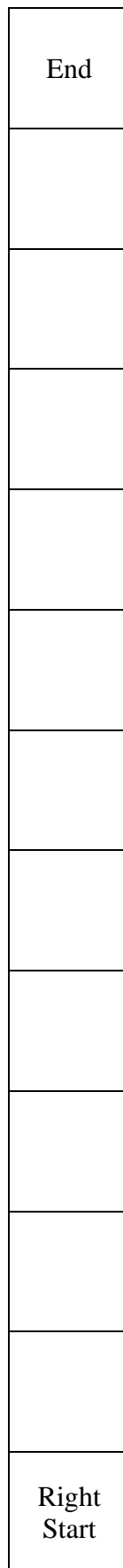
- Move your piece by rolling the die, or
- Place one bonus token in your stockpile.

If you chose to roll, consult the chart at right to determine how many spaces to move.

If your stockpile has all three bonus tokens, you must roll.



Jason's Crappy Race Game: The Board Game: Special Edition



Movement Chart:

Roll	Move
1, 2	1
3, 4	2
5, 6	3

Rules Continued

Each player has only three bonus tokens. Once you have placed all three in your stockpile you may not place anymore, and must roll.

After you have decided to roll, but before the roll is made, you may elect to remove bonus tokens from your stockpile. You may remove as many as you like.

For each token removed move your piece two spaces, and then move the number of spaces indicated by the roll.

For example, if you remove two bonus tokens and roll a three, your total move is six spaces. Two for each token removed, and two for the die roll.