THUNDER ALLEY

RULES OF PLAY

1.0 OVERVIEW

Thunder Alley

1.1 Components

• 7 Team-Specific Player Aid Sheets

1.2 Objective

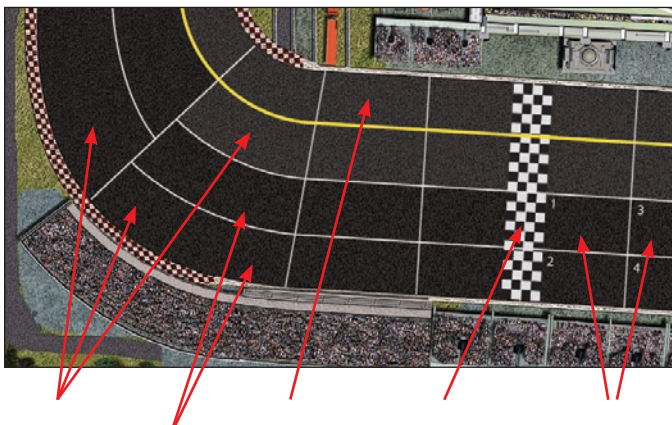cars' scores. Each car receives points for the position of its finish

1.3 Tracks

Spaces:

The Apron (Pit Lane):

Start/Finish Line:

cross, after completing the specified number of laps, to finish

Starting Grid:

The first crossing of the Start/Finish line has no bearing on the

Restart Lanes:

space on the sector that it occupies. Then proceed to fill in the

Green Restart Line:

the last lap. If a yellow flag happens and the lead car is beyond

1.4 Team Sheet & Cars

1.5 Cars

they are flipped to their opposite side to show

2. SETUP

1. Select a Track:

2. Select a Team:

3. Select your cars:

PLAYERS	CARS PER TEAM

4. Prepare Card Decks: Shuffle separately the Event Card and

5. Place Cars on Track:

To place the first car for each team on the Starting Grid, read the

that appears first in the #1 (Pole) position on the Starting Grid.

next participating team into the #2 position. Repeat until all teams

So in a three team race, if the first 3 cars were Black, Red, Blue, the 4th through 6th cars will be Blue, Red, Black.

6. Place Markers:

Marker on the #1 space on the Lap Track. Place out

Leader Markers in the infield of the track for use by all players.

7. Deal Cards:

Let's Race!

3. SEQUENCE OF PLAY

3.1 Action Segments vs. Turns

3.2 Sequence of Play for Each Turn

3.3 Fill Hands

from the Race Deck to fill their hand. Each player's hand size is *For example, if each team started with 4 cars, each player's hand size would be 5.*

start of a turn. The First Player fills their hand first and the other players fill their hand in clockwise order around the table. If at

reshuffle all the Race Card discards to form a new Race Deck.

3.4 Action Phase

This phase consists of a number of action segments. The first

PLAY NOTE: A player may decide to do this especially when a car has a lot of permanent wear markers. This provides them with more card play options on future turns for their cars remaining in the race.
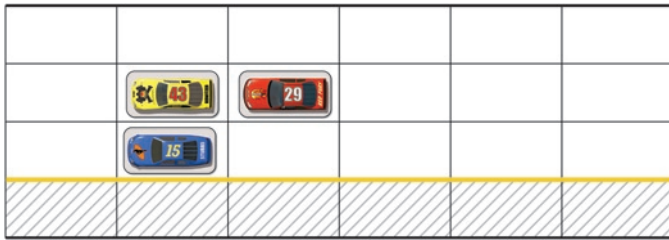
4. IMPORTANT CONCEPTS

4.1 The Current Leader & Running Order

3.5 End of Turn Sequence

(3.5.1) Award Turn Leader Markers:

As cars are taken off the board as they cross the finish line at the

the car still on the track closest to crossing the finish line (this is

4.2 Lapped Cars

EXAMPLE: Cars #43 and #15 are both "leading" the race and would both get Turn Leader markers. Car #15 has the inside lane so blue would be the First Player next turn.

(3.5.2) Draw and Resolve Event Card:

solved. Ignore this step if any cars have finished the race. Details

(3.5.3) Perform Pit Stops:

maining based on the order of its finish.

EXAMPLE: Car #15 is the leader and cars #22 & #23 have been passed and are now a lap down. At the end of the turn both cars will be removed and #23 will get the lowest Position marker remaining and #22 will get the next highest.

4.3 Losing a Car (Retirement & Elimination)

(3.5.4) Assign First Player:

(3.5.5) Remove Lapped Cars:

based on the order of their finish. If there has been a Yellow Flag,

(3.5.6) Discard:

the Team Sheet. Here, they can be flipped to indicate a "pass"

STRATEGY NOTE: This rule means that players with fewer cars will have a better chance of getting useful cards, because they can hold onto more cards at the end of the turn (they are not forced to play all their cards). This is a desired effect in the design of the game.

4.4 Using the Team Bar

when more than one team qualifies for an event (breaking a tie),

right, identify which team's color appears first on the bar. Ignore

first on the bar, but there is no Yellow team participating, ignore

Important:

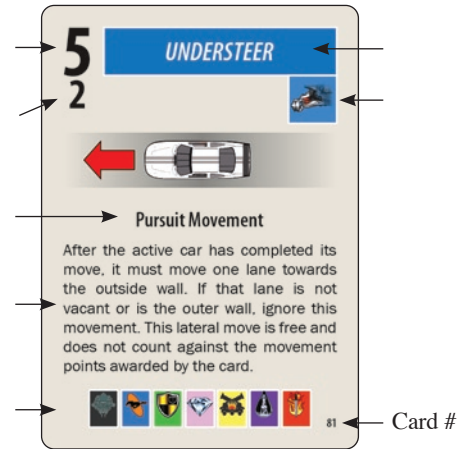## 4.5 Corners
(4.5.1) In General:

(4.5.2) Entering Corners:

(4.5.3) Exiting Corners:

*PLAY NOTE: Every time there is a choice to be made the **Active Player** gets to make that choice.*

4.6 Laps

the leader of the race crosses the start/finish line, move the lap marker one space higher. If the leader crosses the finish line and

5. RACE CARDS

Thunder Alley

Card #

Card Name:
action or restriction the card represents and serves mostly as fla

On-track Speed:
may be modified by a car's current Wear (7.4).

Pit Exit Speed:

Type of Movement:

Wear Indicator: This shows the specific Wear marker the car

Spotter Instructions:

Team Bar:

Card Number:

any
drawn from the Race Deck and that Deck is empty, shuffle all

6. MOVEMENT

6.1 Basics of Movement
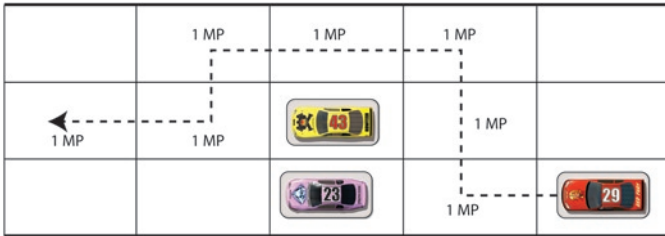
not

Working the Pack.

PLAY NOTE: This rule prevents a player from intentionally burning MPs by moving left, then right, then left, then right between two spaces. Players are expected to maintain a spirit of racing while playing.
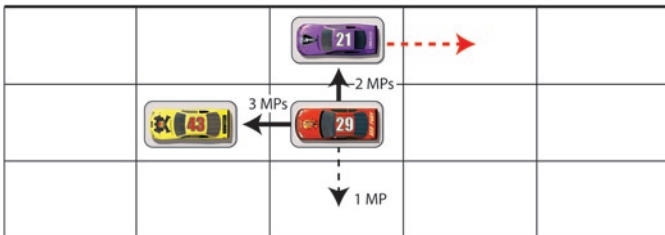
Movement Cost:
empty

Note that due to the mechanics of Linking (6.2), spending 3 MPs for Forward Displacement only occurs in Solo and Lead Movement.

6.2 Linking

6.3 Solo Movement

never

6.4 Draft Movement

(6.4.1) The Basics
Thunder Alley

be broken until the Active Car uses all of its MPs and finishes

Red car #29 moves seven spaces paying 1 MP per space.

Forward Displacement costs 3 MPs, Lateral Displacement costs 2 MPs, lateral movement into an empty space costs 1 MP.

Restrictions: *all*

See also the Bumping Example on page 14.

Choices:
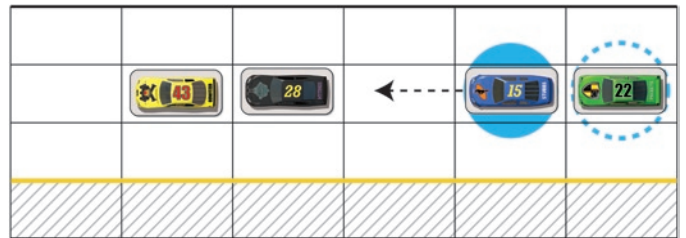
EXAMPLE: Assume car #15 in Blue has already been activated with a draft Movement card. The green car behind it is linked and will move along with it. Since the blue car starts the example with a Draft Line established, it may not change lanes. The blue car is moved forward one space and links with cars #43 and #28.
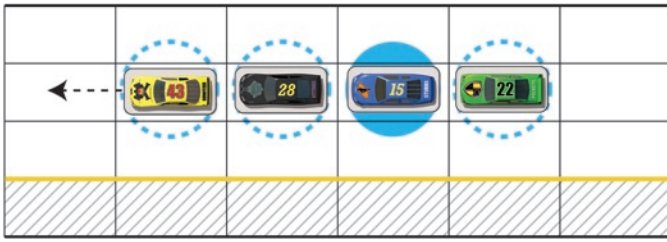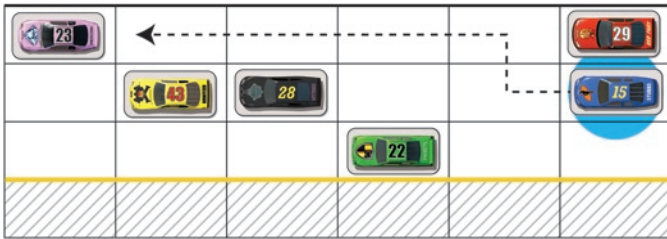
EXAMPLE CONTINUED: The four cars are now all linked to-gether and move with the blue car as a group (a Draft Line). The blue car cannot pass or detach any cars in the linked group.

(6.4.2) Lateral Movement:

before

If there is no Draft Line behind blue car #15, it is allowed to change lanes. In this example it moves forward one space then switches lanes to link up with red car #29. The two cars then move forward and link up with pink car #23. If the blue car has MPs remaining, all three cars can continue to move.

Draft Movement and Corners:

6.5 Pursuit Movement

PLAY NOTE: Pursuit Movement is often thought of as "push" movement. The Active Car attaches to a line and pushes all the cars in front of it just like a draft and it leaves all cars behind it unaffected.
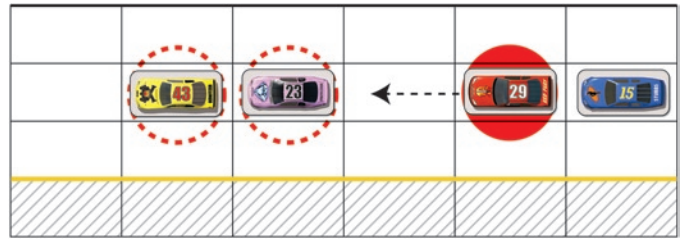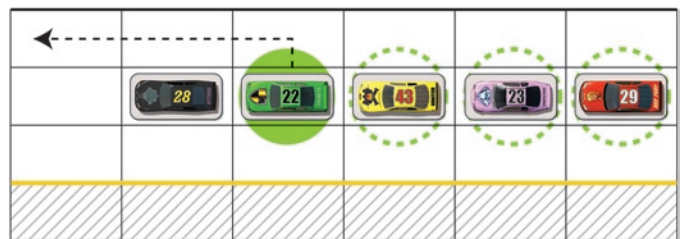
Red car #29 is activated with Pursuit Movement. It moves forward and picks up car #23 and #43. Car #15 is left behind.

6.6 Lead Movement

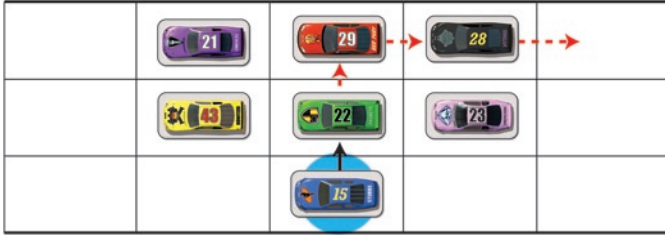**Circumstances Unique to Lead Movement**
only

EXAMPLE: Car #22 is activated using Lead Movement. Cars #43, #23 and #29 will follow directly behind #22 move for move. Car #28 is not affected by the movement.

6.7 Lateral Displacement

EXAMPLE: The blue team plays a Draft Movement card and activates car #15. Before moving forward it laterally moves two spaces to the right (at the cost of 4 MPs), displacing three cars. Green car #22 is pushed to the right one space and then back one space. The green car's displacement also displaces cars #29 and #28 back two spaces. The blue car then moves forward taking with it car #21, #22, #29 and #28 in the Draft Line.

6.8 Forward Displacement

forward

PLAY NOTE: If you can push one car ahead, you can push any number of cars linked in front of that car as well.
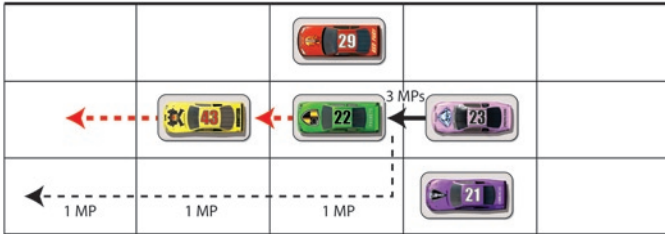
EXAMPLE: Pink car #23 pushes cars #43 and #22 forward one space for 3 MPs. It then changes lanes and moves forward paying 1 MP for each vacant space.
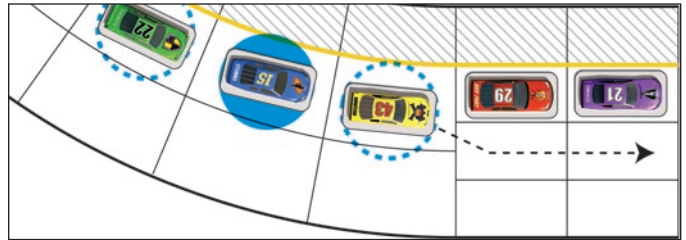
6.9 Drafting and Corners

(6.9.1) Drafting into a Corner:

(6.9.2) Drafting out of a Corner:

(6.9.3) Anomalies with Diverging and Converging Lanes
CASE #1:

CASE #2:

EXAMPLE: Blue car #15 is activated in a corner with Draft Movement. It is moved forward linking with #43 and #22, but the Blue Team can choose the empty lane outside the corner as the Draft Line to avoid pushing cars #21 and #29.

EXAMPLE: Green car #22 is activated in a corner with Lead Movement. Car #43 must be linked, but the Green Team can choose either lane outside the corner for the Draft Line. In this case they pick the lane with car #23.

7. WEAR MARKERS

The accumulation of these markers represents the general wear and tear placed on the car throughout the race.

7.1 Basics of Wear Markers

after

but some events will specifically target cars that have accrued

NOTE: Wear Markers caused by resolving an Event are placed immediately.

Permanent Wear Markers

Temporary Wear Markers

7.2 Six Wear Markers

PLAY NOTE: The car is not removed when it receives the 6th marker, but the next time it activates and has 6 Wear Markers already on it.
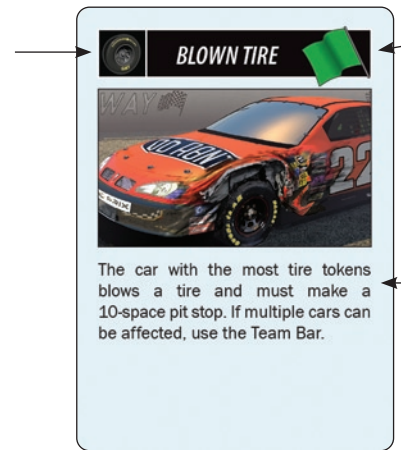
7.3 Removing Wear Markers

7.4 Speed Penalties

Wear Marker Effects Chart

EXAMPLE: A car with three Wear Markers and an On-track Speed of 7 would have a modified speed of 4 MPs (7 – 3 = 4).

*PLAY NOTE: A car's On-track Speed is only affected when it is the **Active Car**. A car being moved during another car's activation, during draft movement, for example, does not have its movement affected.*

8. EVENT CARDS

8.1 Event Card Basics

BLOWN TIRE

The car with the most tire tokens blows a tire and must make a 10-space pit stop. If multiple cars can be affected, use the Team Bar.

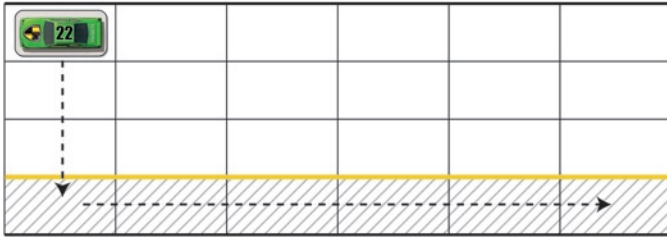## 8.2 Yellow, Green and Red Flag Icons

Each Event card has a flag icon that determines if the event causes

9. PIT STOPS

9.1 Pit Stop Basics

9.2 Benefits of Pitting

9.3 Green Flag Pitting

Green car #22 elects to pit under a green flag. The car drops straight to the apron and then moves backward five spaces.

9.4 Exiting the Pits from a Green Flag Pit Stop

Movement when exiting the pits. Also, speed is not modified

played. The first move must be laterally out of the pit even if it
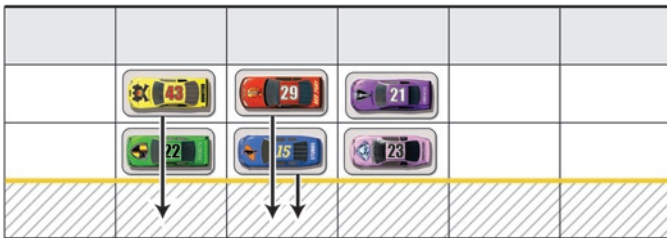
9.5 Yellow Flag Pit

If a yellow flag has come out and the field has been lined up


Cars #43, #15 and #29 pit under a yellow flag.

Since blue car #15 and red car #29 are in the same sector, they are placed in the same pit with red car #29 on top.

9.6 Yellow Flag Restart Procedure:

To restart after a yellow flag, follow the procedure below:

Following from the previous example, cars #21 and #23 move up and then the three cars that pitted are lined up in the order they had on the Apron. Car #15 is placed on the inside lane since it was stacked under car #29.

9.7 Green Restart Line

10. ENDING THE RACE & WINNING

10.1 Crossing the Finish Line
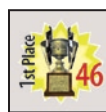
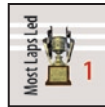The first car that crosses the Finish Line after com

crossed the start/finish line, award any car(s) that have not crossed the finish line a position marker based on running order.

- **Option #1:**

- **Option #2:**

10.2 Scoring

not

12. OPTIONAL RULES

The following are rules suggested by playtesters and are not part of the standard game. They are offered for players wishing to try something new with the game. These rules should not be used on your first play or in any game where one of the players is new to the game. These rules are listed in order of ease of integration.

12.1 Variable Pit Stop Lengths

12.2 Determining Start Order

11.0 SEASON RULES
Thunder Alley
in fact the most enjoyable and fulfilling way to play the game.

per position, with the first matching team with cars available

11.1 Set the Schedule

12.3 Race Size

11.2 Starting Grid Alteration
In the first race use the starting grid setup as indicated in the rules.

EXAMPLE: Blue wins the first race. The team bar for the setup in race #2 is Green-Black-Red-Pink-Blue-Purple. Blue would get to change places in the setup with Pink.
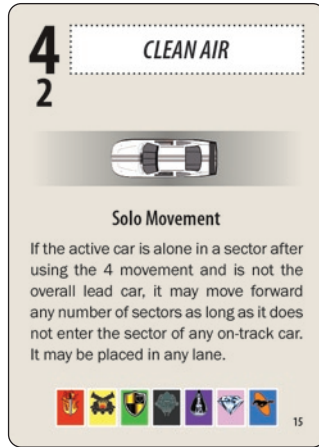
11.3 Scoring

RACING CARDS LIST

Card #   MPs   Event

4/3 ☐ **Rubbin' is Racin':**

4/2 ☐ **Teamwork:**

4/2 ☐ **Riding the Draft:**

4/2 ☐ **Clean Air:**

4/2 ☐ **Working the Pack:**

5/2 🟦 **Chasing the Race:**

5/2 🟦 **Oversteer:**

6/2 🟩 **Making a Move:**

6/2 🟩 **Watch the Gauge:**

6/2 🟩 **Staying with the Pack:**

6/2 🟩 **Dirty Air:**

8/4 🟪 **Set the Pace:**

8/4 🟪 **Top Gear:**

8/4 🟧 **Follow the Leader:**

8/4 🟧 **Floor It:**

8/4 ⬛ **Fast Pace:**

7/3 ⬛ **Charge:**

7/3 ⬛ **Slingshot:**

7/3 ⬛ **Out in Front:**

7/3 ⬛ **Outside Line:**

7/3 ⬛ **Inside Line:**

5/2 🟦 **Understeer:**

☐   🟦

🟩   🟪

🟧   ⬛

🟥

EVENT CARD LIST

(x1) ⬜ **Blown Engine:**

(x2) ⬛ **Blown Tire:**

(x1) ⬜ **Blown Transmission:**

Yellow Flag

(x1) 🟥 **Brush the Wall:**

(x1) 🟥 🟥 **Collision:**

Utilize the Team Bar to determine which car is the originator of the collision. That car and every adjacent car receive 2 red damage tokens. No player can have more than 1 car affected by this event. All involved cars are placed at the end of the restart line.

Yellow Flag

yellow flag

(x3) Debris Caution: *Yellow Flag*

(x1) 🟧 **Engine Damage:**

(x1) 🟥 **Front-End Damage:**

Yellow Flag

(x1) 🟩 **Fuel Miscalculation:**

(x1) 🟪 **Gear Box Damage:**

(x1) 🟦 **It's Getting Worse:**

(x2) 🟦➤🟨 **Loose:**

Yellow Flag

(x2) ⬛ **Marbles:**

(x1) Overcast:

(x1) 🟥 🟥 **Pileup:**

first team's color shown must give

their next car behind the first af

Draw the next card and check the Team Bar. The first team's color shown must give their lead car 2 Red Damage tokens. The next team listed must give their next car behind the first affected car 1 Red Damage token. The third team must then give their next car a Gray Damage token. Continue as such until each player has assigned damage to one car or *any* team has been bypassed. All cars involved from the 3rd on will receive a gray body damage token.

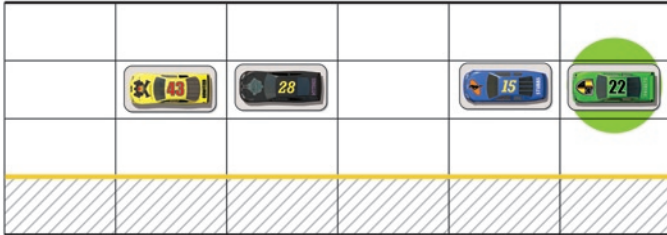*Yellow Flag*

(x2) Rain: If this is the first time

(x1) ⬛ **Spinout:**

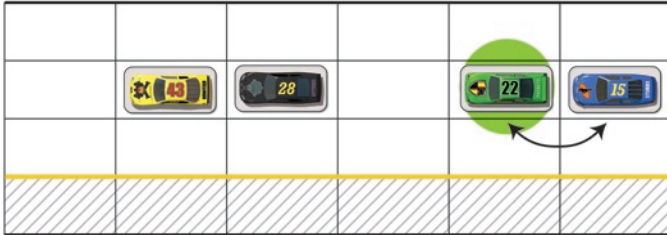**(x1)** ⬛ **Sun on the Track:**
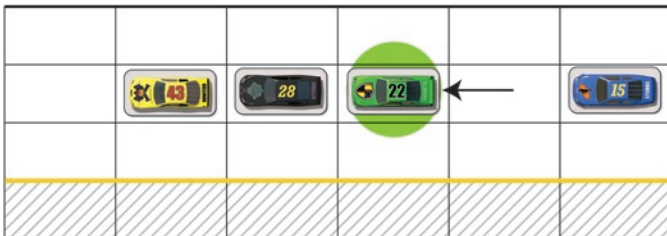
(x2) 🟦➤🟨 **Tight:**

ADDITIONAL EXAMPLES
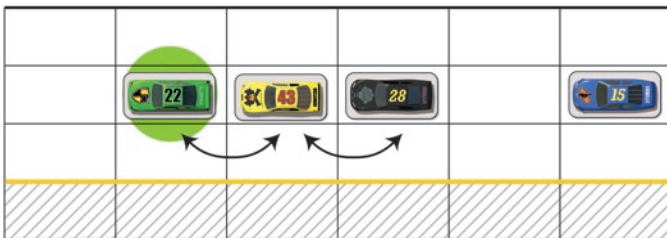
Working the Pack Example

Car #22 is activated using a "Working the Pack" card.

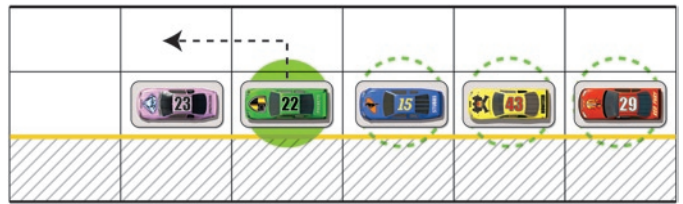*For the first Movement Point car #22 swaps positions with car #15.*

*For the second Movement Point car #22 moves ahead leaving #15 behind.*

For the last 2 MPs car #22 swaps positions with car #28 and then #43 to move to the front of the pack.

A NOTE FROM THE DESIGNER

and long-term planning is very difficult without experience

Thunder Alley

Unique Circumstances

Green car #22 is activated with a Lead Movement card. The green car first moves laterally and then forward one space. The three cars behind it are linked and move along with the green car. The cars are now positioned as shown in the illustration below.
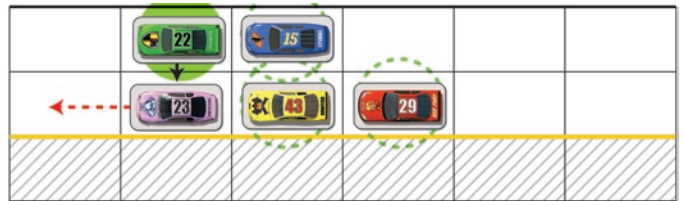
If the green car was to move laterally into pink car #23 a unique situation occurs. Normally, a laterally displaced car would be moved backwards; but in this case it would move into a line of linked cars breaking the Draft Line. So, instead of displacing backwards, the pink car must be displaced forwards.

Bumping
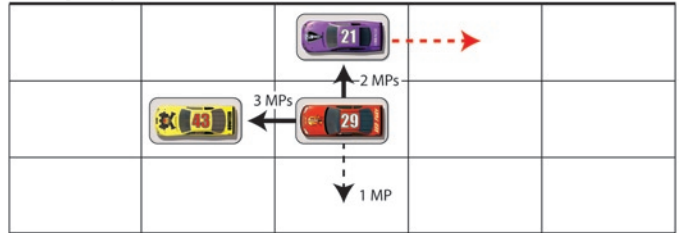
A car with 1 or 2 MPs remaining is never required to move laterally to use up all its MPs—it may spend its remaining MPs in an unsuccessful Displacement. In the example above, red car #29 has 2 MPs remaining, it could stay in place by bumping into car #43. No movement would occur since 3 MPs are necessary for displacement. This type of bumping is only allowed at the end of movement, players are never allowed to commit less than 3 MPs to Forward Displacement or 1 MP to Lateral Displacement if they have the MPs.

GLOSSARY

Action Segment

Activated Car/Active Player/Current Player

Adjacent

Apron

Car (or Race Car)

Draft Line

Event Cards

Lap

Thunder Alley

first time you cross the Start/Finish Line at the start of the race

Turn Leader Markers

figure into scoring at the end of the game.

Linking (Drafting)

Pit Stop

Position Markers

finishing order. Points for each position are indicated on these

Race Cards

Sector

Starting Grid

Team Bar

Team Sheet

Track Running Order

Running order is not important from activation to activation. It only needs to be determined at the end of a Turn or if slower cars are passed or about to be passed. The rule is wordy because it is important, but does not need to be constantly checked.

Turn

Wear Markers

Pole Position – The car that starts on the inside of the first row at the start of the race. This will be the very first car placed.

INDEX

CREDITS

DESIGN AND DEVELOPMENT

ASSISTANT DEVELOPER & KICKSTARTER SUPERVISOR

SPECIAL GRAPHIC ASSISTANCE

A SPECIAL THANKS TO

PRIMARY PLAYTESTERS

Maher, Joel-Henry Mansfield, William McDavid, Gina Parker,

TEAM SPONSORS

TRACK SPONSORS

DRIVER SPONSORS

ART DIRECTOR & PACKAGE DESIGN

MAPS, COUNTERS, COVER ART AND CARD ILLUSTRATIONS

LAYOUT

PRODUCTION COORDINATION

PRODUCERS

GMT Games, LLC