

**Turbo
KIDZ**

TURBO GUIDE



15'



7+



2-6



Learn the rules in 1 min.
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TURBO KIDZ

A game by **Emmanuel Gauvain**
Illustrated by **NIKAO and Remy Tornior**
A game for 2 to 6 players. Ages 7 and up.

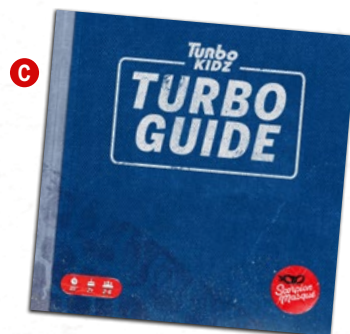
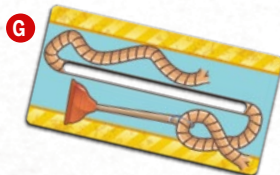
Just because the city is overrun with zombies doesn't mean you can't have some fun! It's time to get your friends together and hit the crazy courses for some blindfolded racing. Choose your car, dodge the traps, and take on the challenges in Turbo Kidz!



The first team to win 2 Stages wins the game.



- A** 16 Stage game boards
(2 copies of 16 different Stages)
- B** 2 Formula Z masks
- C** 1 Turbo Guide (rulebook)
- D** 2 Dry-erase markers
- E** 6 Car cards
- F** 1 Bomb template
- G** 1 Rope template
- H** 2 Cloths



SETUP

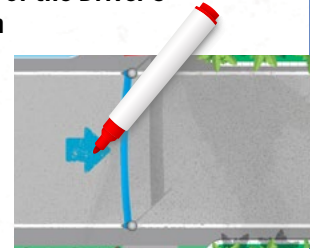
These are the rules for a team game (4 players or more).
For a 2- or 3-player game, go to the **Cooperative Mode** section on page 6.

1 Make **2 teams** of 2 or 3 players each. The teams can be of different sizes. Each team **designates a first Driver** and gives that player a marker and a mask. The other players are the Co-Pilots (the roles will change during the game).

2 The team with the youngest player chooses the **First Stage** of the race. **Each team takes a copy of that Stage** (there are 2 copies of each Stage). For your first games, use Stages numbered 1 to 4 to get yourselves used to driving!

If all players are familiar with the game, the team that didn't choose the Stage now chooses a **Car card** from those available. The other team then chooses one from those that are left. Your car determines your look and gadget (which will be explained on page 9).

3 Each Driver places their **marker on the Start arrow** on their Stage board and **covers their eyes** with the mask. They shouldn't be able to see anything. No cheating!! **One of the Co-Pilots takes the thumb of the Driver's other hand in theirs, which they will manipulate like a 'joystick.'**



GAMEPLAY

WARM-UP LAP

If there is a player present who has never played Turbo Kidz before, do a little practice lap, which won't count for the game. Doing this will allow the newer players to have a better chance of winning, and the game will be more exciting!

COUNT 3, 2, 1, GO!

At the same time, both Drivers start drawing a path on their Stage board, following the instructions of their Co-Pilot. Their goal is to get to the other end of the Stage while staying inside the racetrack, between the white lines.

THE CO-PILOTS GUIDE THE DRIVERS

If there is only 1 Co-Pilot on your team, this person can use both vocal guidance and the 'joystick.' If there are 2 Co-Pilots, one will guide with their voice only, while the other will use the joystick only. The Co-Pilot can put their hand on the Stage board to hold it in place.



VOCAL GUIDANCE

You may give whatever vocal instructions you feel will help your Driver get you to the finish line the quickest. We recommend using "up, down, left, right," but you can also be creative! There are no restrictions, except that you can't shout, as it may distract the other team.

'JOYSTICK' GUIDANCE

Manoeuvre the Driver's thumb just like you would a video game joystick. Establish codes, like light pressures for slow movement on the board, or greater pressure to go faster!

THE GOLDEN RULE

Unless the course EXPLICITLY demands it, lifting your marker off the board is considered an Accident (see next page).

ACCIDENTS

Your car has had an Accident if the line drawn by your pen **passes over a white line** (touching it does not count as an Accident).

Only white lines create accidents. Any other lines are only part of the artwork and have no effect.



Brushing
(touching) the
white line **does not**
cause an Accident.



Breaking
(going over) the
white line **causes**
an Accident.

In the case of an Accident, the Co-Pilot...

1

...takes the Driver's hand holding the marker and brings it back to the last Checkpoint (blue line) crossed.



2

...starts racing again. You might still have time to catch up to the opposing team!



END OF STAGE AND GAME

The team that crosses the finish line first wins this Stage.

If this is the first Stage your team has won, play another Stage. The losing team chooses the next Stage.

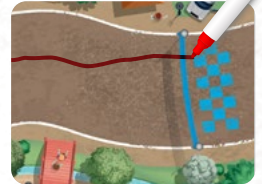
If this is the second Stage your team has won, you win the game!

This means that a game is a minimum of 2 Stages, and a maximum of 3.

Between each Stage, take the time to look at the path you drew, and that of your opponents', to see where you had near misses! Then erase your path.

If you notice that the other team cheated or ignored one of their Accidents, the victory is yours!

We recommend changing the Driver between every Stage, although it's not obligatory.





COOPERATIVE MODE

FOR 2 OR 3 PLAYERS

GOAL

Complete a circuit while respecting the conditions of a Challenge. Most Challenges will ask you to complete a circuit composed of a **precise series of Stages** in a certain amount of time.

SETUP

Make 1 team of 2 or 3 players.
Choose a Challenge from those proposed on page 10 and 11, and take the indicated Stages. The rest of the setup remains the same as in a normal game, with the exception of the Challenge's constraints.

GAMEPLAY

At the beginning of the race, start a timer using a telephone or other device.

Complete the race according to the normal rules. There's no opposing team to make sure you're not cheating, so be honest!! If you have an Accident, go back to the last Checkpoint.

At the end of the Stage, stop the timer.
Prepare the next Stage and change the Driver, if you wish. Restart the timer as soon as you start the race in the new Stage.

Once all the Stages have been completed, you win if your time is less than the Target time in the Challenge!



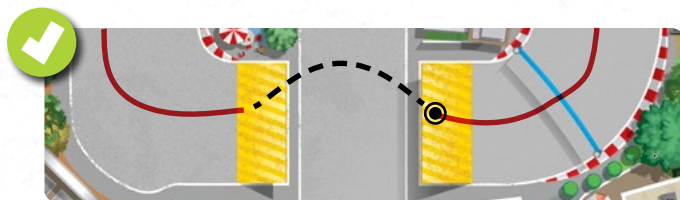
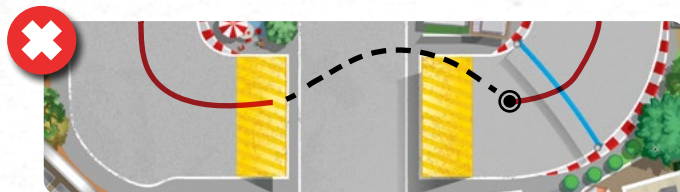
SPECIAL TRACK EFFECTS

You will come across different special elements in certain Stages. Here is how they all work.

JUMPS



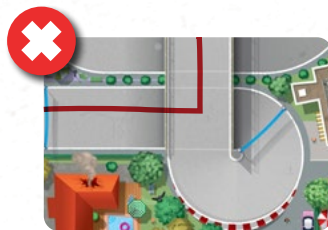
When the marker gets to the Jump zone (the yellow zone) **the Driver must raise the marker in the air and place it back down on the board inside the Landing zone with the same pattern.** If the Driver lifts or puts the marker back down anywhere outside the yellow zones, it is an Accident. They have to go back to the last Checkpoint. As long as the marker isn't touching the board, they can move it freely.



BRIDGES



Some sections of the course go under Bridges or other sections of road. When you are driving along the road 'under' the Bridge, you can ignore the white lines of the roadway above you; only concentrate on the lines of the road you are on.



TURBO BOOST



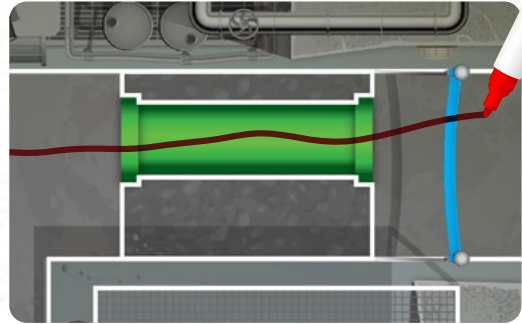
Kick it up a gear!
When the Driver gets to an Acceleration zone, **one of the Co-Pilots takes their hand holding the marker and helps them draw a route to the next Slowdown zone.** Once there, the Co-Pilot lets go of the Driver's hand and the race continues normally. You **MUST** go into the Slowdown zone; if you cross a Checkpoint or finish the Stage without going through the Slowdown zone (even if the Co-Pilot lets go of the Driver's hand), it is considered an Accident.



PIPES



The pipes cut radio communication between the Co-Pilots and Driver. As soon as the marker enters a Pipe section, **the Co-Pilots are only allowed to communicate using the thumb 'joystick'**. They can't speak to the Pilot (or make any kind of noise!) until they have passed through the other end of the Pipe.



OIL SPILLS

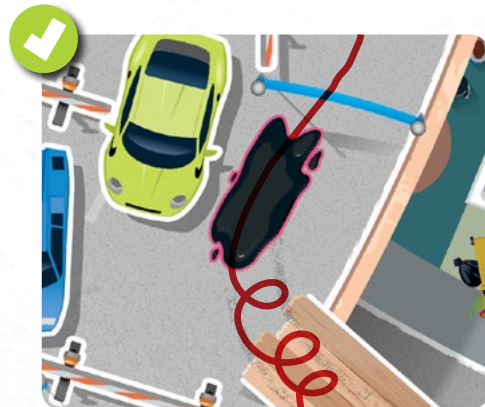


Avoid the Oil Spills or do 3 donuts!

If a car (the marker line) touches the purple line surrounding an Oil Spill, the Co-Pilots **MUST** yell "Wipeout!!" and the Driver has to **draw 3 rings** (without lifting the marker before, during, or after) before the next Checkpoint. The rings must be clear (they can't touch or overlap one another) and be big enough to see the track inside the ring. The Co-Pilots must tell the Driver if they have done their donuts properly, or if they need to redo them (because the first one(s) weren't done properly).

If the marker passes over a white line during these rings, it is an Accident; normal rules apply.

If you cross a Checkpoint or finish the Stage without finishing your 3 donuts, it is an Accident.



GADGETS

Each vehicle is personalized with a unique, super-powerful gadget that will launch you to the top of the podium!

When you choose a Car card, you don't only choose a look, but also a special power! Each vehicle has a special Gadget with an in-game effect. **All the rules specific to your vehicle are on the back of the Car card.**



CLOTHESLINE

Your car stretches a rope all the way across the road to fling your opponents out of their car!

Before starting the race, a Co-Pilot takes the Rope template and places it directly on your opponents' Stage Board so that it doesn't touch any zones with Effects (Turbo Boost, Jump, etc). They then draw a line that stretches across the road from one way to the other. They then draw a dotted line along the

NITRO

Make your Turbo Boost last even longer!

When you use a Turbo Boost ignore the Slowdown zone and use its effect all the way to the next Checkpoint (or the end of the Stage) Use the Checkpoint (or the end of the Stage) as the Slowdown zone.

MINE

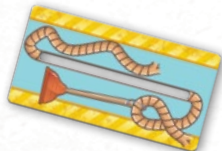
Competitive Only

Your car drops a Mine to blow up an enemy car.

Before beginning the race, a Co-Pilot takes the Mine template and places it directly on your opponents' Stage board so that it doesn't touch any white lines or zones with Effects.

They then draw a circle on the board on the inside of the template, with an 'X' in the middle.

If the opposing team touches this line, they have an Accident! They erase the Mine and have to restart from the last Checkpoint they crossed.



CHALLENGES

COOPERATIVE MODE

Check off the Challenges that you complete!
Some Challenges tell you which Stage numbers to use. These numbers are written on the Stage boards and must be done in the order listed.



QUALIFICATION

Finish a race with 2 Stages of your choice in under 4 minutes.



BRAVERY

Finish a race with 3 Stages of your choice in under 4 minutes and 30 seconds.



CONFIDENCE

Finish a Stage of your choice in under 1 minute without any Accidents.



THE MONTREAL MARATHON CUP

Finish a race with 4 Stages of your choice in under 4 minutes and 30 seconds.





DRIVING ACE

Finish a Stage of your choice in under 40 seconds.



PERFECT FIT

Finish a race with 3 Stages of your choice in under 3 minutes and 30 seconds without any Accidents.



CITY LINE CUP

Finish a race with Stages 2, 3, and 5 in under 4 minutes.



PARK LIFE CUP

Finish a race with 'park' Stages 1, 6, and 7 in under 4 minutes.



UNDERWORLD CUP

Finish a race with 'sewer' Stages 12, 13, and 15 in under 4 minutes.



BEEP BEEP MINI-RACE

Finish a race with Stages 2 and 6 in under 2 minutes.



HEAD IN THE CLOUDS CUP

Finish a race with Stages 10, 11, and 14 in under 3 minutes and 30 seconds.



LIGHTNING CUP

Finish a race with Stages 6, 8, and 9 in under 3 minutes.



MUSHROOM CUP

Finish a race with Stages 4, 5, and 8 in under 4 minutes.



SLIPPERY SURFACE

Finish a race with Stages 13, 14, and 15 in under 2 minutes.



RADIO RACE

Finish a race with Stages 4, 5, and 7 without the Co-Pilot using the joystick in under 2 minutes and 30 seconds.



MUTE RACE

Finish a Stage without the Co-Pilot speaking in under 2 minutes and 30 seconds.



MIRROR RACE

Finish a Stage with directions inverted (move the joystick left to go right) in under 2 minutes.



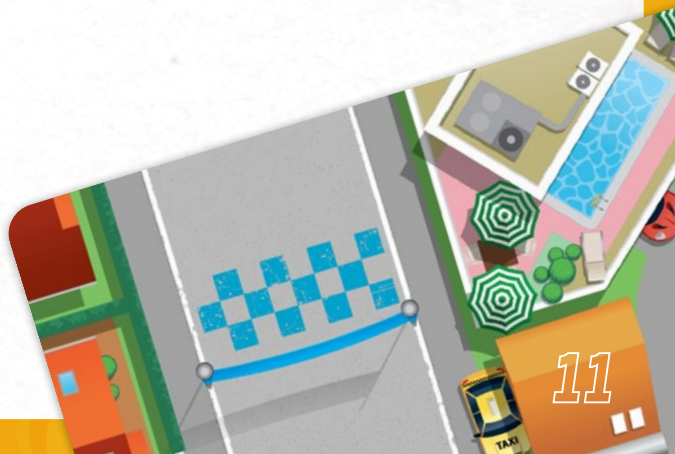
GRAND CHAMPION

Finish a race with 2 Stages of your choice in under 1 minute.



FLYING ACE

Finish a race with Stages 10, 11, 12, and 16 in under 3 minutes and 30 seconds.





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We finance the replanting
of all the trees used in the
production of our games.