
Ultra Simple Pod Racing Rules

The following rules are based on the Pod Racers from the movie; Star Wars, Episode 1, The Phantom Menace, using the small Pod Racers toys. I have designed these rules for young players and non gamers.

Race Track Set-Up

The route of the race track can be formed in a number of ways, for example; place six of pairs of counters down at 6 inches apart which the Pod Racers must pass through. Then place a number of terrain features (piles of books would do) on the route which the players must avoid, and a finishing line.

Starting the Race

Each player chooses a single Pod Racer toy in order of their age, starting with the youngest player. For the first turn only, the youngest players move first and then the second youngest move second, etc.... The following turns will be in order of the Pod Racer's race positions, starting with whoever is currently in front.

The Game Turn

The game turn is as follows, each player must move their Pod Racer by the result of the four move dice (no less) in inches, starting with the Pod Racer who is currently winning the race. When each player has performed their move, then a new turn is started.

In each turn, every player can move their Pod Racer in a straight line or turn on the spot. A Pod Racer can be turned any amount of times in a single turn, but each time the player must check if the Pod Racer fails the turn. To do this, throw a single die and the score the player needs to throw above to perform a turn is the number of times which the Pod Racer has turned in the current turn. I.e.; for the first turn, it's 2 or more, but the fourth turn its 5 or more. If a Pod Racer fails its turn, it stops where it is and the next player takes their go.

For Example; a player throws his Pod Racer move dice and gets a score of 15, so he must move his Pod Racer 15 inches unless he fails to turn his Pod Racer. The player moves his pod forward 6 inches and wants to turn it. He needs to throw 2 or better, he throws 3, and turns his Pod Racer and then moves his Pod Racer another 4 inches, now he needs to throw 3 or better to turn the Pod Racer again, he throws 1, the Pod Racer stops and so he doesn't use his last 5 inches of movement, and it's now the next players go.

Winning the Game

The first Pod Racer which crosses the finishing line wins the game.

Finally

All arguments are decided on a throw of a die, the highest result wins.