



Crash Grid

Components

- **Deck A (Trick Deck):** One standard 52-card deck shared by all players. Used only for initiative.
- **Deck B (Rail/Move Deck):** One standard 52-card deck, divided by suits. Each player claims one suit.
- **Per Player:**
 - 13 cards of one suit from Deck B:
 - **Rails:** A–10 (10 trail cards).
 - **Moves:** J, Q, K (Left, Right, Forward).
 - Player aid showing the three moves.
- **Arena Board:**
 - **4 players:** 12×12 grid.
 - **3 players:** 10×10 grid.

Setup

1. Each player chooses a suit from Deck B.

2. Place each rider's starting trail card (one from A–10) on the edge of the grid, equally spaced, facing inward. The short edge of the card points in the facing direction.
3. Shuffle Deck A. Deal 5 initiative cards to each player.
4. Each player places their J, Q, K move cards face up on their aid.

Objective

Stay alive the longest. If you move into a wall, another rider, or the arena boundary, you crash and are eliminated. Last rider standing wins the round.

Core Concepts and Terms

- **Trail Card:** A–10 of your suit. Marks where you vacated.
- **Move Cards:** J = Left, Q = Right, K = Forward. Each must be used once before all three refresh.
- **Orientation:** The short edge of each placed trail card must point in the direction of travel.
- **Extended Mode (A2):** When a player exhausts their 10 rails, they continue playing by “forward shifting.” Each move:
 - Leave a generic wall behind (place the initiative card played this trick face down).
 - Advance your most recent suit trail card into your new square.

Turn Structure

Step 1: Initiative Reveal

- Each player simultaneously reveals one card from Deck A.
- Resolve order high to low (A high, 2 low). Ties break by suit order ♠ > ♥ > ♦ > ♣.

Step 2: Movement Resolution

- In initiative order:
 1. Choose one unused move (J, Q, or K).
 2. Rotate and/or advance:
 - J (Left): Rotate 90° left, move forward 1.
 - Q (Right): Rotate 90° right, move forward 1.
 - K (Forward): Move forward 1 without rotating.
 3. Place a trail card in the square you left:

- If you have rails left (A–10), play one.
- If rails are exhausted, use Extended Mode (leave initiative card face down, advance your suit marker).

4. Flip the used move card face down.

Step 3: Collisions

- If your move enters an occupied square or leaves the board, you crash immediately.
- Remove your rider from play. Your trails remain.

Step 4: End of Trick

- Surviving players refill hands to 5 from Deck A.
- After the third trick, all riders refresh J/Q/K simultaneously.

End of Round and Scoring

- Round ends when one rider remains; that player scores 1 point.
- If all riders crash in the same trick, no points are scored.
- Play best of 3–5 rounds for match play.

Examples

- **Turn Example:** P1 faces east. They choose J (Left). They rotate north, move 1 space up, place a portrait trail card with its short edge pointing north.
- **Extended Mode Example:** P2 has no rails left. They reveal a 9 of Hearts in initiative. After moving, they place the 9 face down in the space they vacated, then slide their own suit trail card forward into their new square.

FAQ

- **Q: Do all players move every trick?**
A: Yes. Initiative determines order, not whether you move.
- **Q: What if two players try to enter the same square?**
A: The earlier player (higher initiative) succeeds. The later one crashes.
- **Q: Can I repeat a move before refresh?**
A: No. Each of J/Q/K must be used once before refresh.

- **Q: What happens if I run out of rails?**
A: Extended Mode. You continue moving, but initiative cards now mark your old space, and your suit marker slides forward.

Glossary and Icon Reference

- **Initiative Card:** Card from Deck A, sets order each trick.
- **Move Cycle:** The 3-trick span in which each rider must use J, Q, and K once.
- **Extended Mode (A2):** Rail exhaustion rule using initiative cards to seed new walls.

Risks and Edge Cases

- **Board clarity:** Face-down initiative cards must be distinct from rails to avoid confusion.
- **2P balance:** Smaller grids (6×6 or 8×8) play very short. Duel mode works, but 3–4P is preferred.
- **Game length:** 12×12 grid for 4P stretches runtime toward 30–45 minutes, the target family window.

v1.0 A2 Extended Mode - 09-11-2025

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Crash Grid Player Aid

Player Setup

- **Move Cards:** J = Left, Q = Right, K = Forward.
- **Rail Cards:** A–10 of your suit (10 total).
- **Initiative Hand:** 5 cards from shared Deck A.
- **Arena:** 12×12 for 4 players, 10×10 for 3 players.

Turn Flow

1. Initiative

- Everyone reveals 1 card from Deck A.
- Highest rank goes first. Tiebreak order: ♠ ♥ ♦ ♣.

2. Movement (resolve in initiative order)

- Choose one unused move (J, Q, or K).
- J = Rotate left, move 1.
- Q = Rotate right, move 1.
- K = Forward, move 1.
- Place a trail card in the square you left.
 - If rails remain, use one from A–10.
 - If rails are gone, enter **Extended Mode (A2)**:
 - Place your initiative card face down in the space you left.
 - Slide your suit trail card forward into your new square.

3. Refresh

- After 3 tricks, flip all J/Q/K face up.

Crashes

- Crash if you:
 - Leave the grid,
 - Enter a square with any card,
 - Or move into the same square as another rider this trick (later rider crashes).
- Remove your rider from play. Trails remain.

Scoring

- Last rider standing scores 1 point.
- If all crash in the same trick, no points are scored.
- Play best of 3–5 rounds.

Quick Reminders

- **Rails:** A–10 of your suit (10 total).
- **Moves:** J = Left, Q = Right, K = Forward.
- **Refresh:** Every 3 tricks.
- **Extended Mode (A2):** Use initiative cards as walls once rails are gone.

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