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# Tractor Pull

TRIPLE TRUCK-TUGGING TACTICS FOR TWO  2 Players  Age 10+  30'

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It's time for the Tri-County Triple Rope Tug-of-War Challenge! Recruit your team of scrappy modified vehicles and deploy them to the field, but watch out! The crooked referees are bribed to eject especially strong vehicles! The team that pulls the most ropes wins the match. The team that wins two out of three matches is the winner!

→ [Download the Print-and-Play Cards Here](#)

## Proposed Components:

54 Cards Total

- 32 Vehicle Cards
- 1 Wrench Card
- 2 Player Reference Cards
- 4 Double-Sided Character Cards
- 5 Double-Sided Location Cards
- 10 Item Cards

15 Double-Sided Strength Booster Chips

## Overview of the Game

A full game is composed of three **matches**. Before each match, a new **location** is revealed that sets a special twist on the rules.

Within each match, players will play through three **waves**. In each wave, each player **recruits** four vehicles from the garage to their hand, **deploys** three vehicles from their hand to the field face-down, then **reveals** all the vehicles deployed that turn. Then the strongest vehicle revealed this wave is **ejected** from the field, resulting in a special effect. After three waves, players compare the total strengths of their vehicles pulling on each rope. The stronger team wins the rope. Whoever wins two out of three ropes wins the match.

After each match, the winner gets one **item** of their choice from a pool of three. The loser gets the two remaining items. Then a new location is revealed for the next match and players may **install** any of their items in the field.

Whoever wins two out of three matches wins the game!

# Setting Up the Game

Shuffle the Character cards and deal one to each player face-down. The other Character cards will not be used this game.

## Setting Up Each Match

### Spin the Wrench

The wrench is the only thing that these gruff competitors trust to not be crooked. The youngest player takes the Wrench card and sets it face-down. She spins the card as quickly as possible for three seconds then flips it face-up. This determines who is the red player and blue player this match.

For the second match, turn the wrench so the red player is blue and the blue player is red.

If the game goes to a third match, the oldest player spins the wrench again as in the first match.

### Arrive on Location

These cards represent different arenas around the Tractor Pull circuit, each with regional twists on the basic rules. Before each match, the red player will pick a location where this match will be held.

### Browse the Garage

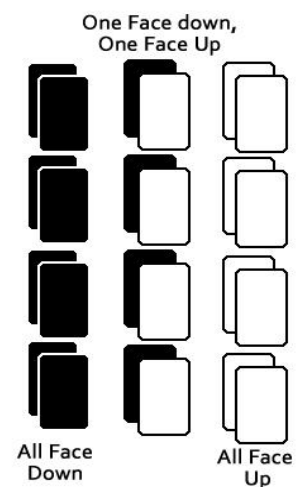
The garage offers everything from beat-up jalopies to heavy-duty diesel monsters. It takes a resourceful team captain to succeed.

Shuffle the vehicle cards and arrange them in a grid of three columns with four pairs of cards in each column. One column's pairs should all be face-down. The central column's pairs should have one face-down card and one face-up card. The last column's pairs are all face-up. (See example on the right.)

Set aside any unused cards as a face-down deck to the side of the play area within reach of both players.

### Secure the Items

These are upgrades and traps you can earn after each match. Shuffle them into a deck face-down to the side of the play area.

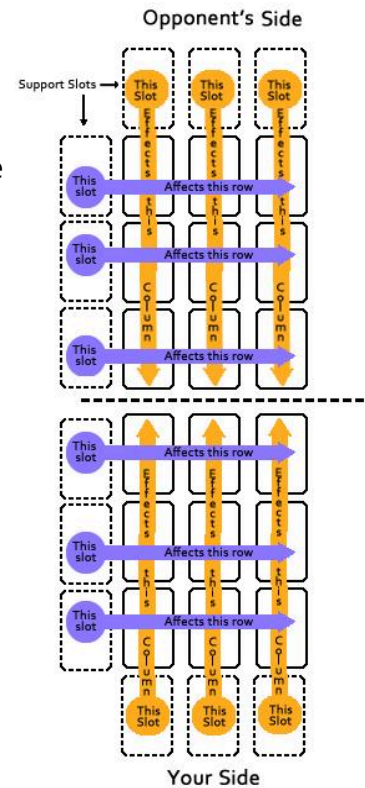


Before the second or third match, each player will have a hand of item cards they may use for the upcoming match.

The red player may place one or more items in their designated location around the field face-up. Then the blue player may do the same.

### Prep the Boosters

Items, character abilities, locations, and vehicle effects may boost the strength of other vehicles in the field. This boosted strength is tracked by placing counters on the vehicle cards. Keep a supply of strength counters to the side of the play area. After each match is complete, return all of the strength counters to the supply.



## Playing A Match

A match is played in three **waves**. In each wave, players four **recruit** vehicle cards from the Garage, **deploy** three vehicles in a row on their side of the field, and the strongest vehicles get **ejected**. After three waves, the vehicles Pull with all their might!

### Playing a Wave

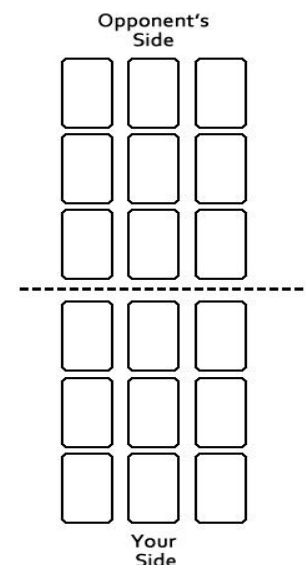
#### Recruit from the Garage

To start of each wave, each player alternates turns, starting with the blue player.

On your turn, select one pair of cards from the Garage and take it into your hand. When both players have selected two pairs of cards (4 new cards total), the Recruit phase is over. Keep cards in your hand hidden from your opponent.

#### Deploy to the Field

Next, each player simultaneously places three vehicle cards from their hand face-down in a row. In the first wave, you deploy to your front row.



In the second wave, you deploy to your middle row. In the third wave, you deploy to your back row.

## Eject the Strongest Vehicles from this Wave

Once each player has placed three face-down cards, both players simultaneously reveal those cards. The vehicle with the highest strength deployed in this wave must be ejected. The owner of the ejected vehicle must resolve its special effect.

In this wave, the strongest vehicle is your Pickup (7). It's ejected from the field and triggers a special effect for you. It says, "If ejected, flip an opposing vehicle." That means you can choose any of your rival's cards to turn face-down. You flip their middle Sedan, removing its strength (6) from that rope.

If multiple vehicles tie for highest strength, the red player resolves their ejections first, if any. Then the blue player resolves their ejections, if any. Continue until all of the cards with the highest strength this wave have been ejected.

## Pull!

After three waves, both teams are ready to pull with all their might! In each column, add together the Strength of the vehicle cards on your side.

Also add the bonuses of any counters on those cards. Face-down cards do not contribute their printed strength, but their counters still do.

The player with higher total strength in that column earns one point. If tied, neither player earns a point.

It's the end of the match! Add up the strength of your vehicles in each "rope," in other words, each column.

In the first rope, your rival has 9 and you have 8, so he beats you there.

In the second rope, you easily beat his 1 with your 7.

In the third rope, your 10 narrowly beats his 9. You win two out of three ropes, so you win the match!

The player who earns more points is the winner of the match!

## Overtime Wave

If players tie for victory, play a fourth row of cards with whatever you have left in your hand and determine the winner.

If still tied, the owner of the strongest individual vehicle on the field wins. (If tied for strongest vehicle, continue comparing with the second strongest Vehicle, and so on until there is a clear winner.)

## Awarding Items

After the first and second matches, both players earn items to use in the subsequent match. They can be used in subsequent matches to get the upper hand.

The winner of the match draws three items from the top of the item deck. She chooses one to keep and gives the remaining two to the loser of the match.

## Ending a Match

Set aside all counters into the general supply. Clear the field and shuffle all of the vehicle cards back into the deck. You're now ready to begin the next match.

# End of Game and Victory

The game ends when one player has one two out of three matches. That player wins the game and a lifetime of glory! Well, at least until the next game.

## FAQ

**Q: Do strength boosts change a vehicle's classification? For example, if a scooter gets +1 strength, does it become a go kart?** A: No, strength boosts do not change a vehicle's classification. They simply raise the strength for that vehicle.

**Q: If a vehicle with strength boosts moves to another space in the field or gets flipped, does it keep its counters?** A: Yes, a vehicle keeps any boosts on it even if it moves or gets flipped.

**Q: Can a face-down vehicle earn boosts?** A: None of the current set of items, characters, or locations allow a face-down vehicle to earn strength boosts. However, there may be effects in future sets that allow it. For now, the answer is no.

**Q: I keep forgetting to activate items that I placed on my opponent's row. How can I remember to do this?** A: Try turning the item card so the text is readable to you.



# Glossary

**Field:** The 3x6 gridded play area between the players. Each column represents a rope being pulled by vehicles from either team.

**Eject:** To remove a vehicle card from the field and put it face-up into the ejection pile.

**Counter:** These are tokens to modify a vehicle's strength. If a "4" strength card has two +1 counters, it is considered a "6" strength.

**Flip:** To turn a face-up vehicle card in the field face-down. Unless otherwise specified, flipping may turn a face-down vehicle card face-up. Any counters on this card remain on the card.

**Column:** The vertical line of six vehicles.

**Row:** The horizontal line of three vehicles.

**Wave:** The interval of time when each player has drafted vehicles from the garage, deployed them to their respective rows, and resolved all ejections.

**Match:** A complete set of three waves. Sometimes a fourth overtime wave will be necessary to determine a winner for the match.

# Almanac

[» Current card list available on this spreadsheet. «](#)