

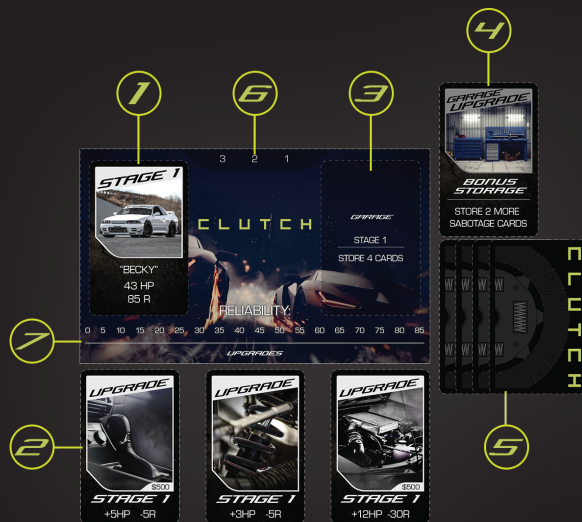
CLUTCH

RULE BOOK



CLUTCH | GETTING STARTED

Welcome to **Clutch**, the most realistic racing card game. Buckle up as you battle other players in head to head races, progress to faster cars, collect upgrades, save cash, and do whatever it takes to leave your opponents in the dust. Get ready for Clutch.



Objective:

- Be the first player to collect the enough races to win the game.
- As a group, decide how many races you want to play to.
- The first person to reach the number of races you have decided on will win the game.

*There are 32 Race cards in the deck.

Players	Suggested	Maximum
2	8 Races	16 Races
3-4	6 Races	8 Races
5-6	4 Races	5 Races

Setup:

- Remove the Stage 1, Stage 2, Stage 3, and Stage 4 cards and separate them into their own piles in the center of the table. [photos of the stage cards are on page 4]
- Remove and place the Advanced Garage cards into a pile next to the Stage cards.
- Shuffle the remaining cards into a single pile in the center of the table.
- Deal each player 7 cards and a game board.
- If you are dealt a race card, shuffle it back into the deck and draw a new card off the top. To make the game run faster, place the race cards toward the top of the deck.
- Each player randomly chooses a Stage 1 card and places it face up on their board.

Cars:

- Each car has a Horsepower (HP) and a Reliability (R) rating.
 - * The small metal nut is placed on the corresponding number on the game board.
- The higher stage car the more HP that car has. As HP goes up R goes down.
- You can progress to faster cars (cars in higher stages) by saving cash and purchasing a higher stage card.

Example: You have saved \$5000. You can then purchase a Stage 2 car by discarding the money and drawing the Stage 2 vehicle from the top of the stack.

- Once you purchase a new car, place the card on top of your old car on your board.
- You are not required to upgrade through car stages in any order.

Example: You can jump from a Stage 1 car to a Stage 4 car if you have the required cash in your hand.

- Vehicles do not have any trade in value.



Taking a Turn:

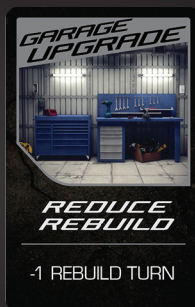
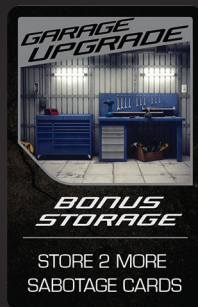
- At the start of your turn, you will draw one card and place it in your hand.
 - * If the card is a race card, see the page 7 for directions.
 - * You may draw two cards to start your turn if you have a Stage 3 or Stage 4 car.
- You may (but are not required) then perform 1 of the following significant actions:
 1. Purchase a higher stage car with cash in your hand.
 2. Upgrade your current car.

Upgrades:

- The draw deck has a variety of upgrades for your car. Upgrades are stage exclusive and color coded to the vehicle they fit on.
- You cannot place two of the same upgrades on one car.
- When you purchase a new car, the upgrades from your old car are discarded.
- Upgrades can be removed during a players turn only. Some upgrades have a cash value. You can use these cards as cash during your turn and you do not have to discard them if you upgrade to a new car.
- Upgrade cards affect the HP and R during a race **only**, not when it is built.

3. Buy an Advanced Garage or upgrade your existing garage.

- * Placing or removing items from your garage can only be done during your turn and does not count as a significant action.



- Each player has a garage on their play card.
- The garage allows you to store cards that do not count towards your hand.
- Any card may be placed in the garage but it cannot be accessed unless it is your turn.
- An upgraded garage can be purchased for \$2000.
- Garage upgrades are found in the draw deck and can be added to any garage. Garage Upgrades must be discarded if you upgrade to an Advanced Garage. You cannot place two of the same garage upgrades on one garage.

- You may not have more than 7 cards in your hand at the end of your turn. Any additional cards may be placed in your garage or discarded.

CLUTCH | RACES

Races:

* If you draw a Race card the following events immediately happen.

1. Look at the card to see who you need to race.
2. The two players race head to head. The player with the higher HP "wins". However, that is only half the battle.
3. If the player with the lower HP is within 5 HP of the winner, that person rolls Dice 1. The value of the roll is added to their total HP. This is called the Good Driver Bonus.



43HP
+ 5HP

48HP

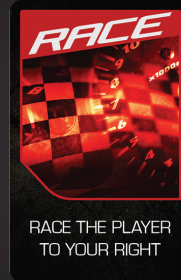
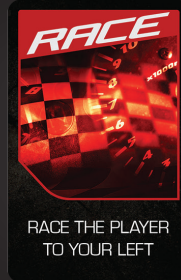


47HP

4. Both players must then roll Dice 2 to determine how much R is lost during the race.

* Upgrades can affect the HP and R of your car. The number on the upgrade cards is applied during **each** race.

5. If a player reaches zero R during a race, they lose the race and are forced into the rebuild phase.
6. Whichever player wins the race, either by having the higher HP or being the only car with R left, then keeps the Race card and is one step closer to winning the game. If both opponents reach zero R, then the race is discarded and neither opponent wins the race.



CLUTCH | THE DETAILS

Sabotages and Boosts

- Sabotages and Boosts are possibly the most valuable cards in the game.
- These cards can be the difference between winning and losing the game.
- Sabotages affect the opponents car while boosts affect the players car.
- Sabotages can be played during races. Boosts can be played at any time.
- Boost are locked to the player that holds it. Sabotages can be gifted to another player. This allows players to gang up on the leader to prevent them from winning the game.
- These cards can be played continuously until the two players surrender the race. Be careful not to waste all of your assets on one race.



Keeping Track:

- Some races can get fairly complicated. We suggest the following series of events to keep track.

1. Add up each player's HP. This includes the HP of the vehicle plus all installed upgrades.
2. Determine who has the most HP. This player will likely win the race.
3. If a player wants to play the "100 Shot" Boost card, now is the time to play it.
4. Each player rolls Dice 2 to determine how much R is lost during the race.
5. Each player should now move the nut on their board to represent the R that has been lost.
 - * Try to remember how much damage you took in case certain sabotages are played.
6. Once both players adjust their R they can accurately decide if they need to play a sabotage or boost to attempt to win the race.
7. Remember: Sabotages and Boosts can be played continuously until both players surrender the race.
 - * If a player plays the "Opponent Doubles Damage" Sabotage card then that player doubles all damage for the entire race including upgrades and their dice roll.
 - * A player can play the "Suffer No Damage This Race" at any time and trumps all cards played during that race.
 - * The "Opponent Loses Race" Sabotage card cannot be countered. The only solution is to make the other player also lose the race by reducing their R to zero or playing a second "Opponent Loses Race" Sabotage card

CLUTCH | THE RULES

Rebuild

- Once a car reaches Zero R – in other words when it “blows up” – you are forced to enter the rebuild phase.
- The rebuild phase will repair the vehicle’s R to its maximum in exchange for skipping 3 turns.
- If a players R is getting low they can voluntarily rebuild for 2 turns.
- If you have an Advanced Garage your forced AND voluntary rebuilds are only 2 skipped turns.
- There is a garage upgrade that reduces the rebuild phase by 1 turn.
- Use the numbers at the top of your board to keep track of rebuild turns.
- You cannot rebuild or boost your R passed the number on your vehicle card.



Frequently asked questions

- If I draw a “race the player across from you” card, what happens if there is an odd number of players?
 - The two players across from you roll Dice 1. Whoever has the higher roll races you.
- Can I upgrade my garage and my car in the same turn?
 - No, only one upgrade can be played during your turn. We call these significant actions.
- Can I use sabotages and boosts from my garage?
 - No, during a race you can only use what cards are in your hand.
- Do I still get to build an upgrade when I draw a race card?
 - After the race is completed you can continue to build your upgrade.
- How do I end my turn?
 - Clutch does not require a discard to end your turn. Simply tell the next person you have finished.
- Does placing cards in storage count as my turn?
 - No, placing and removing cards from storage does not count as a significant action.
- What happens if I don't have exact change?
 - There is no bank in Clutch. You are either overpaying or exactly paying. Money goes to the discard pile.
- When I build an upgrade is my R reduced?
 - No, upgrades only affect your car during a race. The numbers on the upgrades are added to every race.
- Am I required to play a card every turn?
 - No, you can just pass to the next player. However, you must draw a card on every turn.

CLUTCH | THE RIDES



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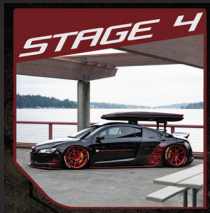
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