MAGICAL ATHLETE

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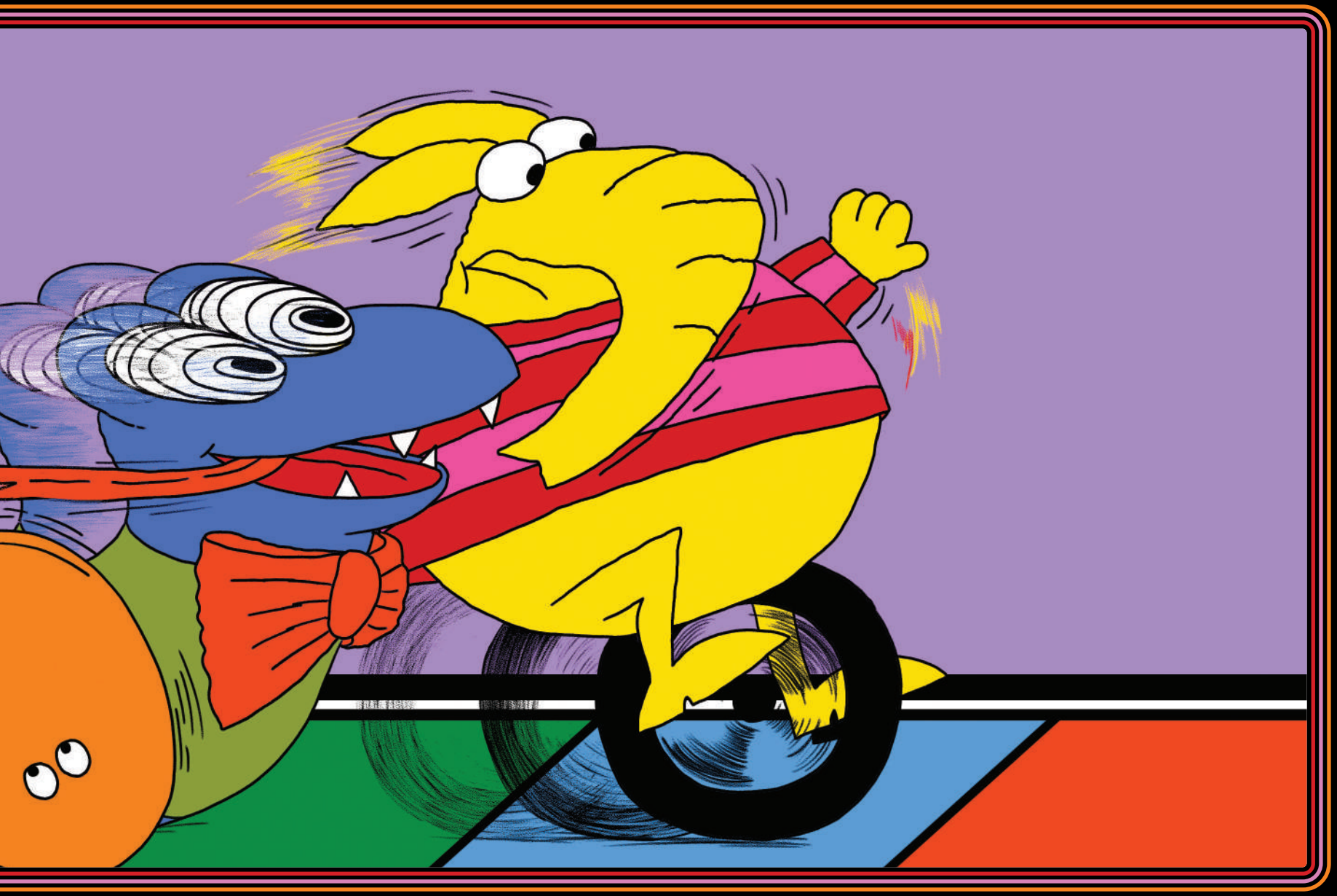
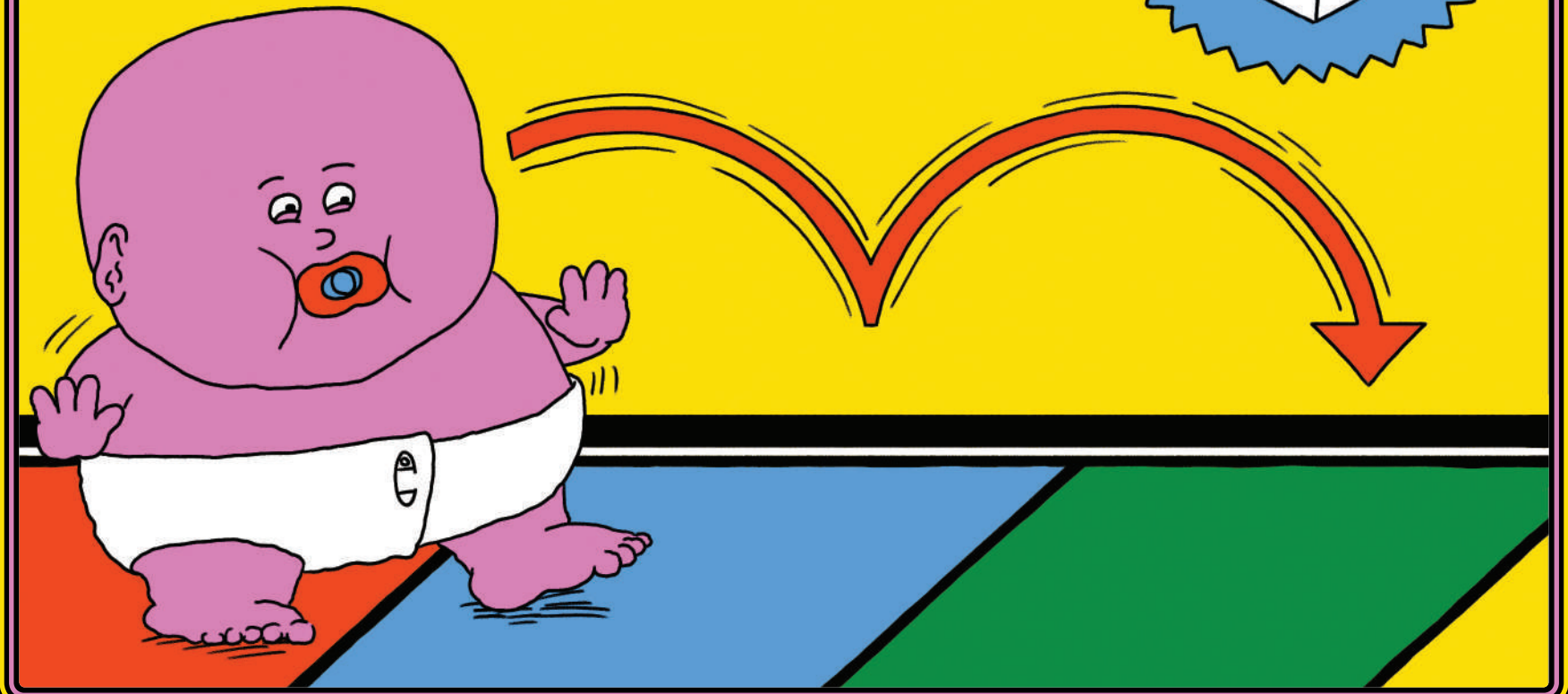
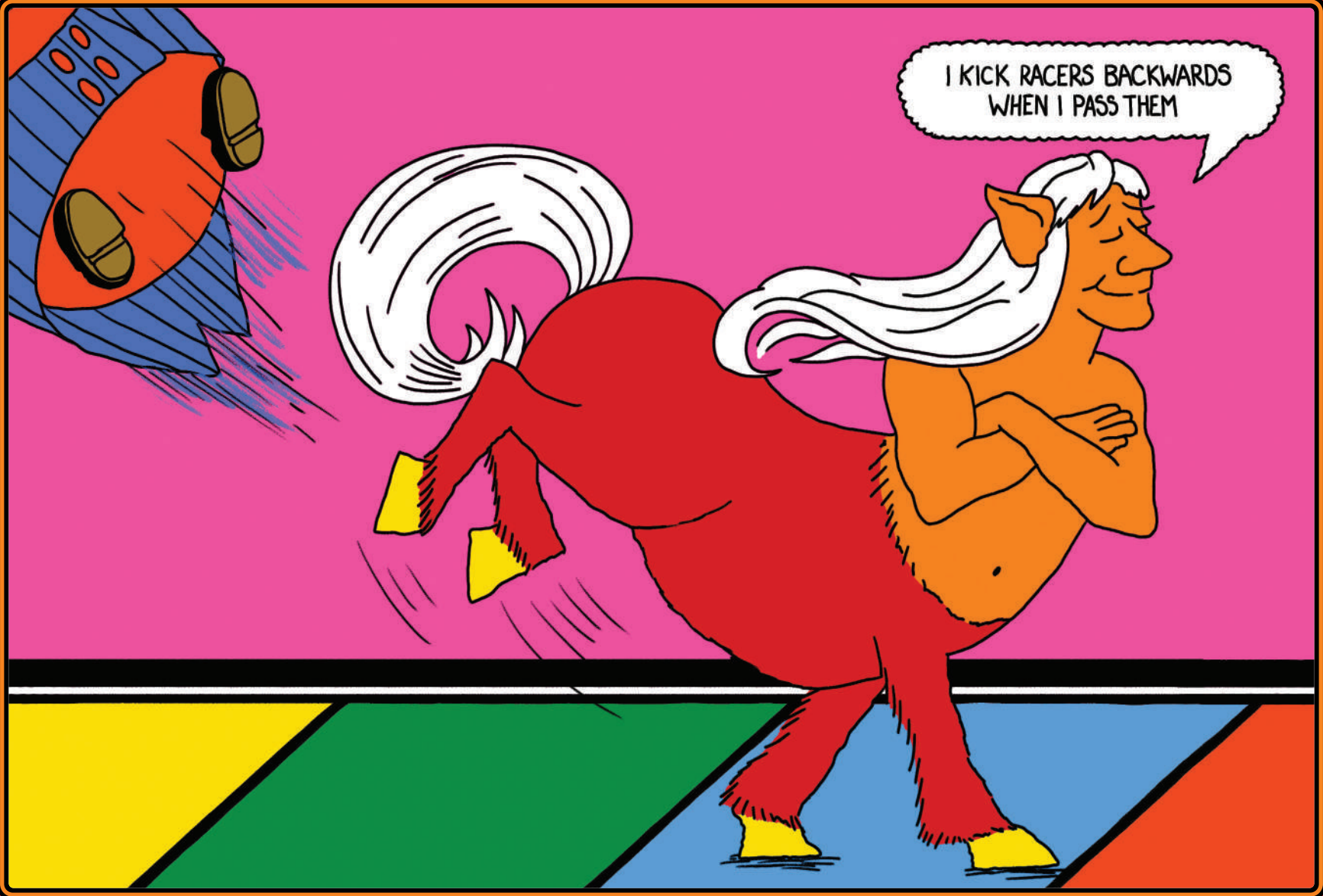
Magical Athlete
is a racing game
of pure chaos!

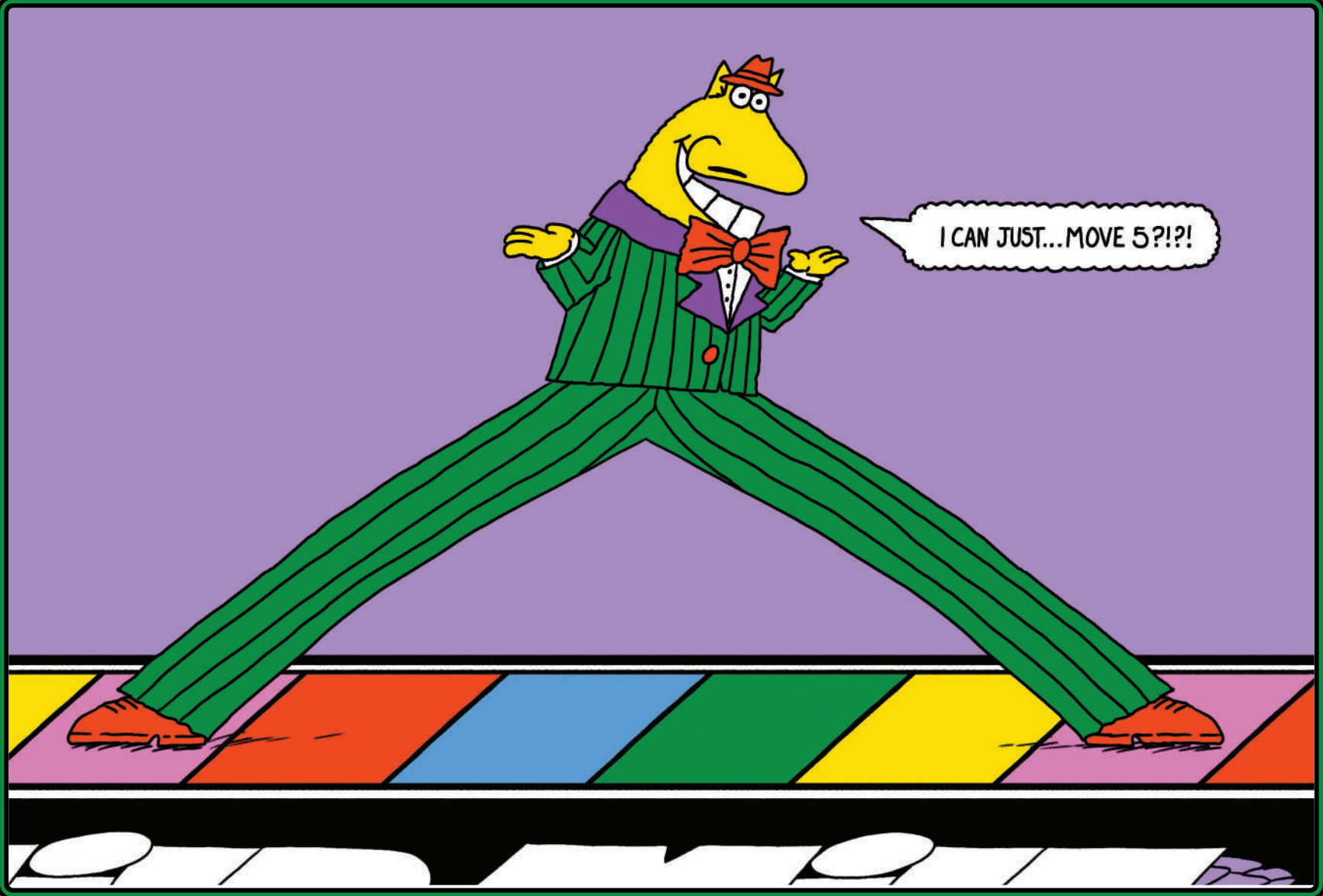


Roll a die and move your racer that many spaces

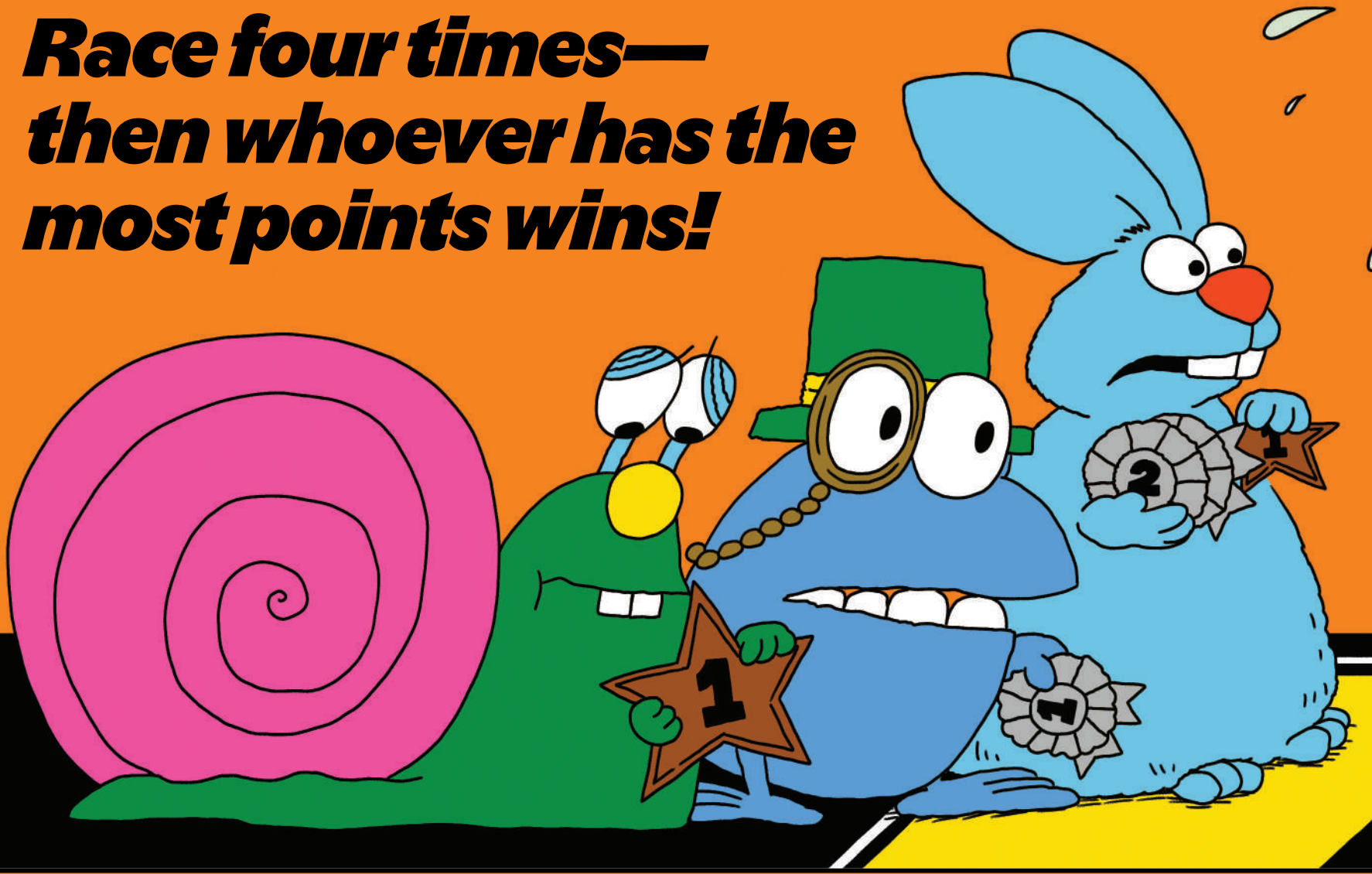


But all the racers have wacky, game-breaking abilities
I SKIP SPACES WITH OTHER RACERS ON THEM!


I KICK RACERS BACKWARDS WHEN I PASS THEM


I CAN JUST...MOVE 5?!?!

Race four times—then whoever has the most points wins!



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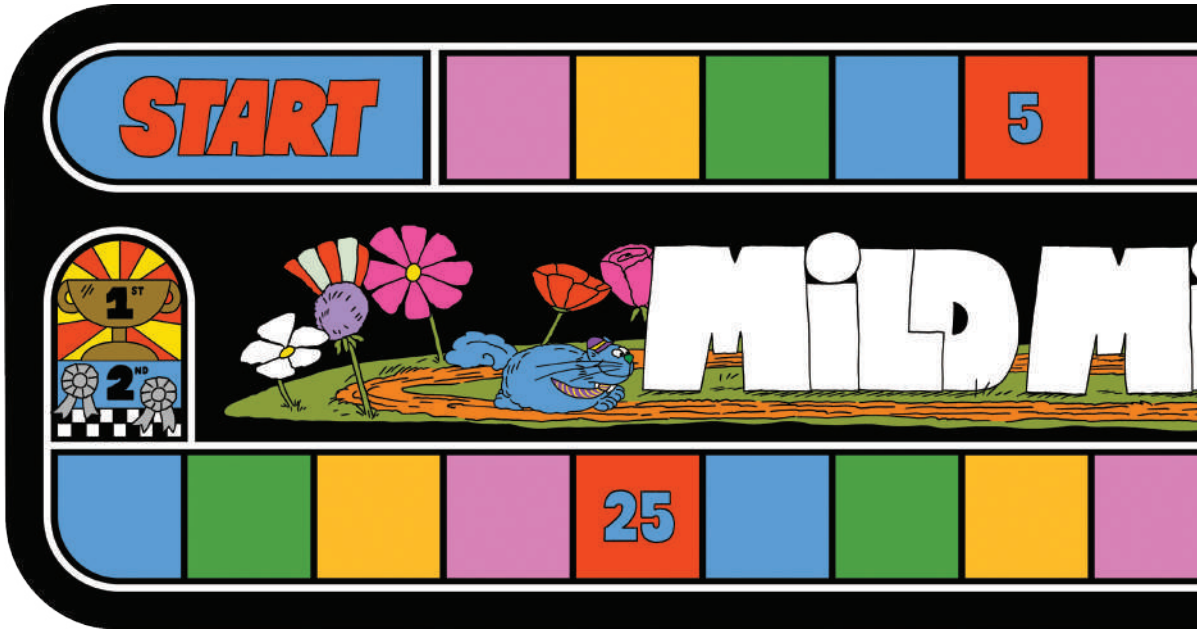

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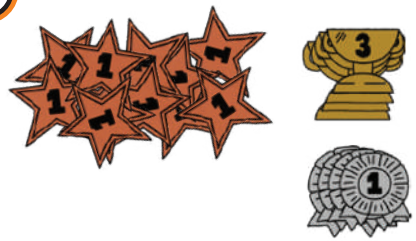

03

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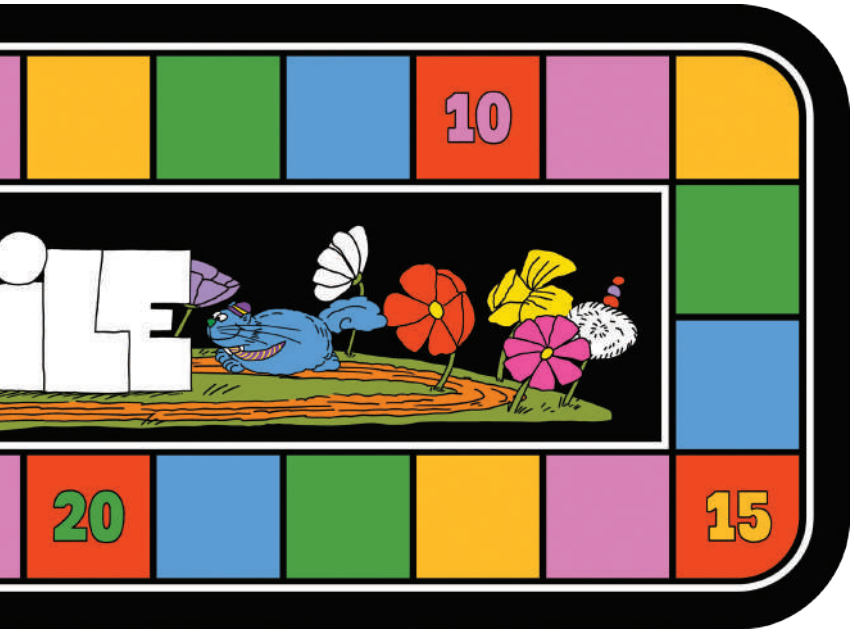
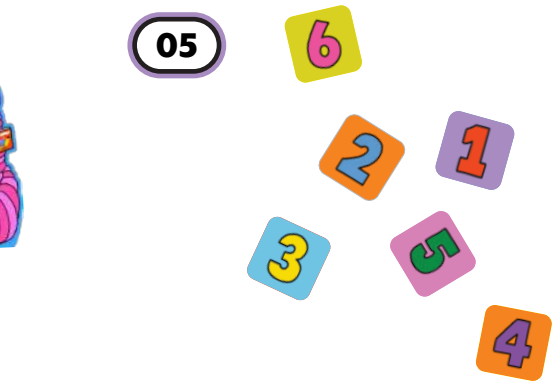




SETUP

01 Put the racetrack in the middle of the table, Mild Mile side up.

02 Dump out the bag of point chips. Stack the gold trophy and silver rosette point chips in order, biggest on the bottom.

03 Keep the shuffled racer deck nearby!

04 Dump out the bag of racers.

05 Give everyone a die.

RECRUIT YOUR TEAM

To start, everyone drafts a team of 4 racers that they'll use for the entire game, one racer per race.

Flip up twice as many racer cards as there are players and put them in a line in the middle of the table.

3 PLAYERS → FLIP 6 CARDS
4 PLAYERS → FLIP 8 CARDS
5 PLAYERS → FLIP 10 CARDS
6 PLAYERS → FLIP 12 CARDS

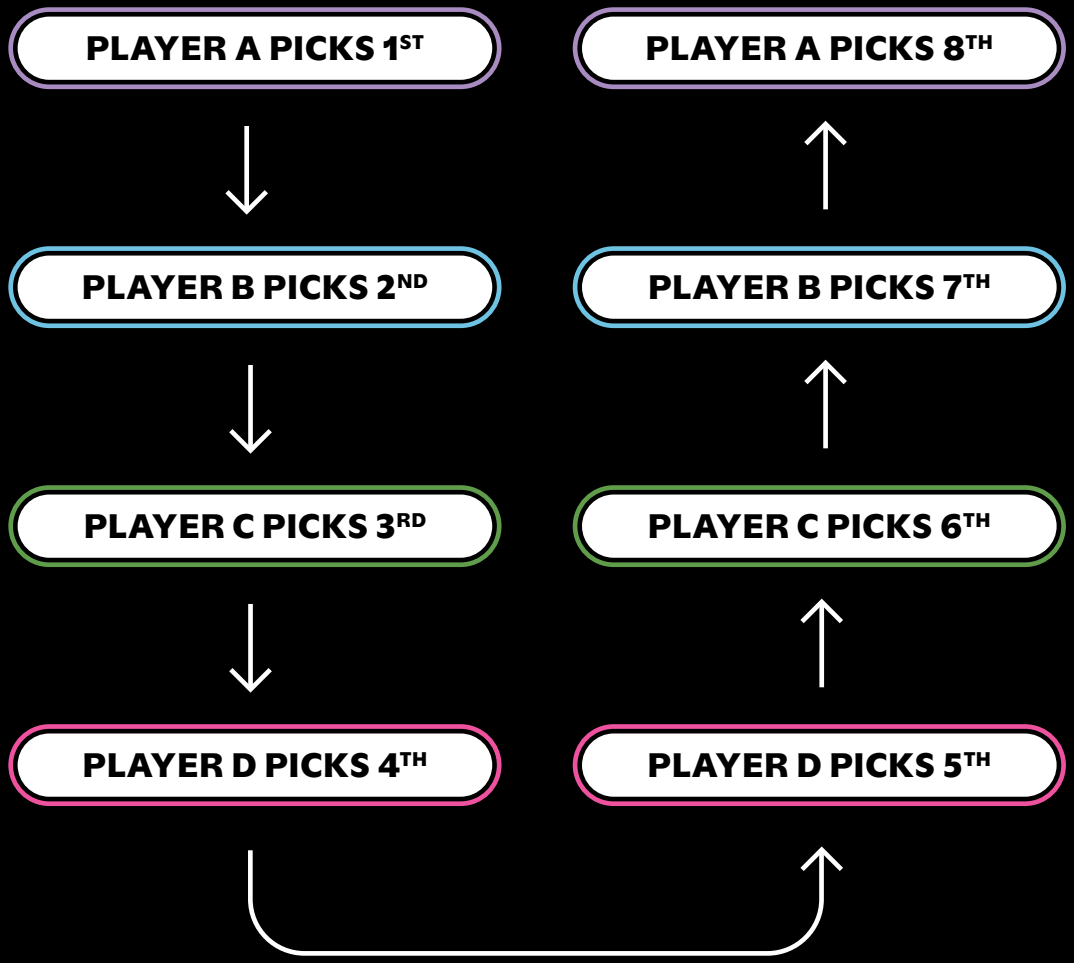
★ *Racing with only 2 players? See page 26.*

Now roll off! Everyone rolls their die. Whoever rolls highest drafts first! If there's a tie, the player with the next highest roll drafts first. If everyone ties, reroll.

Going clockwise, everyone picks a racer. When the last player picks, reverse the draft order: the last player picks a second racer, and now go counterclockwise until everyone has two racers.

That's right, it's a snake draft!

Repeat this process, starting with the player to the left of the start player. That's right, it's a second snake draft! Now everybody has 4 racers total.


PLAYER A PICKS 1ST
PLAYER B PICKS 2ND
PLAYER C PICKS 3RD
PLAYER D PICKS 4TH
PLAYER D PICKS 5TH
PLAYER C PICKS 6TH
PLAYER B PICKS 7TH
PLAYER A PICKS 8TH

RACE!

Before the first race, roll off exactly like you did for the draft. Whoever wins goes first. Everyone picks a racer card from their hand and reveals it at the same time. You can only use each racer once, and later races are worth more points, so you might want to save your best racers for the end. Everyone takes their racer token from the pile and puts it onto the Start space.

Races are simple: players take turns rolling their dice, moving their racers, and watching the chaos unfold as powers trigger!

On your turn, roll your die and move that many spaces on the track. That's called your **main move**. That's a concept that's so important that we put it in bold and underlined it. A lot of powers trigger off the main move specifically, so keep an eye out for that wording, since racers can move in lots of other ways than their **main moves**.

After a player finishes their turn, the next player goes in clockwise order. Keep going until two racers cross the finish line. The first across takes 1st place, and when the second across takes 2nd place, the race ends immediately.

If a power ever says you CAN use it, it's optional. All other powers are mandatory!

A racer's power can take effect when a player chooses to use it, when a trigger occurs, or just passively. If multiple powers need to take effect at the same time, they activate in this order:

RACETRACK SPACES → **CURRENT PLAYER** → **OTHER PLAYERS**
(Going clockwise)

EXAMPLE

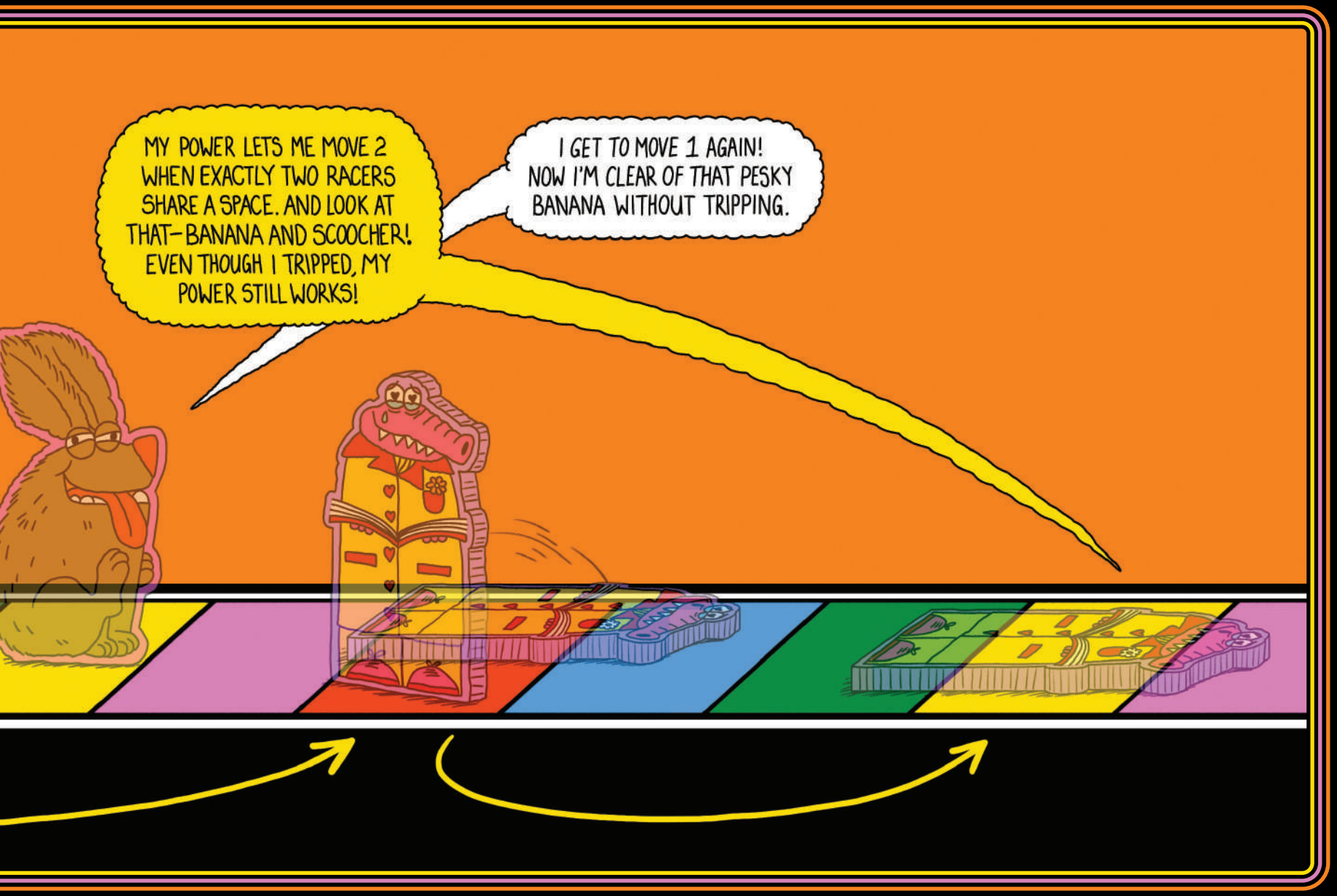
It's the Romantic's turn, and they roll a 5 for their **main move**. While they move 5 spaces, they pass Scoocher and Banana.

Banana's power is to trip any racer that passes them, so after the Romantic finishes their full **main move**, they trip! That means they skip their next main move.

Scoocher is thrilled, because their power is moving 1 whenever anyone's ability happens. So they move 1 and stop on the same space as Banana.

Now the Romantic is thrilled, because their ability is that when exactly 2 racers are stopped on a space, they get to move 2. Even though they're tripped, they can still use their power.

Of course, since another power is triggered, Scoocher moves another 1.


MY POWER LETS ME MOVE 2 WHEN EXACTLY TWO RACERS SHARE A SPACE. AND LOOK AT THAT– BANANA AND SCOOCHER! EVEN THOUGH I TRIPPED, MY POWER STILL WORKS!
I GET TO MOVE 1 AGAIN! NOW I'M CLEAR OF THAT PESKY BANANA WITHOUT TRIPPING.

AFTER THE RACE

As soon as the 2nd place racer finishes, the race ends! The 1st place racer takes the top gold chip from the pile. The 2nd place racer takes the top silver. Then...

01 Take all the cards and racer tokens from the race and put them out of play.

02 Flip the track over to the other side. (You'll race on each track twice per game: Mild, Wild, Mild, Wild.)

★ *If you prefer, you can race all on a single track, or change the schedule to your liking. Just decide before you start the game so you can strategize around it.*

03 Everyone simultaneously reveals a new racer card and puts that racer token on the Start space. The player with the farthest behind (or first eliminated) racer in the last race goes first in the next race.

FINAL SCORING

When the fourth race ends, the game is over.
Whoever has the most points wins!

If there's a tie, there's a tie: celebrate together!

FIDDLY DETAILS

Magical Athlete is a simple game, but the interactions can get wild! It helps to know a few key concepts. But don't stress—most of this will come up naturally as you play.

To the right, you'll find a quick guide to important terms, what happens on the track, and how certain racers work. If something unexpected happens, check here or just roll with it. Embrace the chaos and rules discussions—it's all part of the fun!

And if you're ever completely stumped, roll off to decide who's right.

TERMS

Ahead/Behind:
Racers are ahead of another racer if they're stopped on a space closer to the finish line. Racers are behind another racer if they are stopped on a space closer to the Start space. If racers share a space, they're neither ahead nor behind each other.

Alone:
When a racer isn't sharing their space.

Last place:
The racer(s) currently closest to the Start space.

Lead:
The racer(s) currently closest to the finish line. This doesn't count racers who have already crossed the finish line.

Main move:
The action you always get on your turn, where you roll your die and move that many spaces.

Move:
When a racer changes spaces from their **main move**, powers, or any other situation that specifically uses the word "move." If a racer ever needs to "move 0," that doesn't count as moving for the purposes of triggering other powers based on movement.

Passing:
When a racer starts a move behind a racer and ends the same move ahead of them.

Sharing a space:
Racers are "on" a space with another racer when both are currently stopped on that space. In other words, if racers temporarily occupy the same space over the course of moving, warping, etc.—that doesn't count!

Space:
The squares beginning with the Start space and ending at the finish line. The Start space counts as a space! Anything past the finish line doesn't.

Stopping on a space:
Racers are stopped on a space after they've finished moving onto it, or otherwise arriving there by other means, like through Flip Flop's warping power.

Trip:
A tripped racer skips their next **main move**! You don't even roll your die, though your powers can still trigger and you can still move in other ways. When you trip, finish your move completely, then lay your racer token face down. On your next turn, put your token back upright to indicate you've recovered. And remember: tripping doesn't end your current move prematurely!

Warp:
When a racer warps, put their token on the new space, but don't count it as "moving" for triggering powers, passing racers, etc.

WILD WILDS TRACK

Arrows:

When you stop on a space with an arrow, move the number of spaces shown in the arrow's direction. This counts as a separate move than how you got there, and never part of your main move, if it matters.

Trip:

When you stop on a space with a rock, you trip!

Star:

When you stop on a space with a star, take a bronze 1 point chip.

FIDDLY DETAILS

1. If you reroll for any reason, treat the previous roll as if it never happened. It doesn't have any effect on the game, like triggering powers.
2. The Start space is a space!
3. Powers related to stopping on a space together still trigger if racers arrive at the same time.
4. "Moving 0" doesn't count as moving!
5. Racer powers that happen at a specific time, like "Before my main move," only happen once per turn.
6. Racer powers deactivate after they win or otherwise leave a race, unless otherwise stated.
7. If anything says you can reroll a die, that's only the most recent die you've rolled.
8. If you run into an infinite loop—for example, Scoocher stopping on the Huge Baby—complete the loop once in the order it takes place, then end it. Note that some powers can interact many times, like Scoocher and Suckerfish, which doesn't count as a loop. You can keep doing those!

RACER INFO

Alchemist

Forever seeking the ancient secret of turning This into That.

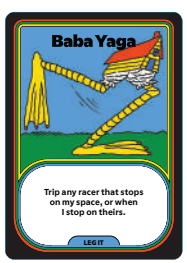
Blimp

Built to fly, born to explode.

Coach

Believing in yourself is even more important when you are some kind of lizard.

Remember that I get my power's benefit too!



Baba Yaga

This property is going fast.

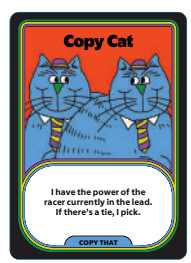
If I share a space with the Duelist, we can duel, but the Duelist will still trip.

The Hypnotist can cast their spell on me, but they still trip.

Centaur

Here's the kicker.

A racer can't be hoofwhacked any farther back than the Start space.



Copycat

Very similar to another, different cat.

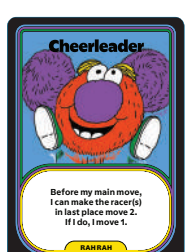
I persistently have the power of the lead racer, not just on my turn.

If there's ever a contradiction between me and the racer I'm copying—like with Huge Baby—their power takes priority.

I never copy "before my race" powers.

Banana

No more edible than you or I.



Cheerleader

A being of pure pep.

If there is more than one racer in last place, you have to cheer for all of them.

You only move +1 regardless of how many racers are in last.

If you cheer yourself, those are two separate moves: move 2 then move 1.

Dicemonger

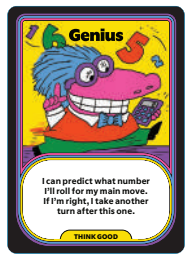
He picked his career from a d100 table.

Duelist

When you've got a rapier, everything looks like a duel.

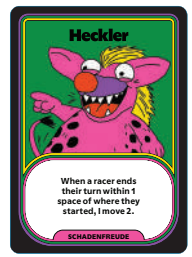
I can duel multiple times in a turn, including when it's not my turn. I just need to be sharing a space to immediately declare a duel.

I can't interrupt actions in progress, like between a roll and a move.



Genius

And yet a fool in the ways of love.



Heckler

It's constructive criticism.

My power works for racers recovering from tripping.

Egg

You should see the chicken.

You should still use my racer token!

I still get any "before race" powers.

Gunk

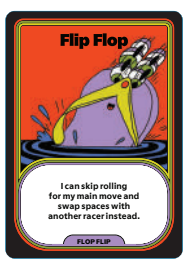
A bit of a hugger.

My goop reduces the move amount, not the die roll number. So it doesn't make a 6 into a 5 and keep the Lackey from doing their job.

Huge Baby

She's 30.

I'm a unique case: when other racers are put behind me because of my power, that doesn't count as a move: it's like they just stopped on that space instead.



Flip Flop

Ever searching for its lost twin.

My flop flip is a warp: it doesn't count as a move and I don't roll.

I never occupy the same space as a racer I switch places with. We flop flip simultaneously.

Hare

The only thing he can't outrun is hubris.

Hypnotist

Implanted this false bio himself.

RACER INFO

Inchworm

Give her an inch and she'll take an inch.

If another racer rolls a 1 and the Skipper is also on the track with me, I wriggle 1 and then the Skipper takes their turn.

Legs

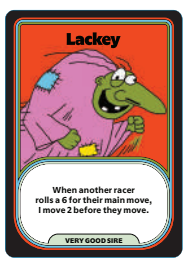
Has arms, too, but who cares.

My power counts as my main move, so can be gooped by Gunk or get the hustle bonus from Coach.

Mastermind

The one scheme he can't pull off is getting his parents back together.

If I predict myself, I can win both 1st and 2nd.



Lackey

If you're happy, he's happy.

Lovable Loser

Top of her class at Loser Academy. Which is bad.

M.O.U.T.H.

Mastication Orifice Utilized Toward Hunger.

If I chomp so many racers that no one crosses the finish line second, no one gets those points and you can discard that race's silver rosette.

Leaptoad

Frequently seen from below.

Magician

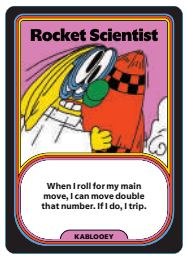
He can also cast fireball.

I must use whatever my last roll is.

Party Animal

They put a hat on an animal and this happened.

If Huge Baby parties onto my space, everyone there gets put 1 space back.



Rocket Scientist

Moonlights as a brain surgeon.

I roll THEN decide whether to kablooey.

Sisyphus

Stays humble, keeps grinding.

If I roll more than 4 sixes, I continue to lose points, assuming I have any.

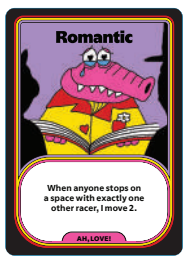
I still get my main move after warping.

Suckerfish

Has abandonment issues.

If I start moving with a racer, I can't stop until they finish that move.

I can cross the finish line using my power.



Romantic

The last of her species.

If two racers move together, like with the Suckerfish, my power triggers twice, once for each racer.

Skipper

The wheel is fake, he just goes forward like everyeveryone else.

After I go, turn order continues to my left. (Unless I roll a 1 and go again!)

Third Wheel

Searching for her throther half.

I still get my main move after warping.

Scoocher

Ope, just gonna scooch by you there.

When Gunk is on the board, you scooch 1 for every -1 that affects a racer's main move. With Dicemonger, you move for each reroll. With Leaptoad, you move for each space skipped. If they jumpfrog over 2 consecutive occupied spaces, you move 1 twice. I scooch 1 on each Magician reroll, even if it's not used.

Stickler

Proofread this rulebook without asking.

This includes any movement from main moves, powers, etc. For example, if the Duelist wins a duel on the final space before the finish line, they don't cross.

Twin

Not related to anyone, just identical to everyone.

You should still use my racer token!

I still get any "before race" powers.

2 PLAYER VARIANT

The rules are the same, except...

Recruiting:

Make a line of 8 faceup racers from the deck and snake draft them (Players A and B would have a draft order like this: ABBAABBA) Do it again with 8 more racers from the deck, in reverse order, until both players have 8 racers (16 total between both of you).

Preparing:

Both players simultaneously pick 2 different racers for each race, so 4 racers will be on the track to start. Each player also takes two dice to use for their different racers.

Racing:

On each player's first turn, they pick one racer to use. Then in all subsequent turns, you use each of your racers in the order you want, making sure to fully complete one racer before moving onto the next. After the first race, the player who received the lower number of points in the last race goes first. If tied, roll off! If you have racer powers that trigger when "other racers" do something, that includes your second racer.

3 PLAYER DOUBLE RACER VARIANT

The rules are the same, except...

Recruiting:

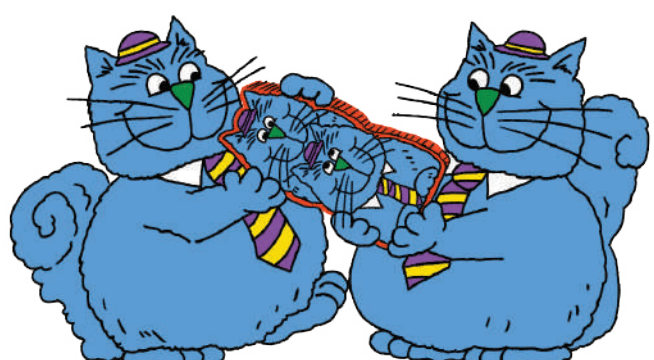
Make a line of 6 faceup racers from the deck and snake draft them like normal. Do that 4 times, rotating who drafts first. Everyone should have 8 racers after this.

Preparing:

All players simultaneously pick 2 different racers for each race, so 6 racers will be on the track to start. Each player also takes two dice to use for their different racers.

Racing:

During your turn, you move both of your racers in the order you want, making sure to fully complete one racer before moving onto the next. If you have racer powers that trigger when "other racers" do something, that includes your second racer.



CONTENTS & CREDITS

Contents

- 1 double sided racetrack
- 36 racers
- 36 racer cards
- 6 dice
- 4 gold 1st place chips
- 4 silver 2nd place chips
- 9 bronze 3 point chips
- 16 bronze 1 point chips
- 1 rulebook

Missing anything?
Email us at hello@cmyk.games

Credits

Original Game Design: Takashi Ishida

Updated Game Design: Richard Garfield

Creative Director: Alex Hague

Art: Angela Kirkwood

Graphic Design: Elizabeth Goodspeed, Janet Delavan

Additional Design and Development:
Skaff Elias, James Nathan Spencer, Justin Vickers

Lead Writer: Sophie Abromowitz

Publisher: CMYK

Manufacturer: Strom MFG

Thanks: Maisy Hatchard, Bryan Bornmueller,
Ted Werner, and the Magical Athlete playtesting
community

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