

SpeedBump Rules

Goal of the Game

The goal of SpeedBump is to win a 5000-point tournament. You play multiple races against the Newton opponent until the tournament is won. Races are 700 miles long, but the winner of a race has the option of extending it to 1000 miles in order to gain extra points.

The Application Screen

You can reposition SpeedBump on your Newton's screen by dragging the edge application.

Generally, cards played by you or against you, and your score, are shown on the left-hand side of the game screen. The cards played by or against the Newton, and the Newton's score, are shown on the right-hand side of the game screen. There is a Draw pile, which shows you how many cards are left in the deck, and a Discard pile, where you drag cards to discard them. Towards the bottom of the screen are places for the 7 cards in your hand. An icon with a road leading off into a sunset in your hand shows that that space is empty of cards.

Below your hand is a dialog area that tells you what is going on in the game.

The game screen was kept small so that it works on all Newton devices.

The Game

You start a race with one empty slot in your deck of cards. With only a couple exceptions, you must have all seven card slots in your hand filled before you play any cards. Tap on an empty slot to draw a card to that spot in your hand.

You tap on cards to play them. Often, you are unable to play any cards that you have in your hand. If that happens, you must tap and drag one of your cards to the Discard pile.

There are four general types of cards.

Dark cards with numbers are mileage cards. You play these to gain the corresponding amount of miles in the race. You must have a 'Green Light' card or a Go! safe card with no blockages to play mileage. You must win a race with exact mileage. Mileage cards come in 25, 50, 75, 100, and 200 mile varieties. You can only play two 200-mile cards in a single race.

Cards with diagonal stripes on the left side of the card are blocking cards. You play these against your opponent to stop them moving or slow them down. There are 'Red Lights', 'Accidents', 'Flat Tires', 'Empty Tanks', and 'Speed Limits'. The Speed Limit cards can be played against your opponent at any time during a race, but the others can only be played if your opponent is moving (ie, has a Green Light card or a Go! safe card).

Cards with a grayish bar on the left side of the card are fixing cards. You play these to begin moving or to fix blocking cards that have been played against you by the Newton. These include 'Green Lights', 'Repairs', 'Spare Tire', 'Gasoline', and 'End Speed Limit' cards. These can be played as events warrant. You must fix Accidents, Flat Tires, and Empty Tanks before a Green Light can be played.

Finally, there are four cards with a solid black left border. These are the special 'safe' cards. These include the 'Go!', 'Ace Driver', 'Hard Tires', and 'Extra Tank' cards. Not only do these cards give you extra points when played during a race, they prevent an opponent from giving you a corresponding blocking card for the remainder of a race. For example, if you play a Hard Tires safe card, the Newton can no longer give you a Flat Tire for the remainder of the race. If you play a Go! safe card, your Newton opponent is unable to give you a Red Light or Speed Limit for the remainder of the race.

Scoring Points

- One point for each mile played in a race
- 100 points for each safe card played
- 400 points for each safe card 'coup' (see below)
- 400 points for winning a race
- 200 points for winning an extended race
- 500 points for a shutout (if your opponent has zero miles and you win a race)

A coup, by definition, is a sudden and unexpected overthrow. A 'coup' is scored when your opponent gives you a blocking card, and you immediately play the corresponding safe card to fix the block. You must already have the safe card in your hand, you must play it immediately after receiving the block, and you absolutely must not pick a card from the Draw deck before playing the safe card (otherwise, there is no coup). Performing a coup gives you 400 extra points (on top of the 100 points for playing a safe card), cures the blockage that was just given to you, and gives you an immediate green light.

Ending the Race

When one player wins a race, a scoring screen pops up tallying each player's score. There are two buttons on the scoring screen--one to play another race, one to discard the current tournament, and play another tournament. The first player to reach 5000 points (and be ahead of the other player) at the end of a race wins the tournament. When that happens, the score screen displays two buttons, both of which start a new tournament. You can pick either one--they both do the same thing.

The 'New Game' button on the main screen will start a new tournament. This button resets the application (except that it does not reset the preferences), and is a handy way to escape very rare game crashes. Remember, this is still a beta!

Occasionally, you will run out of cards when playing a race (ie, the Draw pile will reach zero cards). When this happens, you will not need to draw new cards to fill your hand. Just continue playing cards or discarding cards as you need. The Newton will do the same. Once all the cards have been played or discarded, the game should end in a 'draw race' (if nobody wins), and the scoring screen should pop up saying so. In a draw race, points will still be awarded, but no game winning points, extension bonuses, or shutout points will be given.

Hints and Tips

- If you are unfamiliar with this type of game, use the Driving Coach to get the hang of how to play the first few games. The Coach gets annoying after awhile, so remember you can shut the Coach off in the preferences when you tire of it.
- Watch the dialog area at the bottom of the application to see what move the Newton has just performed. The dialog area will show you when coups have been made, and other game notes as well. If you can't seem to do something, look at the dialog, and it will probably tell you why you can't do it.
- Sometimes, especially on older Newtons, you may run into memory errors. These are rare, and almost always occur because of the multiple pop-up screens that appear in the game, as well as some lingering bugs. Turning off the Driving Coach and/or the End-of-Race graphics in the preferences will definitely solve this problem. This saves huge amounts of heap memory.
- Let me know what you think, or let me know of any problems or bugs:

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