

SLIPSTREAM

A card racing game of mileage, momentum & drafting

Players	Time	Deck	Target
2 – 4	15 – 20 min	Standard 52-card	121 miles

Slipstream is a hand-management racing game. Each card you play adds miles to your total. Get close enough to another racer and you'll catch their draft — launching yourself forward in a burst of momentum. Aces are wild accelerators: combine one with low cards for a turbo boost that hits exact draft windows no single card can reach. The deck is the road. First to 121 miles wins.

CARD VALUES

Suits are irrelevant. All cards represent miles driven.

Card	Miles
Ace	1 (or combo anchor — see Ace Combos)
2 – 10	Face value
Jack	11
Queen	12
King	13

SETUP

1. Shuffle all 52 cards and place them face-down as the draw pile in the centre of the table.
2. Deal 5 cards to each player. Players may look at their own hand at any time.
3. Each player has a row in front of them for played cards — visible to all players at all times.
4. Determine first player: each player draws one card; highest value goes first. Ties redraw. Return those cards to the bottom of the deck.

TURN ORDER

At the start of each round, players act in **ascending mileage order** — lowest total plays first, highest plays last. Every player takes one turn per round.

Ties in mileage: the player who had the lower position in the previous round goes first. In round one, use initial seating order.

ON YOUR TURN

Step 1 — Play a card (or Ace combo)

Choose one card from your hand and place it face-up. Add its value to your mileage total. **OR** play an Ace combo (see below).

Step 2 — Resolve Slipstream

Check if any player ahead of you is within 0–2 miles of your new total. If so, gain **+4 miles** and re-check from your new total. Repeat until no one ahead is within 0–2 miles. Each opponent triggers at most one +4 per cascade.

Step 3 — Draw

Draw cards equal to the number of cards you played: 1 for a solo card, 2 for A+x, 3 for A+2+3, 4 for A+2+3+4. Your hand refills to 5.

THE SLIPSTREAM RULE

After your total updates, check all players whose total is **0, 1, or 2 miles ahead** of yours. Gain **+4 miles** and re-check — only against players still ahead. Each player triggers at most one +4 per cascade. Chain stops when no one is 0–2 ahead.

Example: You're at 48 mi. You play a 7 → 55. Beto is at 49 (gap 1) → +4 → 53. Cass is at 52 (gap -1, she's behind) → no trigger. Final: 53 miles.

Total	Event	New Total
48 mi	Play 7 → 55. Beto at 49 — gap 1	+4 → 53
53 mi	Cass at 52 — now behind. No trigger.	53 mi
53 mi	No one 0–2 ahead	Chain ends

ACE COMBOS

An Ace anchors a combo with one or more low cards, played as a single action. Only one Ace may anchor a combo. Companion cards must be from 2, 3, 4 — no other values. Cascade resolves on the combined value.

Combo	Value	Draw	Note
A + 2	12 miles	2 cards	
A + 3	13 miles	2 cards	
A + 4	14 miles	2 cards	
A + 2 + 3	15 miles	3 cards	
A + 2 + 3 + 4	20 miles	4 cards	1, 2, 3, GO!

Combos produce values (12–20) that no single card can match, letting you land precisely in a draft window. A+2+3+4 is the jackpot — 20 miles in one play and 4 fresh draws.

FINISH LINE

The game ends the moment any player reaches or exceeds **121 miles**. The race stops immediately — no need to complete the round.

On a tie: if two players reach 121 via cascade on the same turn, the player whose turn it was wins. If tied at end of a round, reshuffle and race again.

STRATEGY NOTES

Aces are precision tools. A solo Ace is worth 1 mile — almost nothing. As a combo anchor it unlocks 12–20. Hold them for moments when you need to land exactly behind a draft target.

A+2+3+4 is your turbo. Twenty miles and four fresh cards. Save it for late game when the pack is bunched.

Low cards 2–4 are double-duty. Combo fuel for Aces AND precision solo plays for hitting slipstream windows. Never discard them carelessly.

The leader is exposed. Playing last means full information — but no one is ahead to draft off. Front-runners gain miles slowly without big cards.

Slipstream math matters. With +4 per draft, cascading through two opponents is +8 in one turn. Count the gaps before you play.

QUICK REFERENCE

Situation	Rule
Slipstream	0–2 miles behind another player → +4 miles, cascades
A + x ($x = 2/3/4$)	10 + x miles; draw 2
A + 2 + 3	15 miles; draw 3
A + 2 + 3 + 4	20 miles; draw 4 (1, 2, 3, GO!)
Turn order	Lowest total plays first; ties: previous round position
Game end	First to 121 miles — race stops immediately

Slipstream v0.5 · A standard deck racing game