



RACE! FORMULA 90
2nd Edition Rulebook



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CREDITS

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INTRODUCTION

Race! Formula 90 is a strategic and resource management boardgame allowing players to experience a full race event and simulate all the typical elements of car racing: strategies, weather, pit stops, tyre management, overtaking, lapping and, of course, damage and incidents.

One unique feature of Race! Formula 90 is that each race lasts for a certain number of turns with each game turn representing one or more laps of the track. Therefore the actual car position is irrelevant for certain actions (for example drivers are allowed to take a pit stop even if the car is far away from the boxes); however, there is also a positional aspect in the game and this is critical for other actions like overtaking or using a trajectory.

The following rules clarify in great detail when the macro aspects and the positional aspects apply.

Each player takes the role of a driver. His car movement is essentially defined by the cards played in his turn. This movement can be influenced by the trajectories printed on the track, by the position of opponents and by the triggering of certain events during the race.

The strategy selected for the car has great importance and if properly exploited allows big gains on your opponents.

Your car is also characterised by the number of tyre chips left, the type of tyres fitted and by a certain capacity to absorb damage.

Careful management of your car combined with the use of the right race strategy and a pinch of opportunism are critical ingredients to achieve victory.

COMPONENTS OVERVIEW

TRACK

The track is divided in several sections. Each section can be one of three different types as indicated by the colour of the track edge.

- 1 a straight section: edge of purple colour
- 2 a corner section: edge of yellow colour
- 3 a brake section: edge of gray colour featuring the value of the contest modifier
- 4

On the track there are several trajectories providing a bonus to movement. This bonus is represented in one or two of the four colours of the cards (red=speeding, green=driving, orange=gear, yellow=event). There are

- 5 Standard trajectories - identified by a circled mp bonus. These are the most common and may have a tyre, damage or card symbol next to them
- 6 Extreme Trajectories (ET) - portrayed on the board with a diamond symbol with a movement bonus printed inside

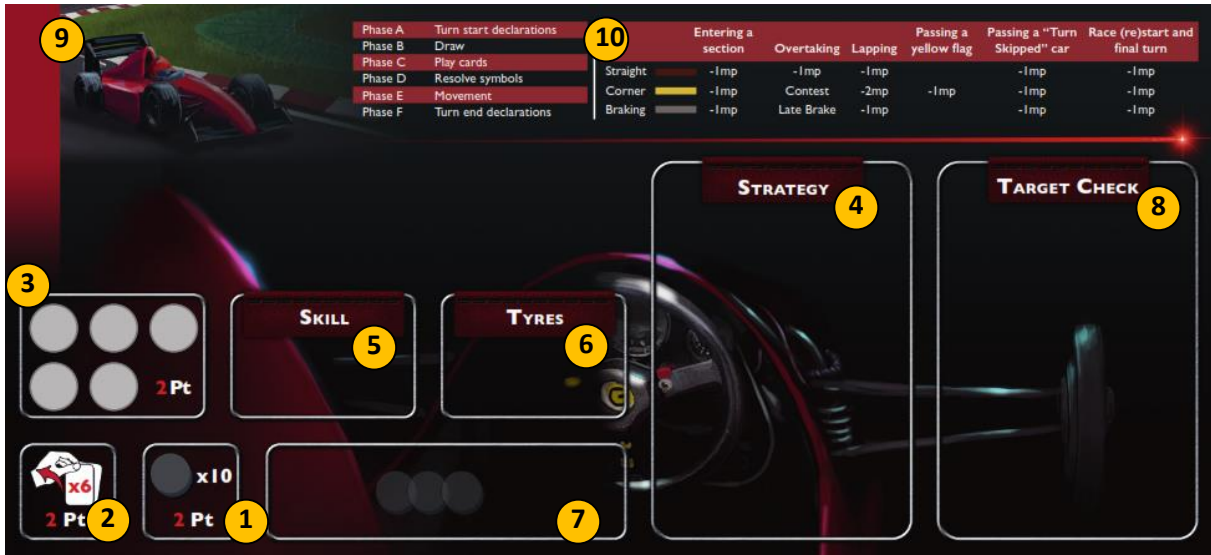


Other elements found on the board are

- 7 A Weather Chart and the Pit stop time for this specific track
- 8 A Game Turn Indicator. Some slots represent two or more laps of the track but they always count as one game turn. A row on the Turn Indicator represents a Race Stage

CAR CHARTS

The Car Chart summarises the status of your racing car. During setup you define three key characteristics: how many tyre chips you have (1), the number of cards in hand (2) and how many damage slots are available (3). Also there is space for one strategy (4) and one skill (5) and for one type of tyres (6). During the race the remaining tyre chips are placed in a dedicated reserve (7). Also, players place the Target Check card on the Car Chart, a critical indicator of how easy or difficult is to stress the car in (8). The colour of the image shown on the top left (9) is used to match the corresponding miniature on the board. Finally there are some play aid displayed in (10).



CARDS



RACE CARDS

Race Cards allow you to move your car on the track.

There are four different types of Race Cards in the deck:

Speeding Cards (red colour) allow you to move fast but will cost you tyre chips and/or damage;

Driving Cards (green colour) normally require performing a check when played;

Gear Cards (orange colour) are not very fast but allow you to draw additional Race Cards;

Event Cards (yellow colour) trigger specific events in the race.

On each card you will find:

- 1 - A symbol indicating the type of card.
- 2 - The card movement value.
- 3 - Any action or event triggered by the card.
- 4 - The Check Factor of the card.
- 5 - A card number identifier.



TRACK CARDS

Track Cards, like Race Cards, are also used to move cars on the track and are also categorised in speeding, driving, gear and event cards. Track Cards are specific of the track they refer to and have unique features depending on the corner they represent.

On each card you will find:

- 1 - A symbol indicating the type of card.
- 2 - The card movement value.
- 3 - Any action or event triggered by the card.
- 4 - The Check Factor of the card.
- 5 - A number indicating the corner where they can be used.
- 6 - One or more Discard Powers (if any)
- 7 - A card number identifier.



STRATEGY CARDS

Each player will have selected one strategy at any given point of the race. Strategies provide unique benefits to the player when certain conditions are satisfied.

On each card you will find:

- 1 - the name of the strategy.
- 2 - Your personal engineer sending you a radio comm (for thematic appeal)
- 3 - Bonus conditions: this is a unique capability which may allow a player to move faster or make a best use of his resources while he is racing on the track.
- 4 - Special conditions that a player must satisfy in his turn in order to draw one or more Track Cards from the corresponding deck.

NOTE TO READERS

Important note - throughout this rulebook we will use the following conventions:

A Movement Value is indicated by a number followed by mp or, alternatively, with a number in square brackets. Therefore [3] has the same meaning of 3mp and indicates a Movement Value of 3 points.

A number in round brackets instead represents the Check Value of a card. Therefore (28) stands for a card with a Check Value of 38.



This icon indicates an example of play



This icon introduces tips of how to play



This icon highlights a reminder of other game rules

SETUP

Unfold the track board you have chosen for this race and place the turn indicator pawn on the box representing the first turn. Place the tyre chips and all other chits and components that will be used during the race near the map.

Each player chooses one Car Chart among those available and the car tile of his chosen colour. Place the Car Chart in front of each player so that it is visible to all players at all times during the race. Shuffle separately the Race Cards deck and the Track Cards deck corresponding to the track chosen and place them face down within easy reach of all players. If during the course of the game, one of the decks is exhausted, reshuffle the corresponding discard pile and form a new deck.

Damage discs (red and brown discs) must be put in the game box or in a cup so that they can be drawn randomly during the game. How much repairable and permanent damage you will place in the damage bag will depend on the number of players.

The number and type of robots joining the race also depends on the number of players joining the game. To avoid confusion in the rest of this rulebook, we will use the term **PLAYER** to indicate a human driver, **ROBOT** to indicate a non-human driver and **DRIVER** to indicate any type of participant in the race.

Number of players	Number of robots	Damage mix
2-3	2 superfast, 3 fast, 3 slow	18 red, 6 brown discs
4-6	2 superfast, 2 fast, 2 slow	24 red, 6 brown discs

Before starting the race it is necessary to perform the following operations:



FREE PRACTICE

DRIVER SKILL

Every player chooses a Skill for his driver among those available. The Skill is a unique capability of your driver and cannot be changed during the race. More than one driver may choose to use the same skill. The list of available skills is summarised in appendix B

CAR SETUP

Players may use the default setup on the Car Chart or they may choose to customize their own car. They do this by choosing setup chits for the three categories of Tyre Chips, Number of cards, and Damage slots and placing them on top of the pre-printed values.

Each chit has a point value between 1 and 3 depending on the performance of the chit and each player has to use a maximum of 6 points in total.



The standard chart shown on the left provides 10 tyre chips (2 points), 6 initial race cards (2 points) and 5 damage slots (2 points) for a total of 6 setup points. This player may customise his car setup with 12 tyre chips (3 points), 5 initial race cards (1 points) and 5 damage slots (2 points) with the total still being 6 setup points.



A player with the TUNING skill can use 8 setup points to build his car, however he can never exceed the 3 points maximum in any characteristic.

After completing the car setup each player takes as many tyre chips as indicated on the setup chit and draws as many Race cards as indicated on the corresponding setup chit plus one.

SUBSTITUTE CAR

After drawing cards to his hand, a player may decide he does not like the cards he drew. If he wishes, he may discard his entire hand to the discard pile and draw a new hand. He can only do this once and he must play with the second hand though it might be worse than the first. The player discarding his hand is not required to show his discarded hand to other players.

QUALIFYING

At the start of the race, each car is placed on the starting grid behind the start/finish line based on how well he performed during qualifying. In Race! Formula 90, the qualifying stage involves playing a card and deciding when to take the first mandatory pit stop.

Qualifying procedure

Each player selects a race card from his hand and places it face down on the table. Each race card has movement points (1 to 4) and a check number (1-99). After placing the qualifying race card face down on the table, each player secretly decides when he will have his first mandatory pit stop. He can choose turn 8, 10, 12, 14 or 16. The turn numbers correspond to how much fuel is loaded into the tanks of the cars. If a player chooses to pit on turn 8, that means he only has enough fuel to go until the beginning of turn 8.

Once all players have placed their cards and chits on the table, they are all turned face up for everyone to see. Because the weight of the car is determined by the amount of fuel in the tank, an adjustment is made to the Qualifying value on the card for each player. Cars pitting on turn 8 gain a +2mp, turn 10 yields a +1 adjustment, turn 12 is no adjustment, turn 14 is a -1 (minus 1) adjustment and turn 16 is a -2 adjustment. Multiple players may pit on the same turn.

After all players cards and chits are revealed, place all the qualifying/refuelling chits for each type of robot car (slow, fast, superfast) face-down in a pool, to one side of the board, shuffle them and draw one chit for each robot participating in the race. Each chit indicates the robot Qualifying mp, its check factor and how many turns of fuel is loaded in the car. Chits will be used to determine the qualifying positions for the robot cars participating in the race.

Qualifying resolution

The higher the mp and lower the check number, in this order, the better that car's position on the starting grid. For example, a car with 4mp and a check number of (25) achieves a better position than a car with 4mp and a check value of (30).

Adjust each driver's Qualifying mp by the pit stop turn adjustment and the Qualifying skill bonus if applicable. Cars with higher numbers are placed on the grid from front to back. If several cars are tied, then the driver with the lowest check number is placed in front of those with higher numbers. In the unlikely case of one or more drivers having the same Qualifying mp as well the same check number then their position on the grid is sorted randomly.

Grid alignment: The car with the best qualifying numbers is placed in the pole position on the grid. This is the slot furthest ahead on the track directly behind the start/finish line. The second place qualifier is placed to the left or right (depending on the track) of the pole position in the spot slightly behind the pole position. Stagger the remaining cars in order on the grid so the third best qualifier is directly behind the car in the pole position, fourth is behind the second best qualifier, etc.

Once all cars are placed on the grid, each player takes the card he used for qualifying and places it face up on his Car Chart for use during the race when checks are required.



Example: The player with the orange car chooses to play a card with 4mp and a check value (40 for qualifying). He decides he wants to pit on turn 8. Blue chooses a card with 4mp and a check value of (60) but he wants to pit on turn 12. Orange's check value is computed as 4mp plus 2mp (adjustment for pitting on turn 8) for a total of 6mp. Blue has a value of 4mp plus zero (adjustment for pitting on turn 12) for a total of 4mp. Orange with 6mp would be placed on the grid ahead of Blue. If a third player had a qualifying number of 6mp to match Orange, the players use the check value on their qualifying cards to determine which would be ahead on the grid with the lower of the two numbers getting the higher position on the grid.

FUEL MANAGEMENT

After the qualifying session is completed, each player should flip over his qualifying chit and place it on the Turn Indicator to mark the location of his first pit stop. During play, when the turn marker reaches a turn where the player's chit is located, that player will have to pit.

Players keep track of fuel consumption in any subsequent pit stop. Every pit provides a player with 10 turns of fuel. His refuelling chit advances forward on the Turn Indicator from the current position of the Turn Indicator pawn at the time of his pit stop by the corresponding number of turns. If a player ends up with more turns of fuel than is needed to complete the race, he places his refuelling chit on the top of the Turn Indicator by as many additional turns as the additional fuel embarked.

A player may elect to add more fuel by moving his car backwards on the track by one additional sector for every 3 turns of additional fuel pumped into the car.

However, note that a fuel tank of a player car cannot carry more than 16 turns of fuel in total and consequently a player may only move back two sections on the track in addition to the normal backwards movement (corresponding to a total movement of 16 turns on the Turn Indicator).

For robots, the qualifying/refuelling chit indicates the turn when they have to stop and the same Refuelling chit must be placed on the Turn Indicator to remind that the robot of that type in the best racing position will stop for refuelling in that turn. Once this requirement is satisfied the robot will not stop again for refuelling and the chit can be discarded. Generally, robots will make only one pit stop (barring weather changes) during the race while human players may make as many as they require or desire.



Example: .

PRE-RACE

DETERMINE WEATHER

Set the weather conditions at the start by drawing one Race Card from the deck and placing the Weather pawn on the slot corresponding to the check factor on the card.

CHOOSE TYRES AND STRATEGY

Starting with the player in pole position and proceeding according to the starting order on the grid, each player chooses the type of tyres to fit on his car together with a Strategy card.

The type of tyres can only be changed with a pit stop. There are four tyre types available: soft, hard, intermediate and rain.

Soft tyres provide you with three +1mp bonuses (azure coloured tokens) to movement to use anytime you like but only one per turn. However, soft tyres wear fast and for these reasons deduct 3 tyre chips from the total number of tyre chips you take when fitting these tyres. Each player is entitled to a maximum of two sets of Soft tyres in the race.

Hard tyres provide you with one Track Card and the full number of tyre chips available for your car. Intermediate and Rain tyres provide a full number of tyre chips with no particular bonus. They are used in uncertain and rainy weather conditions.

Robots fit only hard or rain tyres and select the right type based on the weather conditions at the start of the race: Hard in case of dry weather and Rain in case of rainy weather. If the weather is uncertain they select the type of tyres matching the closest stable weather condition on the Weather table. If the pawn is placed right in the middle between dry and rainy weather, then choose the robots tyres randomly. All robots use the same type of tyres. Use the proper robots chit to keep track of the type of tyres they are using.

 *Example:* .

After choosing his tyres, the player can now choose one Strategy card for his car placing it on the Car Chart. This strategy can only be changed with a pit stop or by skipping a game turn.

There are 8 different strategies in the game. When properly used, a strategy offers:

A Bonus: this is a unique capability which may allow him to move faster or make a best use of his resources while he is racing on the track.

A Special: conditions the player must satisfy in his turn in order to draw one or more Track Cards from the corresponding deck.

The list of all available strategies with detailed rules of how to use them is presented in appendix A.

 *Example:* .

Now everything is ready. Make sure the turn indicator is on the first box (turn 1). Drivers wait for the green light, the engines sound gets loud.. ready? START!

RACE

GAME TURN

The sequence of a game turn is the following:

1. Advance the Turn Indicator.
2. Activate a track section. If this is a corner section, follow the Contest procedure
3. All cars in the active section who have not done so yet, take their individual turn in order
4. After all cars in the active section have taken their turn, go to point 2 and activate the next track section.

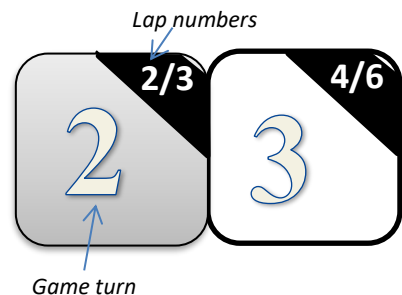
A game turn is over when all cars have taken their individual turn.

When the last box of the Turn Indicator is reached and all drivers have taken their individual turn then the race is over. The winner is the race Leader at the end of the last turn. If more drivers have finished the race in the same section, finishing positions are assigned based on the relative order in the section and the number of laps completed.


ADVANCE THE TURN INDICATOR

Move the Turn Indicator pawn by one step (except in the first lap when the pawn is already on the first box). If the Turn Indicator pawn reaches the first box of a new row, a new race stage begins.

The length of the race is measured by the Turn Indicator. The large number in each slot of the Turn Indicator is the game turn number and is an important element of the race. The small white number in the upper right corner of each box indicates the laps covered by that game turn and has no functional value for the game. For example, game turn 2 may cover the second and third lap of the race but it still counts as one game turn.



ACTIVATE A SECTION











 Now you will learn how to select and activate a section. This part of the rulebook may look scary initially but do not worry. There are plenty of examples below and, after you start playing the game, you will feel that the activation rules flow very naturally into the gameplay











At the start of a game turn, locate the leader and make sure that the Leader chit is under his car. The Leader chit is used to indicate the car leading the race as well as that this point is the front of the activation sequence (FAS).

The order of play is based on activating track sections from front to back. The front is always the section where the Leader chit is. The next section to activate is found by moving backward from the front of the activation sequence until a section is found with one or more cars that have yet to take their individual turn.

When a section is activated, all drivers in there take their individual turn in order. After all cars in that section have had their turn, activate the next track section and continue this process until all drivers have had their turn. A section could be activated several times during a game turn but each car can take its individual turn only once in each game turn.

Look at the example below:

	A	B	C	D	E	F	G	H	I
					 Leader		 		
<i>Section E is activated first (leader chit). Blue takes his turn and laps the red car</i>									
	 Leader			 Lapped			 		





















<p>The next section to activate is found starting from the front of the activation sequence (section A now) and moving backward until a section is found with cars that have yet to take their turn. In this case section D. Red takes his turn</p>									
	 Leader	 Lapped					 		
<p>The next section to activate is found with the same procedure continuing from section A and moving backward till section G where two cars are that have to take their turn. Orange and Green play their turn. Orange also laps the red car</p>									
	 Leader	  Lapped							
<p>Finally section I is activated and purple takes his turn. When all cars have played their individual turn, the game turn is over</p>									

Front of the Activation Sequence (FAS)

From the example above you can notice that the section where the Leader chit is placed always dictates where the Front of the Activation Sequence (FAS) is. There are three important cases when the FAS changes during a game turn, so affecting the order how sequences are activated.

When the Leader section is activated for the first time, only the Leader can take his individual turn and the FAS moves together with him – all cars in the same section as the Leader will usually play later, when the same section will be reactivated.

The example below will clarify this typical situation.

		A	B	C	D	E	F	G	H	I
						  				
<p>Blue is the Leader. In the same section with the Leader we have two other cars. Section E is activated first, Blue takes his turn and laps the red car</p>										
	 Leader				 Lapped	 				
<p>The next section to activate is found starting from the front of the activation sequence (section A now) and moving backward until a section is found with cars that have yet to take their turn. In this case section D. Note therefore that section E is now inactive. Orange and Green have not taken their turn yet despite the fact that section E was activated earlier on. Red takes his turn</p>										
	 Leader	 Lapped				 				
<p>The next section to activate is found with the same procedure continuing from section A and moving backward till section E again where two cars are that have to take their turn. Orange and Green play their turn. Orange also laps the red car</p>										
	 Leader	  Lapped								
<p>Finally section I is activated and purple takes his turn.</p>										

If the Leader chit moves to another section i.e. because the Leader car has moved ahead or because the Leader has been overtaken, then the old section becomes inactive. The new section with the Leader chit becomes the new FAS and, starting from this point, a new section will have to be activated according to the rules above.

A	B	C	D	E	F	G
		Leader				
<i>Start of a game turn – no car has played its turn yet. The Leader chit is in section C (blue car). We activate section C and Blue declares he will pit.</i>						
			Leader			Just pit
<i>Blue pits and the Leader chit is reassigned to the Orange car. Now section D is the front of the activation sequence and D is activated. Orange moves and laps the green car in front</i>						
Leader	Lapped					Just pit
<i>Next section to activate is now B (remember: the front of the activation sequence is always the section where the Leader chit is). Afterwards section E and section G will be the next ones to be activated</i>						

The last case is when there are cars both ahead and behind the Leader in the very same section. In these cases, effectively, the Leader chit splits the section in two subsections in relation to playing individual turns with the dividing line directly in front of the leader. The first section to activate is the sub-section where the Leader and the cars behind him are – this is the one immediately behind the FAS.

When the Leader chit moves to another section, then the subsection including the Leader and the cars behind him) becomes the new front of the activation sequence and, starting from this point, a new section will have to be activated according to the rules above.

A	B	C	D	E	F	G
		C1 C2 Leader				
<i>Start of a game turn – no car has played its turn yet. The Leader chit is in section C (blue car). We activate the subsection C2 comprising the blue car but not the red one. Sub-section C1 with red is not active at this point</i>						
			Leader			Just pit
<i>Blue pits and the Leader chit is reassigned to the Orange car. Now section D is the front of the activation sequence and is activated. Orange moves and laps both the green and red cars in front but not the Pink car</i>						
	Leader Lapped	Lapped				Just pit
<i>Next section to activate is now sub-section B2 (remember: the front of the activation sequence effectively splits the section where the Leader chit is in two) and the Green car can move. Afterwards section C will be re-activated and the Red car will be finally able to take its turn. Section G will be the next one to be activated</i>						

Activating a Corner section

Usually, cars in the same section take their turns in their relative order, however when a corner section is activated, resolving a contest may be necessary before determining the order in which cars take their individual turns.

Contest procedure:

When a corner section is activated, each driver in the section, starting from the one in last position in the section and moving in reverse order of position, announces if he wants to initiate a contest. The first driver declaring a contest is considered the one who initiated the contest (Contest Initiator). Drivers who refuse to initiate a contest (Contest Disqualified) will not be able to participate in case someone else triggers it later.

Once a contest has been initiated, continuing in reverse order of position from the Contest Initiator, each remaining driver announces if he wants to participate in this contest (Contest Participant).

When announcing that he initiates or participates in the contest, a driver must play one or two cards of any type face down (i.e. race or track cards) on the table. It is understood that players who do not play cards are not participating in this contest.

Contest resolution:

The following rules apply to a contest resolution:

- Any driver participating in the contest, with the exception of the first car in the section, gets a bonus or penalty to his contest value as indicated on the board in the card graphic.
- Any player using the BANGING WHEELS strategy (in any position in the section) receives a +3 modifier to the contest.

All cards are revealed at the same time and each car sums up the movement points of the two cards and all modifiers.

Drivers that declined to participate in the contest (Contest Disqualified) are now placed behind the Contest Initiator according to their original positions.

The remaining car positions are reorganised according to the highest movement value scored. In case two or more cars score exactly the same contest value (including all modifiers), then these cars make contact and suffer one damage for each car they tie with. The respective positions remain the same.

Cards played in the contest are frozen on the table throughout the turn; i.e. the owner will not be able to use them during the entire game turn. If the player pits this turn then these cards cannot be discarded during his pit stop, they must be kept and count when calculating the total number of cards in the player’s hand. The owner takes them back to his hand at the beginning of the next game turn soon after the Turn Indicator pawn had advanced.



A	B	C	D	E	F	G
		 Leader				
<i>Start of a game turn – no car has played its turn yet. The Leader chit is in section C which happens to be a corner section with -2 modifier. We activate section C and in reverse order of position drivers announce if they will contest. Orange initiates the contest. Green and Blue join the contest.</i>						
		 Leader				
<i>After revealing their cards Orange is declared the winner and receives the Leader chit. Green is placed in second position and Blue in last position. Now Orange can take his individual turn.</i>						
 Leader Lapped						
<i>Leader laps the red car. The next section to activate is now B.</i>						
 Leader Lapped						
<i>Red car moves into the next section. Now it is section C that activates again.</i>						
 Leader Lapped						
<i>As Green and Blue have already participated in a contest in this section, there is no further contest in section C (see chapter “More on contests” further down the rulebook). Green moves</i>						

INDIVIDUAL TURNS

Once a section is active, cars in that section can take their individual turn according to their relative car positions.

Each individual turn consists of:

- A. Turn Start Declarations
- B. Draw
- C. Play cards
- D. Resolve symbols
- E. Movement
- F. Turn End Declarations

A - TURN START DECLARATIONS

In this phase a player can declare the following actions in this order:

A.1 SKIP TURN

A player may declare he will skip his turn. In this case his car does not move at all. The player is allowed to change his strategy, and then his turn is over.

Place the SKIP TURN chit underneath the car to remind all players that this player has skipped its turn. Taking over and lapping this car will be easier for the rest of this game turn.



it is very rare for a player to skip his turn. This is a last resort action when you really need to change your strategy or you ran out of playable cards but do not want to take the penalty of a pit-stop

A.2 VERSATILITY / WISE DRIVING

The use of these two skills must be declared at this point.

- A player with VERSATILITY can now change his strategy and rotate his skill chit to indicate that the skill has been used.

- A player with WISE DRIVING can discard as many Race cards from his hand as he wishes and draw Race cards from the Race deck up to his hand limit, but only once between pit stops. He rotates his skill chit to indicate that the skill has been used.

A.3 PIT STOP

A pit stop must be announced at this moment, before taking any further action. If the Turn Indicator pawn reaches a box with one or more refuelling chits, the corresponding cars must pit on this turn or are immediately eliminated as they would be left with an empty tank.

The actual position of the car on the track does not matter when taking a pit stop. Once a pit stop has been announced, the car must be moved back as many section as the pit stop time indicated on the game board or more. If the car finishes in a section with other cars or yellow flags, it is positioned last after anything else in that section. If there is a free trajectory point (including an extreme trajectory point) then this car can occupy it, assuming that it satisfies the conditions above (i.e. being placed last in the section).

If the Leader is pitting and as a result of the backward movement he loses the lead, then the Leader chit must be immediately re-assigned to the new car leading the race.

Pit Stop Procedure:


When taking a pit stop, a player must perform the following actions:

- Shift his refuelling chit according to the fuel management rules
- Repair all red damages (removed damage goes back to the reserve)
- Discard as many cards as he wishes from his hand
- Draw new cards up to the maximum number of cards indicated on the Car Chart


- Discard all unused tyre chips and fit a new set of tyres taking new tyre chips up to the number indicated on the Car Chart
- Change strategy or keep the existing one

[insert an example, with visuals of the player board]

Note that when changing tyres at a pit stop you discard any tyre chip left and take new ones as indicated on your Car Chart. Also, soft tyre chips not used before a pitstop should be immediately discarded when a car enters the pits. They are not transferable to turns taken after pitting unless the player decides to stop for refuelling only. In this case he does not change his tyres. He will exit the pit with the same number and type of tyre chips he had when entering the pit.

 *like in real races, it is unlikely that a player declines the opportunity to refresh his tyres; the only case when this may be beneficial is when he wants to preserve a set of soft tyres he has not fully consumed.*


A player is not allowed to complete a pit stop having more cards in hand than the number indicated on the Car Chart, even if the player had cards in excess of this limit before declaring the pit stop. He will have to discard a sufficient number of cards to satisfy this limit, eventually discarding more cards than necessary and drawing new cards from the deck up to the limit indicated on the Car Chart.

 *for a player with the WISE DRIVING skill, track cards in his hand never count towards the hand limit. Bonus cards provided for example by the PITTING skill or fitting hard tyres are provided after completing a pit stop and therefore are in addition to the hand limit*

Having completed his pit stop, his turn freezes exactly at this point and the game proceeds with the next driver to play in the active section or by activating the next section. The car that has just pitted will resume his individual turn later, when the game order will reach the new section where he is now placed. Use the “just pit” chit as a reminder that this car has still to complete his individual turn.

B - DRAW


The player draws one Race Card from the deck.

 *Players using the SAVE FUEL strategy may discard a card with more than 2MP in order to draw an extra race card. Players using the LUCKY strategy draw two cards and discard one card from their hand. Players using the CHASE strategy may take one of the Movement Cards by the chased player in lieu of drawing from the race deck*

C – PLAY CARDS

The player can play one or two cards from his hand for movement. We call these cards **Movement Cards**. If one card is played, this can be any card. If two cards are played, these can be a pair formed by any card and a +1, or a pair of +2. Other combinations are not allowed (therefore it is not allowed to play together a +4 +2, or a +3 +3).



 *Players using the PUSH strategy may play a +2 in combination with any card*

One or both Movement Cards may be Track Cards.

A player can play a Track Card only if the resulting movement in phase E will cause your car to start from one of the sections belonging to the corner specified on the card, or to move across one of the sections belonging to the specified corner, or to end your movement in one of the sections belonging to the specified corner. In other words, in phase E the car must use at least one of the sections belonging to the corner specified on the card. When a pair of Track Cards is used for movement both of them must satisfy the requirement above.



Track Cards are usually more powerful than Race Cards but their power is limited by the fact that they must be used in the track zone around the corner they represent. It may sound strange that use of Track Cards depends on the future movement of your car but during the gameplay it is pretty easy to conclude if a Track Card is eligible for movement or not.

D – RESOLVE SYMBOLS

Now players resolve all symbols displayed on the Movement Cards and on the trajectory they are using (if any).

Symbols are resolved in this order:

- D.1 Pay any resource required (spend tyre chips, discard cards, take damage)
- D.2 Perform one or more checks
- D.3 Draw additional cards
- D.4 Trigger an event like a weather change or a flag

For using a trajectory at least one of your Movement Cards must be of a type matching the trajectory type (speed, driving, control or event). This requirement is valid for any type of trajectory. If you have not played at least one card matching the trajectory type you must ignore all related trajectory symbols.

If there are two types of symbols associated with the trajectory then at least one of your Movement Cards must match one of the two types.

In case the trajectory spot has a tyre, damage or card symbol next to it, then you have to add that cost to your sub-phase D.1 payments. If you do not have or do not wish to spend those resources then ignore the trajectory for all purposes.



example.

In case of an Extreme trajectory you must also perform a blind check in sub-phase D.2 as explained later. Also here, if you do not wish to attempt this blind check, ignore the Extreme trajectory for all purposes.



A card cannot be played if the player cannot pay the required resources. Similarly, a trajectory cannot be used if the player has no mean to pay for the required cost. For example, if you run out of tyre chips then you cannot use a trajectory demanding the payment of tyre chips.

D.1 PAY RESOURCES

Spend tyre chips

A player must consume his tyres by discarding the required number of tyre chips and/or cards from his hand or a combination of the two. At least one resource must be a tyre chip, the rest could be other tyre chips or cards from his hand.



Player pays 1 tyre chip




Player pays 2 tyre chips or 1 tyre chip and 1 card



Player must pay 3 tyre chips or 2 tyre chips and 1 card or 1 tyre chip and 2 cards

The tyre points on the cards and on the trajectory are all added together e.g. playing a pair formed by a card costing 1 tyre point and a card costing 2 tyre points will cost 3 tyre points in total and therefore can be paid with 1 tyre chip and 2 cards.

 *Players using the SAVE TYRES strategy have their costs reduced by one tyre point. Also, with Save Tyres, even if you have run out of tyres, you may still play cards demanding the payment of 1 tyre chip only.*

A player with blue chips (as consequence of having fitted soft tyres or thanks to the Rain Expert Skill) may spend one, and only one, blue chip to add 1mp to his movement.

Discard cards

A player must discard from his hand the total number of cards indicated on the Movement Cards and on the trajectory.



Player discards one card from his hand to the discard pile

Take damage

Randomly draw the number of damage discs required and place them in the proper slots on the Car Chart. Brown discs represent permanent damage and will remain on the Car Chart until the end of the race; red discs instead can be repaired and removed with a pit stop.



Player takes 1 damage disc and places it on the Car Chart.



Player takes 2 damage discs and places them on the Car Chart.



Example

To play this +3 movement card, a player must discard 2 tyre chips (or alternatively 1 tyre chip and 1 card) and draw one damage disc.

If the player had the SAVE TYRES strategy, he would pay 1 tyre chip only and draw one damage disc.

D.2 PERFORM A CHECK

Performing a check is a general concept in this game and can be triggered by many different events. The most common ones being: playing a movement card requiring a check, attempting a late brake or an extreme trajectory, passing a leader lapping check, resolving an off-track trajectory.

Performing a check basically means comparing the Check Value of one card against the Check Value of the one card located on the player's Car Chart, also called the Target Check card.

Check Values are the red lined diamond numbers visible in the bottom right of any Race or Track card.

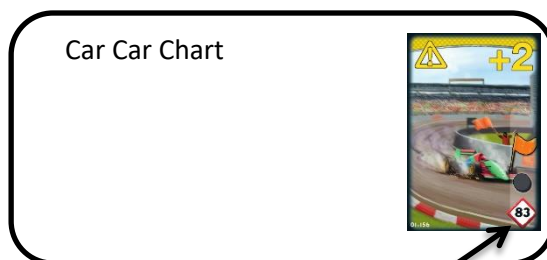


Target Check

The player shows the card he is using for checking, and if its Check Factor is equal to or lower than the Target Check on his Car Chart then the check is successful, otherwise the check is a failure.

Independent of the check's success or failure, the card used for checking must be placed on the Car Chart replacing the old Target Check card which is discarded.

Check values range from 1 to 99; therefore, for example, playing a 79 against a 83 target is a success, playing a 79 against a 37 target is a failure.



Check passed!
79 becomes the new Target Check

In the game you will find two symbols asking you to perform a check.



Normal check (black outline and white background)

In a normal check you have several choices of which card to use for checking. You may discard one card of your choice from your hand or draw the card on top of the Race Deck. If this check was required by a movement card you may also use one of the cards played for movement



Blind check (solid black background)

In a blind check your only choice is to draw for checking the card on top of the Race Deck. Therefore, in a Blind check you have much less control on the outcome

Note that you can always resolve a Normal check as a Blind check, i.e. drawing the card on top of the Race Deck, if you wish so.



Example

A player plays a pair of movement cards (13) (88) with one of them requiring a Normal check.

The target displayed on his Car Chart is (56). This player has several options to perform this check:

- *He may use the card with (13) and pass the check, or*
- *Use the card with (88) and fail the check, or*
- *Use any other card from his hand, or*
- *Draw the card on the top of the Race Deck*

Whatever his choice, the card used for checking becomes the new Target Check card on the player Car Chart.

If multiple checks must be resolved, the player can freely choose in what order to resolve his checks. There is only one exception to this rule: a player must first resolve the Blind check required by an ET attempt and then he can proceed resolving his remaining checks in whatever order he prefers.



Example

A player plays movement cards (11) (34) with both requiring a Normal check and, also, declares he will attempt an ET trajectory. The target displayed on his Car Chart is (82) and he must do the ET check first. He draws a (32) from the Race deck and the ET check is successful, (32) becomes his new target check.

He then decides to perform the first Normal check using his (11) card which is a success, discards the (32) Target Check card from his Car Chart and replaces it with the (11).

For the second Normal check he decides to play a (91) card from his hand. He fails the test but replaces his Target Check card with (91) making subsequent tests easier to pass.

Check modifiers

The Target Check could be modified by a -xx penalty (which makes the check more difficult) or by a +xx bonus (which makes the check easier).



Player must perform a normal check against his target modified by -10



Player must perform a blind check against his target modified by +20

Other possible modifiers are

Rain also modifies any check by -20, so a -10 check in rainy conditions implies making a check at -30.

Reflexes is a skill that provides +20 to all checks, so a -10 check with the Reflexes skill implies making a check at +10.

**Example**

A player plays a movement card (11) requiring a +20 Normal check. It is raining though and therefore the net modifier is zero (+20 and -20). The card on his Car Chart has a check value of (56).

This player feels confident and decides to make a blind check, he draws a race card with a check value of (89) and fails. He will replace his Car Chart card with the new (89) card.

Assume instead that he used the very same movement card (11) to pass the check – he would have avoided failing the check but, at the same time, he would have made subsequent checks more difficult because his new Car Chart card would have been the (11).

A player may voluntarily decide to play a card with a check value higher than the Target Check and fail his check. This way the car will take one damage, but at the same time the value of his Target Check will increase and make any subsequent check easier.

Consequences of failing a check

All checks in the game are resolved using to the procedure explained above but the outcome for failing a check varies:

Movement card: if the check was required by a card used for movement then failing a check causes one damage to the car. If you fail multiple checks this way then you draw a damage for each check failed.

Extreme trajectory: if the check was required by your attempt to use an Extreme Trajectory then failing forces you to attempt the Recovery manoeuvre displayed on that point of the track. This may involve different actions including taking additional checks as explained later.

Late Braking: if the check was required by your attempt to Late Brake then failing forces you to attempt the Recovery manoeuvre indicated along the off-track trajectory displayed on that point of the track. This may involve different actions including taking additional checks as explained later.

Leader lapping: if the check was required by the Leader attempting to lap for the first time a slow car then failing forces you to stop your movement behind that car.

D.3 DRAWING CARDS

Not all actions indicated on a card will increase your car's wear. Some actions allow a player to draw Race Cards from the deck.

Note that there is no limit to the number of cards a player can have in his hand. The only limitation to the number of cards in hand is immediately after a pit stop, when a player cannot leave the pit with more cards in hand (Race and Track cards combined) than the number indicated on the Car Chart.



Player draws N Race Cards and adds them to his hand





D.4 EVENTS**FLAGS**

A Race Card or a Track Card may have a flag symbol on it. The effect of a flag lasts until the flag is discarded.

Blue and Orange flags come in the form of pawns which placed on the player's board. When the Turn Indicator moves to the next row, all blue flag pawns as well as the orange flag pawn on the players' boards (if any) are discarded and a new race stage begins.

Yellow flags are represented by chits which are placed in corner sections of the track. A yellow flag is discarded immediately after the Leader car passes its corresponding chit or when a green flag is played. Green flags, in fact, have no representation in the game – they serves only to remove yellow flag chits from the track.

Use or placement of any flag is optional i.e. a player who plays a card with a yellow flag, for example, is not required to place that flag on the track.

 <p>YELLOW FLAG</p>	<p>An incident or some other problem has occurred on the track. The player who plays a yellow flag may choose one corner section currently without the yellow flag and place a yellow flag chit on it. If there are cars in the chosen corner section, he decides exactly in which position between the cars the yellow flag is located. A yellow flag must always be placed after the trajectories when moving backwards on the track, and therefore cars on the initial point of a trajectory cannot have the yellow flag ahead of them.</p> <p>Each corner section can have, at maximum, one yellow flag in it. This flag is discarded immediately after the Leader car passes it or when a green flag is played.</p> <p>All yellow flags on the track are discarded when the Safety car is triggered.</p> <p>While the flag is in play, these restrictions in force in that section:</p> <p><u>Slow-down:</u> Each driver who finds a yellow flag ahead must spend 1 movement point to proceed with his movement.</p> <p><u>Line-up:</u> Overtaking, contests and lapping are not permitted in a section with a yellow flag. A yellow flag takes priority over anything else. For example, no one will be able to pass a car that skipped its turn while the yellow flag is in the section.</p>
 <p>GREEN FLAG</p>	<p>Problem has been solved. The player playing a card with a green flag may remove one yellow flag from any section on the track.</p>
 <p>BLUE FLAG</p>	<p>Whoever plays a blue flag takes one of the blue pawns and places it on his Car Chart. While the flag is active he will be allowed to lap in straight and braking sections without spending movement points and he will be able to lap in corner sections by spending only 1 movement point. A Leader with the blue flag is still required to pass a leader check before lapping. A yellow flag always takes priority over blue flags and therefore lapping is not possible in sections with a yellow flag.</p> <p>All active blue flags are discarded at the beginning of a new Race Stage.</p>
 <p>ORANGE FLAG</p>	<p>Whoever plays an orange flag takes the orange pawn and places it on his Car Chart. While the flag is active this player can force a robot terminating its movement in a braking section to attempt a Late Braking or force a robot terminating its movement in a section with an Extreme Trajectory to occupy that spot (phase F). A robot placed on an ET by a player with the orange flag will attempt the ET check on its next turn. There is only one orange pawn in the game and in each race stage only the first player who played the orange flag can have control on robots. If the orange flag has already been assigned and another player plays a card with an orange flag this is simply ignored.</p> <p>The orange flag is discarded at the beginning of a new Race Stage.</p>

 Examples



When playing this +2 movement card, a player must spend 1 tyre chip and then may place a yellow flag in a corner section	When playing this +1 movement card, a player may remove one yellow flag from the track	When playing this +2 movement card, a player must draw one race card and then take the blue flag	When playing this +2 movement card, a player must spend 1 tyre chip and then take the orange flag if no other player has got this already
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WEATHER CONDITIONS



In phase E, when a player plays a card with this symbol, he may move the weather pawn of one step in the preferred direction or leave it where it is. As a consequence of the weather movement, conditions can change from dry to uncertain, rain to uncertain or vice versa. Weather conditions change immediately when the pawn reaches the new position.

If the car's tyres do not match the current weather conditions, then players have some penalties to movement as described in the table below. Additionally, in rainy conditions all drivers suffer a -20 penalty to their checks due to the difficult conditions of the track. Robots are never affected by the movement penalties, only the adjustments to checks because of weather.

TYRE TYPE	DRY	UNCERTAIN	RAIN
SOFT		-1	-2
HARD		-1	-2
INTERMEDIATE	-1		-1
RAIN	-2	-1	

 if you have soft tyres in uncertain or rainy weather conditions, you can still use the +1 mp bonus of the tyres. A player with the RAIN EXPERT Skill will not face the penalty in uncertain weather.

When the weather conditions change from uncertain to rain or uncertain to dry, and robots are not equipped with the type of tyres matching the new weather conditions, then, at the end of the current driver individual turn, all robots immediately take a pit stop to fit the right type of tyres. This stop also counts as a refuelling pit stop and therefore all the refuelling chits of the robots are removed from the Turn Indicator.

E - MOVEMENT


After performing all the actions required, the player can move his car by spending movement points (MPs).

Calculate your total MPs

His total mp for the turn are given by the sum of
 the mp of card(s) played for movement
 plus any trajectory bonuses
 plus any other mp bonus provided by the chosen skill, strategy, soft tyres etc.
 minus any penalty

Standard trajectories - identified by a circled mp bonus. The trajectory mp bonus is added only if the driver has used for movement at least one card matching one of trajectory's symbols (speed, drive, control or event) and paid all related costs during phase D.

Extreme Trajectories (ET) - portrayed on the board with a diamond symbol with a movement bonus printed inside. The trajectory mp bonus is added only if the driver has used for movement at least one card matching one of the trajectory's symbols and passed during phase D the initial trajectory blind test.

 Adding a trajectory bonus is often a good idea to boost your car movement. For standard trajectories you only need to ensure that you are playing a movement card matching one of the trajectory's symbols and paid any necessary cost in resources. Extreme trajectories are more demanding. You need to pass a risky blind check – but if you commit and pass the check you can add a juicy bonus to your movement.

You always have the option to decline a trajectory if you do not intend to pay the associated cost or avoid the blind check.

So, now that you know how many mp a player has in total, how is he going to spend them?

Spend your MPs

First of all, note that spending mp is not optional: a driver **must** use all his available MPs, where possible. When his mp are exhausted his car movement stops immediately.

Entering a new section always costs 1 mp independent of the type of section; if during the movement the car intercepts an opponent or an obstacle then it may be necessary to spend additional mp to advance as explained later.

Throughout the rulebook the following terminology is used:

Overtaking = passing another car on the same lap

Lapping = passing another car to gain an extra lap "advantage" over the opponent

Unlapping = passing another car so reducing an extra lap "disadvantage" against the opponent

OVERTAKING

The cost for overtaking a car depends on the type of section where this happens. Also, special rules govern overtaking on the first and last turn and on restarts. A player cannot decline to overtake if he has enough movement points.



Straight Sections (purple edges) - Straights are the simplest section for overtaking. It costs 1 mp to overtake an opponent. If there are more cars in the straight, the player who overtakes must spend 1 mp for each car overtaken.



Corner Sections (yellow edges) - If the section where the opponent's car is intercepted is a corner section, then the player must stop and any movement points remaining are lost. Note that the BANGING WHEELS strategy allows you to overtake in a corner by spending 2 mp per overtake.



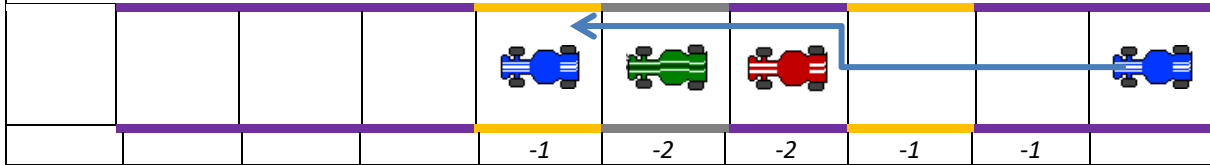
Braking Sections (grey edges) - A player entering a braking section with opponents loses any remaining movement points and must stop. Note that the BANGING WHEELS strategy allows you to overtake in a braking section by spending 1 mp for each car overtaken.



Examples

	A	B	C	D	E	F	G	H	I
					-1	-2	-1	-1	
<p>The Blue car has 5MPs to spend. He spends 1MP each to enter sections H, G and F. Then 1MP to overtake the red car on a straight, and his last mp to enter section E</p>									
							-4	-1	

Same example but now the red car is in a corner section. The Blue car has 5MPs to spend but he loses all remaining movement points when he enters section G (a corner section occupied by another car). If he had the Banging Wheels strategy he would pass the red car spending 2MPs, so finishing his movement in section F



The Blue car has 7MPs to spend. He spends 1MP each to enter sections H, G and F. Then 1MP to overtake the red car on a straight, then 1mp to enter braking section E. Normally, he would lose all remaining movement points as the braking section is occupied by the green car. Blue however has the Banging Wheels strategy and he can overtake green by spending 1MP. Blue consumes all his movement points and finishes in corner section D

LAPPING

Similarly, the cost for lapping depends on the type of section where this happens. Lapping a car is usually easier than overtaking an opponent.

Straight and Braking Sections - If the car to lap is on a straight or braking section the lapping car must spend 1 mp to pass.

Corner Sections - If the car to lap is in a corner, the lapping car must spend 2 mp to pass.



When a car is lapped by the race Leader, place a “-1 lap/-2 laps” chit underneath the lapped car as a reminder.

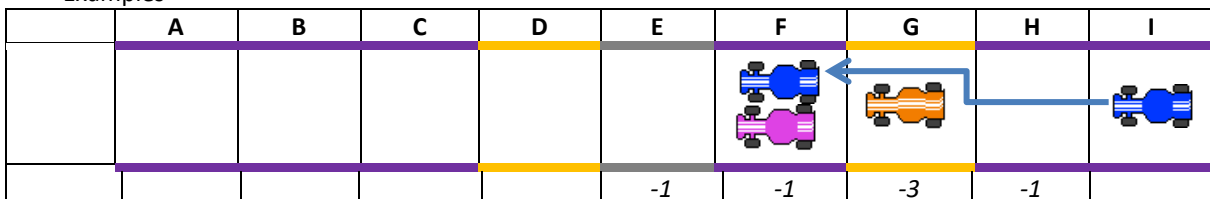
UNLAPPING

A lapped player can try to unlap himself. Movement rules for unlapping are the same as for lapping: in a straight and in a braking section the car must spend 1 mp to unlap, in a corner the car must spend 2 mp to unlap.

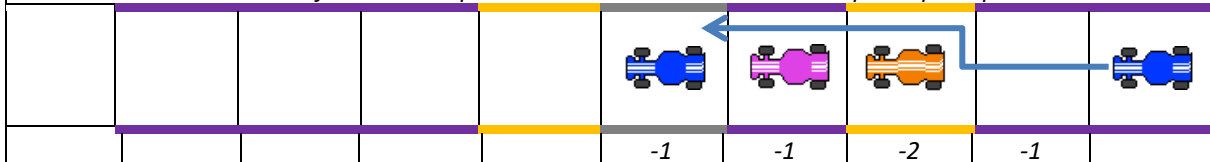
When car un-laps the Leader, readjust or remove the “-1 lap/-2 laps” chit underneath the car.



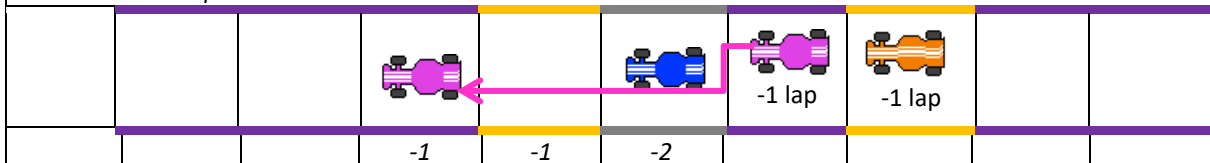
Examples



The Blue car has 5MPs to spend. He spends 1MP each to enter sections H and G. Here the slow orange car must be lapped, and this will cost him 2MP. A -1lap chit is placed underneath the orange car. His final mp is used to enter section F and finish behind pink. Blue wished to have another mp to lap the pink car too



Now the Blue car has the same 5MPs to spend, but, also, he has the Blue Flag. He spends 1MP each to enter sections H and G. Lapping the orange car will now cost him 1MP only. He enters section F and pays no cost to lap the pink car as this is on a straight. His final mp is spent to enter section E. Both the pink and orange cars will have the -1lap chit underneath them



Now it is Pink's turn. Pink has 4MPs to spend. He enters section E with 1MP and unlap from Blue spending one additional MP. The -1lap chit is removed from the Pink car. Next sections cost 1MP only to enter, so he finished in section C.

When Blue will move in the next turn, he will probably be required to lap the pink car again.

Special case:



A car that has skipped its turn or, for other reasons not moved at all, can be overtaken/lapped/unlapped by other drivers by spending 1 movement point independently of the section it is in. Use the NO MOVE -1mp chit as a reminder for trailing drivers and remove the chit at the end of this game turn.

All mp spending rules are summarised in this table:

		Overtaking	Lapping / Unlapping
Entering a section (any type)	1 MP	-	-
Passing a yellow flag	1 MP	-	-
Straight section	-	1 MP	1 MP
Corner section	-	Not allowed	2 MP
Braking section	-	Not allowed	1 MP
Cars that skipped their turn	-	1 MP	1 MP

F - TURN END

In this phase a player can perform the following actions in order:

F.1 LATE BRAKING

A driver who has terminated his movement in a braking section with a LB symbol can announce he will attempt a Late Brake. To succeed in a Late Braking, a driver must make a Blind Check with the target modified by the value printed on the board.

If the check is successful this car passes all cars in the braking section and advances to the next section. If the check is unsuccessful, the car will go off-track and incur some penalties as explained in the Recover Manoeuvres chapter.

A driver can attempt a Late Braking even if the braking section is free of opponent cars. In this case his only benefit is to move one additional section.

Only one Late Braking per turn is allowed to any driver.



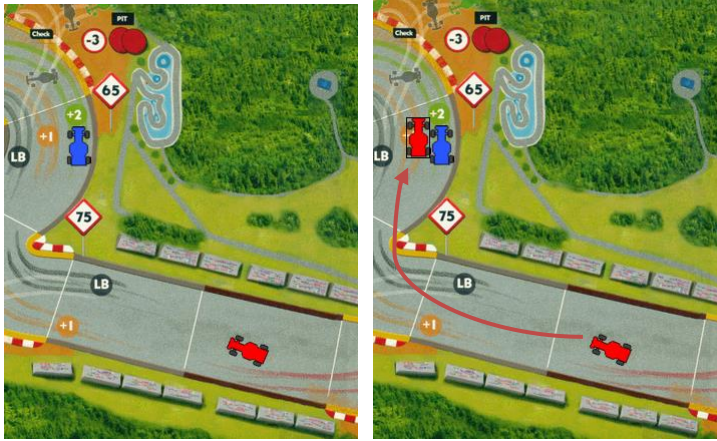
Example

F.2 TRAJECTORIES

When a car terminates its movement in a sector with a free trajectory spot it can occupy the starting point of a trajectory. Each trajectory point can accommodate one car only. There is no way an approaching car can kick another car out of the trajectory point. If a car abandons a trajectory point for any reason e.g. takes a pit stop, the trajectory point does not become automatically available to another car already in that section, but remains available to any car taking its turn later and able to terminate its movement exactly on that point.



the printed positions of trajectories on the board are for reference only. If a car has moved and landed on a trajectory spot, it can never be forced off that spot, even if another car subsequently overtakes it in that sector; when this happens you just place the overtaking car partially in front to indicate it is ahead.



Example

Blue has terminated its movement on the +2 green trajectory. It's Red's turn, he has 4 movement points. Because he has Banging Wheels, this is enough to reach the braking section where Blue is and overtake him. Red occupies the +1 orange trajectory putting the nose of his car ahead of Blue. The pre-printed position of the trajectories has no implication on the cars' relative position.

ROBOTS

Robots have no Car Chart, do not manage a hand of cards and are not affected by damage, tyre points, check, skills and strategies. However, they may crash and be eliminated from the race.

SECTION ACTIVATION

When a corner section is activated and contest declarations are announced in reverse order of position in the section, a robot will

- Declare a contest if there is at least one human player ahead in the section within the same lap (overtaking opportunity) or if a human player on the same lap has already announced a contest (defending against an overtake attempt)

In all other cases, the robot will not declare a contest. In particular, in a corner section with only robots, robots will never challenge each other in a contest. Also a robot will never announce a Contest in the attempt to unlap itself or to defend against a lapping attempt.

In a contest, robots play two cards randomly drawn from the Race Deck. The Contest resolution follows the normal rules.

ROBOT INDIVIDUAL TURN

Robots play a simplified individual turn composed of:

- A. Turn Start Declarations
- D. ET check
- E. Movement
- F. Turn End Declarations

A. Turn Start Declarations

A robot cannot skip its turn. He may declare a Pit Stop though.

When the Turn Indicator reaches a refuelling chit of a robot, the robot of the corresponding type in the best racing position must take a pit stop. The robot is moved backward as many section as the track pit top time and a "Just Pit" chit is placed underneath to indicate that the robot will resume its turn later when the newly reached section is activated. The refuelling chit is discarded. Robots may also stop to change tyres when there is major change in weather conditions (see the Weather rules section).



D. ET check

If a robot is occupying an Extreme Trajectory spot, this robot will attempt a blind check against a target value of 70 plus/minus any modifier as a human player would do.

If the Extreme Trajectory check is passed successfully, then in phase E the robot will add the indicated bonus to its total movement value. If the check fails he will have to attempt a Recovery Manoeuvre as explained later.

E. Movement

Robots have a pre-set number of movement points and move without spending any resource. Specifically:

- SUPERFAST robots (black) always have 4 movement points to spend before any bonus
- FAST robots (yellow) always have 3 movement points to spend before any bonus
- SLOW robots (purple) always have 2 movement points to spend before any bonus

Robots then add the trajectory bonuses to their mp without the need to play any card and deduct any penalty due. The total mp can then be spent to move on the track. Entering a new section always costs 1 mp independent of the type of section; if during the movement the robot intercepts an opponent or an obstacle then it may be necessary to spend additional mp to advance. A robot must use all his available MPs. When his mp are over, the robot stops.

Overtaking

In general, robots overtake like the human drivers, however with some advantages and limitations:

- Robots overtake each other without spending any movement point.
- In a straight, they spend 1 movement point to overtake a human player.
- In a corner section with human players they must stop and any remaining movement points are lost.
- In a braking section with human players they must stop and any remaining movement points are lost.

As like humans, a Yellow Flag will still stop a robot from overtaking any type of car.

Lapping and unlapping

- Robots lap each other without spending any movement points.
- Robots lap human players according to the usual rules, therefore spend 1MP in straights and braking sections and 2MP in corners.
- Robots in the lead do need to pass a Leader Lapping check in order to lap another robot or player, using a blind check against a Target Check value of 70.
- Robots lose any remaining movement points when they reach a driver with more laps. There are only a few cases when a robot can unlap itself, here some examples: a. When the car in front is off-track and they move before it re-enters the track b. when a robot succeeds in a Late Braking forced by an Orange Flag c. when the race leader pits and as a result of his backward movement the robot regains an extra lap d. when the robot is involved in a mixed contest situation with cars within the same lap as well as cars with more laps

As like humans, a robot can overtake/lap/unlap a car that has skipped its turn or, for other reasons not moved at all, by spending 1 movement point independently of the section it is in.

F. Turn End Declarations

Late Braking

When a robot finishes its movement in a braking section with an LB symbol, the player controlling the Orange Flag may declare that this robot will attempt a Late Brake. Otherwise the robot will never attempt a LB by his own initiative.

Trajectories

When finishing their movement in a section with a free trajectory bonus robots are always placed on the trajectory with the highest bonus. If more trajectories have the same bonus they are preferentially placed on the most external trajectory.

Robots occupy an Extreme Trajectory spot only at the wishes of a player currently holding the orange flag. They do not automatically take the ET spot. When a robot finishes its movement in a section with a free Extreme Trajectory spot, the player controlling the Orange Flag may declare that this robot will position itself on that Extreme Trajectory spot.

RECOVERY MANOUVRES

PROCEDURE WHEN FAILING LB and ET CHECKS

A car that has failed a Late Brake or an Extreme Trajectory attempt has temporarily lost control of the car and will have to follow the indications placed on the board starting with the symbols next to the point where he lost control.

Below is a comprehensive list of symbols that may apply when failing an ET or LB check. Any check or penalty is incurred immediately with the exception of WASTED TIME and FORCED PIT which take effect in the following game turn.



RECOVERY CHECK

The driver must perform a check with the target modified as printed on the board plus any other modifier (-20 for rain conditions, for example). If this is a normal check he may use a card from his hand to pass this check, otherwise he will be forced again to do a blind check. If the driver succeeds in the check then he will proceed according to the green arrow, if he fails then he will have to follow the red arrow.



RUINED TYRES

The driver ruins his tyres going off-track and must immediately pay the indicated number of tyre chips. He cannot discard cards, only tyre chips can be used. If the driver does not have enough tyre chips left, he is eliminated.

This penalty is ignored by robots.



DAMAGE

The driver must draw the indicated number of damage discs. If he does not have enough slots to absorb the damage on his Car Chart than he is eliminated.

This penalty is ignored by robots.



LOST CARDS

The driver must discard the number of cards indicated. If he does not have enough cards to discard than he is eliminated.

This penalty is ignored by robots.



WASTED TIME

The driver wastes time while off-track and in his next movement phase (phase E) he will have to apply the corresponding penalty to his movement.



FORCED PIT

The driver will have to take a pit stop in his next turn start declarations (phase A). See re-entering turn.



CRASH OUT

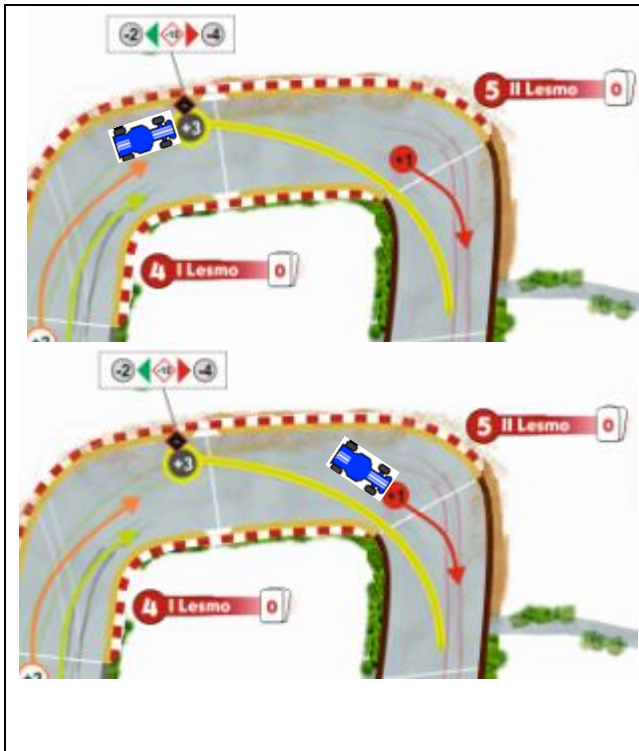
The driver destroys his car and is eliminated from the race. If the SC symbol is displayed, then the Safety car enters immediately.

Failing an ET check

An ET check attempt is made in phase D.2. If this is failed, the driver who lost control must perform a recovery attempt before proceeding with his individual turn.

When failing an ET check you are usually required to immediately perform another check (recovery check) and apply one of the two set of symbols displayed on the board. If this recovery check is passed, follow the symbols after the green arrow; if the new check is failed, follow the symbols after the red arrow.

Now you are free to proceed with your turn. The ET movement bonus will not be available though as you failed the original ET check.

**Example**

Blue is on the ET trajectory at the entry of the 2nd Lesmo corner at Monza. He played a +3 drive card hoping for 6 mps this turn. His target check is 67 and he has to pass a blind check against this value.

Unfortunately he draws an 83 and fails. This becomes his new target check.

As printed on the board, he must now pass a normal check vs 83 with a -10 modifier (73). Blue plays a 42 check card from his hand and suffers a -2 mps penalty. Blue has lost the ET bonus and will move by 1 mp only this turn.

Had Blue failed the second check vs 73, he would have applied the second set of symbols and suffered a -4 penalty forcing him not to move at all this turn.



Note that, when a failing an ET check, as result of the penalties you may end up not moving at all. In this case a NO MOVE -1mp chip is placed underneath the car miniature as a reminder that this car can be passed by spending 1 movement point. Also note that you are not allowed to re-occupy the ET trajectory or any other trajectory available in this section.

Failing an LB check

An LB check attempt is made in phase F. If this is failed, the driver who lost control must perform a recovery attempt before ending his individual turn.

A car that has ended off-track will have to continue moving along the Off-track Trajectory taking the actions indicated by the symbols on the board until it reaches one of the re-entering points or crashes.

Different recovery checks may be depicted along the Off-track Trajectory check, when one of these checks is passed, follow the symbols after the green arrow; if such a check is failed, follow the symbols after the red arrow.

**Example**

At the end of his movement, Blue decides to attempt a late brake at Variante Ascari. His target check is 77, so he has to pass a blind check vs 67 (due to the -10 modifier displayed on the board). He draws 73 and fails. Blue will now move along the dotted line: he has to make a normal check with a -20 modifier (53) which he manages to pass. Blue is placed on the re-entering point losing 1 tyre chip and moving next turn with a -2 mps penalty.

The Blue player should not be too disappointed. Had he failed the second check vs 53 he would have badly crashed.



Several strategies and skills can help during a recover manoeuvre:

REFLEXES is the only relevant skill but also the most useful in this situation as it provides +20 to all checks performed during the recovery attempt.

The HAZARD strategy can provide track cards when resolving recovery checks in a blind manner i.e. drawing from the deck.

All the other skills and strategies have no use during a recovery attempt. In particular: Save Tyres do not let you pay less tyres during a recovery manoeuvre; Chase do not provide track cards if you are off-track in the same section where the chased car is; and Banging Wheels do not provide track cards if you are off-track, even if you have overtaken other cars in the braking section where you lost control.

When the Leader goes off-track

If it is the leading driver to go off-track, the Leader chit is assigned to the leading car in the section where he lost control. If there is no such a car, the off-track driver keeps the Leader chit but the front of the activation sequence is located in the section where he lost control. When the leader chit is back on the track you resume the normal activation sequence with the new section containing the Leader section being the front of the activation sequence.

Re-entering the track



When the driver has regained control of the car after a failed LB check, the car will be placed exactly over the green car icon on the edge of the track.

His turn is now over and he will re-enter the track in his next individual turn. While staying on this re-entering position, the car is still considered off-track and does not block other drivers. It is simply ignored by other cars for all game purposes.

When re-entering the track, the driver will not be able to participate in any contest. He will play his individual turn after any driver positioned in the section where he lost control.

Re-entering the track costs 1 mp with the car placed behind anyone else in the re-entering section. If he suffered penalties to the movement, these are deducted from his total movement points in his phase E. If the total movement results in zero or a negative value, the car is simply positioned in the re-entering section behind anyone else with the NO MOVE -1mp chit.

A driver declaring a pit stop during phase A of his re-entering turn (either because of his own choice or because of the FORCED PIT penalty) will be moved backwards starting from the section where he originally lost control. Any mp penalty suffered will be resolved by moving his car further backwards one section for each mp point penalty incurred.

OUT OF THE RACE

A car is out of the race at any time when

- Draw damage that cannot be accommodated on the Car Chart, or
- Must pay tyres and has not enough tyre chips and/or cards left, or
- Must discard cards and has not enough cards to discard from his hand
- Reach a Crash Out point as consequence of failing a LB or ET check

When a car is out of the race, remove the corresponding car tile from the track. If a human player is eliminated, return all his resources (including tyres, flag pawns, damage chits, etc) on his Car Chart to the available resource piles. Remove his refuelling chit. If it is a robot to be out of the race, then remove the most advanced refuelling chit of the corresponding type from the Turn Indicator

OTHER RULES

MORE ON TRACK CARDS

Track cards are collected using Strategies and Skills (see Appendix A and B).

You can play a Track Card in phase C when you can demonstrate without any doubt that your car will use part of the associated corner during movement and then you do so.

That means you cannot move using a certain track card when you need to pass a Leader blind check or attempt a blind Late Brake or a blind Extreme Trajectory check to land or pass through the specified corner as at the moment you play the card there is no certainty that the check will be passed and you will effectively use part of the corner.

However in all situations where you "know" that you will enter the corner during the subsequent movement and there are no external factors outside your control that can change this, then you can play the Track Card. Typical situations may be: you play a movement card causing a shift of weather which makes subsequently possible to reach the specified corner; or you using a Discard Power (see below) to automatically pass an ET or LB check; or you playing a card from hand to pass a leader check. All these actions make the use of the track card perfectly legal.



Example

Certain symbols can be found only on Track cards:



Phase C - in this turn it is possible to play this card in combination with any other card i.e. without following the normal rules on the movement value of pairs.



phase E - throughout this turn phase E you can overtake, lap and unlap in all sections of one corner of your choice like if this was a straight i.e. by spending 1 movement point for each car to overtake, lap and unlap.



Example:

Track cards also feature a **Discard Power** located on the bottom left area of the card.

When using a Track Card Discard Power there is no requirement for the car to use the associated corner during movement.



The value of this card is doubled when played in a contest that takes place in the corner specified on the card. It can also be played in contests taking place in other corners, but in that case the normal value counts. In accordance with the Contest rules, a Track card used for contest is frozen for the rest of the turn and return to the players' hand at the beginning of the next turn.



This card can be discarded to succeed in a Late Braking. The player plays this card in lieu of performing a Blind Check and the card is discarded to the discard pile. Note that this Discard Power can be used on any point of the track.



This card can be played to succeed in an Extreme Trajectory blind check. The player discards this card in lieu of performing a Blind Check and the card is discarded to the discard pile. Note that this Discard Power can be used on any point of the track.



Example

LEADER LAPPING

The race Leader must pass a check against his Target Check before he can lap any car. The Leader must perform a check for every car he wants to lap during his movement. The check is done in phase E during the movement and therefore after having played and discarded his movement cards.

The following rules apply:

- This check is not required if the Leader overtakes through a contest or through a Late Brake manoeuvre
- This check is not required if the Leader is lapping for the second or any subsequent time (-2, -3 laps)
- This check is not required if the lapped car is off-track and the leader passes the re-entry point
- This check does not suffer of the -20 penalty in rainy weather conditions
- This check can be supported by the REFLEXES skill with a +20 bonus
- If the race Leader is a robot, it also has to perform a check before lapping any car. This will be a Blind Check against a fixed Target Check value of 70.

If the check is successful, the Leader can proceed and lap the car ahead by paying the necessary movement points. If the check fails the Leader must stop, any remaining movement points are lost, but no damage is taken.

The Leader cannot voluntarily refuse this check if he has enough movement points to lap the car in front. However, he may decide to attempt a Blind Check if he does not want to use cards from his hand. In any case the card drawn to perform the Blind Check must replace the Target Check on the Car Chart.

If the Leader fails a Leader check in a braking section, he may still attempt a Late Brake in phase G.

In essence, the race Leader finds it more difficult to lap other drivers. When the race Leader reaches another car, usually this car has not moved yet (the race Leader is always the first to move). If he is unable to lap immediately because for example the SLOW car is in a corner section and the Leader does not have the required 2 movement points left or because he fails his Leader check, then his opponent will move away in his turn, re-building some distance between himself and the Leader.

SAFETY CAR (SC)

SC enters the track

The Safety Car enters as soon as a car crashes where the SC symbol is displayed on the board.

All players who have not taken their individual turn yet, may at this point, in order, complete a pit stop if they wish so. If a pit-stop is declared, cars are moved backward according to the usual rules. Players who have already played their individual turn are not allowed to pit.

Forming the “Line”

After pit stops have been taken, all cars’ positions are immediately re-determined.






The Safety Car is positioned in the same section as the Leader, right in front of him. The **other cars are positioned behind the Leader according to their current race standing**, with one section distance between them, so reducing any gap to one section only. All -1/-2lap chits are discarded.












If there are cars off-track when the Safety Car enters, these are considered behind any car positioned in the section that forced them off-track and put back on the track.


All remaining individual turns are lost. Now the turn indicator advances one space and a new game turn begins.



The Blue car is leading the race, followed by Orange and Pink. Some lapped cars are also in the mix.

	A	B	C	D	E	F	G	H	I
	 -1 lap	 Leader			 -2 laps				
<i>This is the situation. Blue has already played his individual turn when the safety car is triggered</i>									

		 Leader			 -2 laps	 -2 lap			
<p>Orange, who was not played his individual turn yet, is offered the chance to pit which he accepts. On this track the pit stop time is 5 and therefore Orange moves to the back. Green and Pink rejects the pit offer. Next is Red who also decides to pit and is so doing adds another lap difference with the leader</p>									
		  Leader							
<p>It is now time to form the "Line". The Safety Car is placed ahead of the leader, in the very same section. All the other cars are placed at one section distance from the leader in their relative race position. Both Green and Red have unlapped themselves</p>									

 Note that Orange has lost his position to Green, however he is now one section behind with fresh tyres and a full fuel tank. Green and Red, despite being at the back of the pack, have now a good chance of gaining positions. The sudden entrance of the Safety Car can create unexpected opportunities and re-open a race apparently decided. Always keep an eye on the SC points of the track and be prepared to exploit the moment.

Individual turns when the SC is on the track



















Under Safety Car conditions, at the beginning of each new game turn, as first thing the Safety Car advances of one section, then individual turns are played. In their individual turn players draw one card from the Race deck and must advance of as many sections as necessary to be placed at one section distance from the car in front, without playing cards. The Leader must always be placed in the same section as the Safety Car, directly behind it. Overtaking of course is not allowed. Strategies, Skills and movement bonuses cannot be used.

At the end of his individual turn a player must discard a card from his hand (this can be the same card drawn at the beginning of the turn).

Pit-stops when the SC is on the track

In all turns after the SC has entered the track, pit stops are possible but the car of the driver who declares a pit is placed one section behind all the other cars. If there is any empty section between the Safety Car and the cars behind it, this is immediately filled when

Note that a player pitting under SC conditions can embark up to 16 turns without moving backwards additional sectors.

	A	B	C	D	E	F	G	H	I
		  Leader							
<p>Current play order under SC conditions</p>									
									
<p>First the SC advances one section. Blue, the leader, is forced to take a pit while the SC is out. Blue is positioned at the back of the pack and Orange becomes the leader</p>									
		 Leader							
<p>All cars take their turn and advance so that there are no empty sections behind the SC</p>									



If you missed your chance to pit before the Safety Car is placed on the track, it is unlikely you desire to take a pit while the SC is out. However, you may be forced to do so by the position of the refuel chit.

In this situation, always embark the full amount of fuel! Your final position is at the back of the pack irrespective of how many sections you have to move backwards.

End of the SC regime

The safety car leaves the track when a new race stage commences at the same time when blue and orange flags are removed.

At that point there is race restart with the Leader taking his individual turn first and then everyone else.

FIRST TURN, LAST TURN AND RACE RESTARTS

Overtaking, lapping and unlapping conducted in phase E are easier at the race start, during a restart after the safety car leaves the track and on the last turn of the game: you spend only 1 movement point for overtaking / lapping / un-lapping, independently on the type of section.

Nothing else changes in relation to other elements of the game. In particular:

Contests - If two or more cars are in a corner section in the last turn of the race, then a contest may take place before any of these cars in the corner section can move.

Yellow flags - Yellow flags remain valid on the first turn, last turn and race restarts. They prevent overtaking/lapping in the section where they are placed and cost 1 movement point to pass. You can always play a green flag to remove the issue and overtake/lap cars in front of you.

Blue flags - Blue flags are used for lapping more efficiently during movement. In a race restart and during the last turn of the game blue flags allow you to lap without spending MPs. A leader check may always be needed despite the blue flag.

Lapping skill - Same as above.

Trajectories - Trajectories are not available at the race start and restarts to simulate the fact that you are not attacking the track at full speed yet.

DISCARDING CARDS

Cards used during the individual turn (including all cards used for movement, for a check and cards used as tyre chips) must be discarded in the corresponding discard piles in any order. However, remember that Track Cards must be discarded in a separate pile.

MORE ON CONTESTS

There are rare cases when the same driver could be involved in more than one contest in the same game turn. Typical case is when a driver's section is activated, a contest is played and soon afterwards the same driver announces he will pit finishing in a new corner section behind other cars. In this situation he may be able to initiate a second contest.

Another case takes place when a corner section is activated with cars which are lapped and have still to take their individual turn while other cars are in the same section after having completed their individual turn. Also in this case, those cars which have already taken their turn may be eligible for playing a second contest.

In all these cases consider that:

- Everyone can initiate or participate in a contest, eventually multiple times during the same game turn, however a driver is not eligible to initiate or participate in a contest if he had the chance to play a contest in this very same section (or sub-section in case he was in the same section with the Leader) earlier in the current turn (independent of the fact he joined or declined it). In other words everyone is limited to only one possibility to play a contest in each particular section (or sub-section).



Example



Corner 5 with the Red car (leader) is activated. Blue initiates a contest, the black robot and the red car participate



Red wins the contest, moves and lap the slow purple robot



The section with the purple robot is activated. It moves and finishes behind the red car. Now Corner 5 is activated again but none can initiate a contest cause these cars have already had a chance to play a contest in this section



The straight section with the Red car (leader) is activated. He has in front of him a Slow robot, the Orange player and a Fast robot. All in the same corner section



Red moves and manages to lap both the Slow robot as well as the Orange player. The Leader chit is always the front of the activation sequence and consequently the subsection of Corner 1 with the red, orange and purple cars is now activated.



Purple initiates a contest, Orange and Red participates



Orange wins this contest and gains a position over Red. Now Orange is ahead of the Leader chit and will play his individual turn later, when Corner 1 will be re-activated. At that point will be able to initiate a new contest against Yellow as he is now in a different sub-section

APPENDIX A - STRATEGIES

SAVE TYRES	This strategy allows you to reduce the tyre consumption of your car.
Bonus - phase D.1	When a player must pay one or more tyre chips, he will pay one less.
Special - phase D.1	Receive one Track card if you have effectively discarded at least one tyre chip to the reserve.
Notes	<i>When a pair of cards is played the cost in tyre chips is accumulated to any other cost and the strategy allows saving one tyre point on the total to pay. For example if your total cost is 3 tyre points, then you can pay with 2 tyres chips or with 1 tyre chip and 1 card. If you have discarded at least 1 tyre chip then you receive a Track card. If your total cost is 1 tyre point then you pay nothing. If in phase D.1 no payment of tyre chips is required then there is no benefit with this strategy.</i>
HAZARD	This strategy allows you to move faster by taking more risk. It is a strategy that allows big escapes or exciting recoveries but it costs a lot in terms of car resources.
Bonus - phase D.2 and D.3	You gain +1mp for each damage disc drawn (phase D.2) and +1mp for each Normal check required by movement Cards resolved as a Blind check (phase D.3)
Special - phase D.3 and F	You get one Track card for each Blind check attempted in phases D.3 (movement cards, ET checks) and in phase F (LB checks).
Notes	<i>With Hazard you can accumulate additional mp and score multiple Specials in the same turn; for example you may get +2mp, one for taking damage and one for performing a Blind check when resolving your Movement Cards. As you have attempted a Blind check you also obtain a Track card. Note that for the purposes of this strategy, it is irrelevant if you pass or fail a Blind check – what matters is only that you take the risk of making a Blind check. If the check fails and you must draw damage, you still receive only 1mp and 1 track card for this Blind check. In particular, the Discard Power of some track cards for automatically passing an ET or LB check does not activate the Hazard strategy. Damage and checks not related to movement cards do not provide benefits: for example blind checks made for a Leader check do not provide mp or track cards. Also damage drawn as consequence of ties in a contest or for recovery manoeuvres do not provide mp or track cards. Only exception is the blind check taken when attempting a LB: taking this blind check provides one track card.</i>
BALANCE	Thanks to the fine balance of the car, this strategy allows you to optimally exploit the trajectory spot you have occupied.
Bonus - phase E	You always add the trajectory mp bonus (even if you play cards not matching that trajectory type).
Special - phase E	Receive one Track card if you have played for movement at least one card matching that trajectory type.
Notes	-
LUCKY	This strategy offers more choice in the composition of your hand simulating more luck for the player.
Bonus - phase B	Whoever chooses this strategy can draw two Race Cards rather than one at the beginning of his turn, adding them to their hand and discarding one other card.
Special - phase B	When a player with LUCKY draws at the beginning of his turn two cards with the same value in movement points and/or two cards of the same colour then he scores a SPECIAL.

Notes	<i>Examples of pairs awarding a Special are one Drive and one Speed card both with +3mp values; two Speed cards irrespective of their mp values and so on. The two cards drawn must be shown to the other players.</i>
CHASE	This strategy is particularly useful when chasing a strong opponent. When choosing this strategy, the player selects one opponent <u>in front of him and within the same number of laps</u> and places underneath this car his <i>Chased</i> chit.
<p>Bonus - phase B</p> 	At the end his phase D, the chased player has to put aside the cards he played for movement. During your phase B, you may draw one of these reserved cards in lieu of drawing from the Race Cards deck. If there are no cards to draw, the chasing player gains +1mp for this turn.
Special - phase F	Receive one Track card when terminating your individual turn exactly in the same section where the chased driver is.
<p>Notes</p> 	<p><i>You choose the driver to Chase at any time during phase A of your individual turn. After the selection has been made, the Chased chit cannot be re-allocated until it is removed from that car.</i></p> <p><i>Events that cause the removal of the Chased chit:</i></p> <ul style="list-style-type: none"> ▪ <i>If, at any time during your phase A, the chased driver is behind you (for example because of a pit stop or because you have previously overtaken him by other means)</i> ▪ <i>If during your phase A you declare a pit stop</i> ▪ <i>If you change strategy</i> ▪ <i>If the Chased driver goes off-track</i> ▪ <i>If the SC enters the track</i> <p><i>In phase A of your individual turn, choose another driver to chase. This driver must be in front of you and within the same number of laps. If such a driver is not available, CHASE remains inactive until you can find an eligible opponent to chase. A typical case when this happens is when the chasing player becomes the race Leader – in this case CHASE has no use. The CHASE strategy will re-activate immediately after the player has lost his leading position and is able to select a new target to chase.</i></p> <p><i>If you are currently chasing another driver (Chased chit allocated) but you are unable to draw a movement card from this driver, then you gain 1mp instead. Typical cases when this may happen are:</i></p> <ul style="list-style-type: none"> ▪ <i>The chased driver is a robot</i> ▪ <i>This is your first turn with Chase (therefore the chased driver has already played and discarded his movement cards)</i> ▪ <i>The chased driver has made alternative use of his movement cards (for example he used them for performing a check)</i> ▪ <i>Other drivers who are chasing the same opponent, have already acquired his cards</i> <p><i>Note that, in accordance with the rules above, in your first turn with Chase you always gain 1mp instead than drawing an opponent card. Also, in your last turn with Chase before changing strategy, you get nothing (the reserved cards are discarded as soon as you change strategy).</i></p> <p><i>Also note that acquiring the reserved card from your opponent in lieu of drawing from the Race deck is always optional. You can decide to decline the option (if available), however, if you do so, you do not get the additional 1mp. The latter is only available in those cases when there are no reserved cards to draw from.</i></p> <p><i>In order to score a SPECIAL you need to terminate your movement in the same section where the Chased driver is. It does not matter if you are behind or ahead of him.</i></p>

BANGING WHEELS	This strategy allows a player to more easily overtake his opponents, or to better defend from attempts to overtake him.
Bonus – contest or phase E	+3 modifier to any contest Overtaking in corners costs 2MP, overtaking in a braking section costs 1MP.
Special – contest or phases E or F	Receive one Track card when you win a contest, or when you overtake another car during movement, or when you overtake with a Late Brake.
Notes	<i>Maximum 1 Special per turn. If involved in a contest with more cars a Special is granted when you win the contest with all the cars in the section (this includes cars that decline participating in the contest like for example robots just about to be lapped). Special is also granted when overtaking via a Late Brake Discard Power. No Special for lapping other cars.</i>
SAVE FUEL	This strategy allows you to delay your pit stop by playing low mp cards.
Bonus – phase B	Before drawing your card for the turn, you may discard a card from your hand with more than 2MPs to draw two race cards instead of one.
Special - phase C	Draw one Track card or shift your refuelling chit one turn later on the Turn Indicator when you play +1 and/or +2 cards only for movement, i.e. no cards with more than 2MPs each.
Notes	<i>To get the bonus in phase B, you may discard a track card with more than 2MPs.</i>
PUSH	This strategy allows you to boost your movement in exchange for an earlier pit stop.
Bonus - phase C	You can play a +2 card together with any other card i.e. in pair with a +3 card or higher in lieu of the normal rules; however, when you do so you must shift your refuel chit one turn earlier on the Turn Indicator.
Special - phase D	Draw one Track card when you pay at least 2 black tyre chips for movement (must be chips only, no cards).
Notes	<i>The refuel shift movement only applies when you play a +2 in pair with a +3 card or higher against the normal rules; if you play a +2 together with a +1 or +2, or if you are using a track card with a pair symbol, then the refuel chit does not move. When moving the refuel chit backwards through the PUSH strategy, you should not shift the chit to the current game turn, otherwise you run out of fuel. Conversely, when you end up with more turns of fuel in your car than is needed to complete the race, place your refuelling chit on the top of the Turn Indicator by as many additional turns as the additional fuel embarked.</i>

APPENDIX B - SKILLS

VERSATILITY	This driver can easily re-adapt his strategy during the race.
Effect - phase A	A player with VERSATILITY can change his strategy at the very beginning of phase A without skipping his turn. The Skill will then become inactive (rotate the Skill chit to indicate that) and can be re-activated only with a pit stop.
REFLEXES	This driver has outstanding reflexes.
Effect – entire game turn	All his Checks receive a +20 bonus, including all Blind Checks for a Late Braking, Extreme Trajectories and the Leader lapping checks. Use the +20 chit to indicate the benefit.
QUALIFYING	This driver is a high performer in qualifying sessions.
Effect – Qualifying phase	He adds +2 to the value of the card played for qualifying and after the starting grid is formed he immediately receives 2 Track Cards from the Track Cards deck. During the race, the player with this skill will receive +1mp at the race start and restart.
PITTING	This driver is particularly fast in entering and leaving the pit lane.
Effect - phase A	His pit stop time is reduced by 2 sections over the basic pit time indicated on the board. Moreover, after completing a pit stop, he draws one Track Card and adds it to his hand in addition to the card limit stated on his Car Chart
TUNING	This driver is capable of finding the best set up for his car.
Effect – Setup phase	He can spend 2 additional points in the setup phase i.e. he can build a car with 8 points. However he can never exceed the 3 points value for each car characteristic. During a pit stop the player with this skill can repair one permanent damage.
LAPPING	This driver is an expert in lapping other cars.
Effect – phase E	He will spend 1 movement point for lapping in corner sections and zero movement points for lapping in straights and braking sections as if he had a permanent Blue Flag. When a player with this skill plays a movement cards with a blue flag, he adds +1mp for each blue flag played this turn.
WISE DRIVING	This driver can easily change his hand of cards during the race.
Effect - phase A	Only once per stint in phase A of your individual turn, you can announce that you will discard as many Race cards from your hand as you wish and draw Race cards from the Race deck up to your hand limit. In addition, Track cards in your hand never count towards the hand limit when drawing new cards in a pit stop or with Wise driving.
RAIN EXPERT	This driver can better cope with changing weather conditions.
Effect - phase E	The player with the Rain Expert skill has excellent driving skills in uncertain and wet conditions. He does not suffer penalties in uncertain weather when fitting hard/soft/rain tyres. Additionally, he receives three +1MP bonuses (blue discs) when fitting rain tyres. These bonuses work like the movement bonuses of soft tyres: you can use maximum one per turn to increase your total movement value by 1MP. When pitting, any unused blue discs are discarded. When the player with Rain Expert fits a new set of rain tyres, he receives three new blue discs.