

# Cheat Sheet

## Setup

Select track and number of laps.

Each player **chooses a car** color and takes the matching car setup deck and a speed deck.

## Car Setup

Each player privately picks **one of each type of setup card**. Points on selected cards should **add up to 2**.

When all players are ready, **reveal the setup cards** for each car. Place an unused setup card face down next to each car's setup cards to show the car's color. Return unused cards to the box.

Every car **receives wear** chips equal to their wear rating times the number of laps; **green skill chips** equal to their skill rating times the number of laps; and **red skill** equal to the note on their skill setup card.

Select **Historical drivers** and assign them to strategy cards. [if using]

## Pole Bid

Each player secretly and simultaneously **bid wear and/or skill**. [Also bid tire type if pitting.] One skill equals ½ wear. Break ties with the roll of two dice. Skill cannot be used to modify a tie-breaker.

Roll and pay for **Historical driver bids**. [if using]

Select tire type if using pitting rules.

## Knock-Out Pole Bid (Optional)

Optionally, place bottom ½ of pole bids after first blind bid (rnd down).

Top ½ of pole bids may then blindly supplement initial bids during second blind bid.

Place cars on the start grid in order of pole bid: highest bid in the 1<sup>st</sup> spot

and lowest bid in the last spot. With **2 to 6 cars**:

1st		3rd		5th	
	2nd		4th		Last

With **7-12 cars**, use all spaces marked above and the spaces marked below based on the number of cars in this race. Fill from front to back, grey-side to non-grey side.

	8		10		12
7		9		11	

## Tires [pitting only]

**Soft tires** can spend 1 wear instead of testing acceleration, deceleration, or top speed.

**Hard tires** add hard tire bonus to current wear after every lap (not race start or finish).

## Planning Phase

Each driver secretly and simultaneously **plays a new speed card facedown** next to their current speed. Use "MPS" to maintain speed.

Without testing, speed may not increase by more than acceleration, decrease by more than deceleration, and may not exceed top speed.

**Simultaneously reveal** all new speeds when everyone is ready.

## First Turn Planning

Without testing, your first turn speed may not exceed your start speed.

## Testing & Planning

You can plan to exceed any of the above limits by 20 if you plan to test that attribute during movement.

**Deceleration** may also be exceeded by spending 1 wear for +20 deceleration or 2 wear for +40.

## Post Spin Planning

Speed after a spin may not exceed your start speed AND may not exceed

your acceleration. You may not test these attributes the turn after a spin. **You also may not go slower** unless corner speeds require it.

## Move Phase

In order, each car moves **1 space per 20** of their new speed -- forwards or diagonally forwards but not sideways.

**Cars in front move first.** Among tied cars, the **fastest car moves first.**

Among tied cars with the same new speeds, the car **closest to the grey bar moves first.**

## Clean Up

After all cars have moved, pick up all but one speed card -- representing the car's final speed this turn.

## Tests

**Declare skill use before rolling dice.**

One or 2 green skill (-1 or -2) or 1 red skill (-3) may be used.

**Success adds 20** to the tested attribute for this turn. **Failure reduces the tested attribute 20** for the remainder of the race -- starting next turn.

**Start speed test failure** resets car's speed to 0 this turn and treat as a spin for next turn. **Start speed test yellow result** resets car's new speed for this turn to their start speed -20.

**Deceleration failure** reduces attribute 20 mph but deceleration succeeds at a cost of 1 wear.

## Deceleration / Late Braking

Decelerating by more than your deceleration and decelerating after moving (late braking) at least 1 space costs:

- 20: 1 w or test deceleration
- 40: 2 w or 1 w + test deceleration
- 60: 2 w + test deceleration
- 80+: 3 w + test deceleration + spin

Add late braking amount to deceleration at the beginning of the turn to find total costs for this turn.

If late braking cannot be paid for, it cannot be done unless forced. If forced late braking cannot be paid for, spin car in addition to the above.

## Corners

**Entering** a numbered, corner space triggers corner speed limits. Exceed all speed limits in a single corner by spending wear or rolling a chance:

- 20 over = 1 wear or chance
- 40 = 2 wear or 1 wear + chance
- 60 = 2 wear + chance
- 80+ = crash

If a corner cannot be paid for the car crashes as if at 80+ mph.

**Red lines** increase underlying speed limits by 20 mph. **Green lines** increase limits by 40 mph. If followed start to end. If a car leaves the line before its end, they retroactively pay the difference.

May increase speed in corner only if it does NOT require additional wear, chance roll, or automatic crash.

## Chance

**Declare skill use before rolling dice.**

A **yellow result** means that the car stops, spins, and sets their speed to 0.

A **red result** means that the car crashes and is out of the race.

## Crash Involvement

If a car enters or passes the row where a crash occurred on this turn they must **roll a modified chance**.

- -2 if the car will end up 0-2 spaces past the crash row, -1 otherwise
- -1 if the crash row is 3 spaces wide

Above two modifiers are cumulative.

## Slipstreams

You may **optionally gain extra spaces** from a slip if:

- the car directly in front of you did not start the turn on a corner space
- the car directly in front of you started their move with speed greater than or equal to your speed at the start of your move
- you were not going 0 at the end of last turn, and
- no one else slipped the car directly in front of you earlier this turn

... based on the speed of the car directly in front of you at the beginning of their move:

- 120 to 160 = 1 extra space
- 180+ = 1 or 2 extra spaces

## Forced Passing

Cars may not end a move in the same space as another car, but you can move through another car with a forced pass.

Before the forced passing die roll, **the defender may block**. If blocked, the attacker uses the blocked pass part of the die-roll chart to judge success or failure. If blocked, the defender loses a wear for every 3 rolled and the attacker loses a wear for every 4 rolled on either of the dice.

Before rolling dice, the attacker may use skill to modify the roll.

**Failure** means that the attacker must stop their move in a space behind the defender and late brake such that their speed matches the move they actually completed.

## Pitting [pitting only]





**Enter pit** after any move ending on 🏎️. Move cars on track before cars in pits:

- Red -2 marked cars move onto track, closest to grey side.
- Yellow -1 marked cars gain starting wear, select tire type, and flip marker to red side.
- Newly pitted cars discard remaining wear and place yellow marker under car.









## Historical Driver Moves

Set historical driver speed as their turn to move comes up.

### Tactic Symbols

-  1 or 2 wear, starred or not
-  1 or 2 wear, only if starred
-  roll a chance
-  1 red skill instead of a chance

### Die Roll Symbols

-  Spend 1 green skill
-  Spend 2 green skill
-  Spend more wear or a red skill in the corner instead of slowing down If possible
-  Spend wear to slow down
-  Do not do this
-  Roll dice (use up to  if a chance or pass)
-  Block or Forced Pass if that is an option

Reset tactics at each 🏎️, First check to see if the next phase should be used. Enter at least 1 corner in each phase.

! Plot +20 mph IF a not spun car is in the same row AND ! appears on this tactic AND the selected speed next to the track.

## Race End

Furthest past the line finishes first that turn. Nose across the line counts as finished.