RACE!
FORMULA 90

FORMULA 90

GOTHA
2
GAMES

PACAJLK•234   PACAJLK•234

27

RULES

RACE! FORMULA 90

The perfect racing car is the one that breaks down just after the finishing line - E. Ferrari

Players: 2 - 6
Age: 14+
Play time: 90' - 270'

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.

In **Race! Formula 90** each game turn represents one or more track laps and 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 (overtaking, using a trajectory etc.).

The following rules clarify when the macro aspect and the positional aspect 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.

The following rules are based on two levels of difficulty: the **Basic game** and the **Advanced game**. The latter is built on the Basic game but adds new modules that make the game more challenging and various. We suggest learning the Basic game before trying the Advanced game. Once ready, we invite you to try the Advanced game to live a full racing experience.

Additional modules in the **Advanced game**:	
Track Cards and Specials	Boost the performance of those drivers who use their strategy at the best. Highlights the features of the track used
Driver Skill	Personalise your driving style thanks to a unique skill assigned to the driver
Car Setup	Offers more flexibility in building your car and in adapting it to the track features
Fuel Management	Allows more flexible strategies in qualifying as well as during the race
Tyre types and Weather	More challenging strategic choices due to the introduction of soft, hard, intermediate and rain tyres and changing weather conditions
Superfast Robots	Introduces a more dangerous opponent among the cars that move automatically on the track
Flags	Flags allow you to control external factors like lapped cars, robots and other obstacles on the track
Off-track and Safety Car	Crashes can cause a race restart and a perfect chance for opportunistic players to take advantage

CONTENT

Two tracks (Monza and Hungaroring)

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: yellow (corner sections), purple (straight sections) or grey (braking sections).
The Turn Indicator on the board is used to keep track of the number of turns played in the game. One **Game Turn** is represented by one slot of the 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**.
On the game board is also placed the Weather table used in the Advanced Game only. You keep track of the weather conditions during the race by positioning a pawn on this table.

12 Car Charts (front/back)

The Car Chart summarises the status of your racing car. Any tyre chips left, any damage taken by the car and the selected strategy are placed here. Also, players place the

Target Check card on the Car Chart, a critical indicator of how easy or difficult is to stress the car. All Car Charts differ in three characteristics: tyre chips, number of cards in hand and damage slots.

TYRES CHIPS - this is the number of tyre chips a player can collect at the beginning of the race or after each pit stop. Spending tyre chips simulates the wearing of tyres during the race.

NUMBER OF CARDS - this is the number of cards a player must have in his hand at the start of the race or after a pit stop.

DAMAGE SLOTS - this is the maximum number of damages a car can absorb without consequences.

184 Race Cards

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

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 to perform 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.

34 Track Cards Monza and 42 Track Cards Hungaroring

Track Cards are only used when racing on the corresponding track and only in the Advanced Game. Like Race Cards they are also used to move cars on the track and are also categorised in speeeding, 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 - A card number identifier.

36 Strategy Chits

A strategy chit is placed on the Car Chart to indicate bonuses, benefits and other unique advantages that the

selected strategy will give to your car.

There are 6 strategies in this game: **SAVE TYRES**, **BALANCE**, **HAZARD**, **CHASE**, **LUCKY**, **BANGING WHEELS**. In the Advanced Game players making the best use of their strategy can score a SPECIAL which allows them to draw a Track Card.

18 Skill Chits

A driving skill is a unique ability of the driver that does not change during the race.

There are 6 skills in the game: **VERSATILITY**, **REFLEXES**, **QUALIFYING**, **PITTING**, **TUNING** and **LAPPING**.

OTHER COMPONENTS

8 player cars
2 black robots (SUPERFAST)
3 yellow robots (FAST)
3 purple robots (SLOW)
1 white car (safety car)
72 black discs (tyre chips)
18 blue discs (soft tyres bonus)
24 red discs (repairable damage)
6 brown discs (permanent damage)
4 blue pawns (blue flag)
1 orange pawn (orange flag)
2 black pawns (turn and weather indicators)

12 Tyre chits

1 Robots Tyre chit

6 Check modifiers

5 Movement modifiers

8 player Refuelling chits
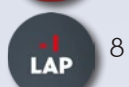
30 Robots Refuelling/ Qualifying chits

27 Setup chits

1 Leader chit

6 Just pit chits

8 Lapped chits

6 Yellow flag chits

BASIC GAME

SETUP

Unfold the track map you have chosen for this race and place the turn indicator pawn on the box representing the first lap. Place near the map the tyre chips and all other chits and components that will be used during the race. 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. Each player chooses one Car Chart among those available, takes the car miniature of the chosen colour and as many tyre chips as indicated on the Car Chart. Finally shuffle the Race Cards deck and distribute to the players as many cards as indicated on the Car Chart plus one.

SUBSTITUTE CAR

Player look at their hand. If a player believes that his hand is bad, once only he may discard the entire hand of cards and draw a new one. Once the change is made he is not allowed to roll back and the player will have to start the race with the new hand, even if this is worse than the initial one.

STARTING PROCEDURE

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

Qualifying	Pre Race	START
Starting grid	Select strategy	
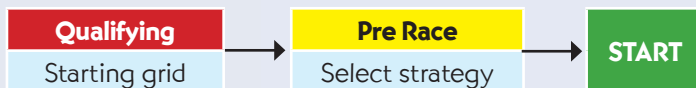
QUALIFYING

ROBOT

In addition to the players there are certain number of vehicles that move on the track automatically. Some rules apply only to players and not to these automatic cars and vice-versa. To avoid confusion 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.

In the Basic Game there are two type of robots: FAST and SLOW. In each race the number of robots is defined by the following table. Take the indicated number of robots from the box and ignore those left.

Number of players	Number of robots
2 - 3	3 FAST, 3 SLOW
4 - 6	2 FAST, 2 SLOW

QUALIFYING

Now, in order to establish his starting position on the grid each player plays face down a Race Card from his hand. Also robots participate in qualifying: each robot draws a refuelling/qualifying chit corresponding to his type. Cards and chits are revealed together. Whoever played the card/chit with the highest movement value starts first on the grid. If there is a tie, who has played the card/chit with the lowest Check Factor starts first. If two or more cars also have the same Check Factor select randomly who starts first.

The Race Cards used by the players in qualifying are placed on the Car Chart as their initial Target Check.

STARTING FUEL

Once qualifying has been completed, refuelling turns are determined as follows. Note: refuelling turns indicated on the refuelling chits of the robots are ignored in the Basic Game. Place the refuelling chit of the first driver on the grid on turn 8, place the refuelling chit of the second driver on the grid on turn 10, the last driver will have his refuelling chit on turn 14 and all the others on turn 12. Note: the refuelling chits of robots are on the back of their qualifying chits. Drivers will have to make a pit stop before or in the turn where their refuelling chit is placed (included). Thereafter they will have no more obligations to pit stop.

Achieving pole position or in any case starting from the first positions of the grid is a major advantage. To make a good qualifying players must use a card with a high movement value that would have been very useful during the race. Often a good qualifying also means starting with a low Target Check and therefore risking taking damage in the early phases of the race. Finally, in the Basic Game, it is assumed that the first two cars on the grid have less fuel and therefore will be forced to stop for refuelling before anyone else.
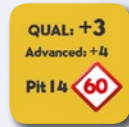
PRE RACE

CHOOSING A STRATEGY

Starting with the player in pole position and proceeding according to the order on the grid, each player can now choose one strategy chit for his car placing it on the Car Chart. This strategy can only be changed with a pit stop or by skipping one game turn.

Strategy	Benefit
SAVE TYRES	This strategy allows you to reduce the tyre consumption of your car. Every time a player, for the purpose of moving his car, plays a card demanding the payment of one or more tyre chips, he will save one. Note: when a pair of cards is played the cost in tyre chips is accumulated and the strategy allows saving one tyre chip on the total. If the card or the cards played do not demand the payment of tyre chips there is no benefit with this strategy.
HAZARD	This strategy allows you to move faster by taking more risk. Every time a player, for the purpose of moving his car, play cards that demand a check or cause damage, he will gain +1 to his movement for any check passed successfully and for each damage taken (including the damage from failed checks); moreover everytime he succeed in a Late Braking, he will advance two sections instead of one (if the next corner section is free, otherwise he will advance of one section only). Note: with HAZARD, a player can add multiple bonuses to his movement, for example by playing a card that cause a damage (+1) together with a second card that require a check (+1) and terminating his movement with a Late Braking (+2). It is a strategy that allows big escapes or exciting recoveries but it costs a lot in terms of car resources.

Strategy	Benefit
BALANCE	This strategy allows you to optimally exploit the trajectories on the track thanks to the fine balance of the car. Every time your car begins its movement from the initial point of a trajectory, it will benefit from the bonus even when you play a card of a different type than the one requested. BALANCE does not work if one of the cards played for moving your car is a Speeding Card (red colour); to make BALANCE work you can only play Driving, Gear and Event cards. If one of the cards you play for movement is exactly the one required by the trajectory you will get the bonus anyway and BALANCE offers no advantage.
LUCKY	This strategy offers more choice in the composition of your hand simulating more luck for the player. Whoever choose this strategy can draw two Race Cards rather than one at the beginning of his turn and keep the best. The other card must be discarded immediately.
CHASE	This strategy is particularly useful when chasing a strong opponent. At the beginning of each game turn, the player with CHASE identifies that car closest ahead. This driver is the chased one. Any lapped car or cars with a different number of laps are ignored by CHASE. At the beginning of his game turn, the player with CHASE can pick up one of the cards that the chased player has just used to move his car rather than draw from the Race Cards deck. If the chased driver is a robot and in all those cases when it is not possible to identify the chased driver (e.g. if the player with CHASE is the race Leader; or if the chased car moves after the the chasing player for any reason) the chasing player can draw the card on the top of the Race Card discard pile rather than draw from the deck.
BANGING WHEELS	This strategy allows a player to overtake more easily his opponents or to defend better from attempts to overtake him. In a corner section the player using BANGING WHEELS has a +3 bonus to add to the contest result in addition to any other bonus. Furthermore he can overtake opponents in corner sections by spending 2 movement points for each opponent to overtake. In a braking section, a player with BANGING WHEELS can overtake like on a straight (spending 1 movement point for each overtake) rather than attempting a Late Braking. In a straight section, BANGING WHEELS offers no benefits. At the start BANGING WHEELS provides one free overtake without spending movement points (the bonus is also valid in case the race restarts after the Safety Car leaves the track).

Selecting the right strategy is one of the key elements of this game. If you are planning an early pit stop maybe because you are starting from the first positions on the grid or because you have many Speeding or Driving cards, HAZARD could be a good choice. If you are planning a delayed pit stop because you have many Gear cards and/or many tyre chips, SAVE TYRES or BALANCE may come useful. If you have to attempt many overtakes you could choose BANGING WHEELS. If your hand of cards is scarce, choose LUCKY and so on.

Qualifying
It is a four players race: Alan, Bob, Carl and Dirk. Each player choose his favourite Car Chart and one miniature car. Alan takes the Italian Car Chart and the red car receiving 10 tyre chips and 7 (6+1) Race Cards; Bob takes the German Car Chart and the green car

together with 10 tyre chips and 6 (5+1) Race Cards and so on. With four players there are two FAST robots and two SLOW robots participating in the race. So take two yellow and two purple cars and place them on the side of the track.
Next step is to establish the starting grid: Alan, Bob, Carl and Dirk each play a Race Card face down on the table.
Then the qualifying chits for the robots are drawn:
FAST 1 – draw a +4(40)
FAST 2 – draw a +3(60) (see qualifying chit example)
SLOW 1 – draw a +3(20)
SLOW 2 – draw a +1(55)

The players cards are revealed and this is the situation:
Alan +2(76) (see card example), Bob +4(11), Carl +3(43), Dirk +3(65), FAST1 +4(40), FAST2 +3(60), SLOW1 +3(20), SLOW2 +1(55).

To determine the starting order we examine who played the highest movement value: Bob +4(11) and FAST1 +4(40).
Bob has a lower Check Factor than FAST1 and is placed on the first position of the grid. A FAST robot is in second place.
Carl +3(43)
Dirk +3(65)
FAST2 +3(60)
SLOW1 +3(20)

Surprisingly one of the SLOW robots is in third place. Carl, another FAST and Dirk follow. Alan is in the next to last place immediately ahead of the remaining SLOW robot.
The starting grid is:
Bob +4(11), FAST1 +4(40), SLOW1 +3(20), Carl +3(40), FAST2 +3(60), Dirk +3(65) Alan +2(76), SLOW2 +1(55)

The refuelling chits are placed as follows: Bob's chit is placed on turn 8 and he will have to stop before anyone else, a yellow chit for the FAST robot is placed on the box corresponding to turn 10, a purple chit for the SLOW robot in last position is placed in turn 14 and all the other chits are placed on turn 12. Bob is the first player to select his strategy and choose BALANCE. Carl takes HAZARD and Dirk takes CHASE with clear intentions of chasing the two opponents in front of him. Finally Alan choose BANGING WHEELS, indeed there will be a lot of overtaking required to gain positions.
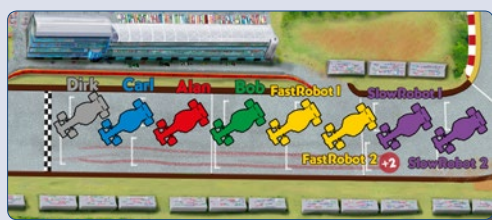
Now everything is ready. Make sure the turn indicator is on the first box (turn 1). Drivers wait for the green light, the engines sound gets loud.. ready? **START!**

GAME TURN

The sequence of a game turn is the following:
1. **Advance the Turn Indicator**
2. **Activate section and resolve contest if any**
3. **Play individual game turns in the active section**. Each individual turn consists of:
- **Pit-stop** (optional)
- **Draw 1-2 cards**
- **Play 1-2 cards** (optional)
- **Pay resources, perform checks and resolve events** (the latter only in the advanced game)
- **Move the car**

After all cars in the active section have taken their turn, go back to point 2. A game turn is over when all cars have taken their individual turn.

ADVANCE 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. If the Turn Indicator pawn reaches a box with one or more refuelling chits, the corresponding cars must pit at the beginning of their individual turn or are eliminated (they would be left with an empty tank). If the refuelling chit refers to a robot, it is the robot of the correponding type in the best racing position to stop.

ACTIVATE SECTION AND RESOLVE CONTEST

The Leader chit is used to indicate the car leading the race. **The first section to activate is always the section where the Leader chit is placed. Then, the next active section is identified by moving backward along the track starting from the Leader chit until the next section occupied by one or more cars that still have to take their turn.**

Once a section is active, cars in that section can take their individual turn according to their relative car positions. In a corner section, a contest must be resolved before establishing the relative car positions in that section. This is also true if the Leader is in a corner section together with other cars: a contest takes place and the Leader chit is given to the car in the first position after the contest.

Note that the Leader chit always follows the car leading the race. Consequently after the Leader has moved usually the active section immediately changes. Also, if the leading car changes because of being overtaken by an opponent or because is taking a pit stop, the Leader chit is immediately re-assigned to the new Leader and the active section becomes the new one where the Leader chit is now placed.

Because of this movement of the Leader chit, it could happen that the same section is activated several times in the turn or that the active section contains cars that have already taken their individual turn and cars that have not. Each car plays his individual turn only once during a game turn. Simply ignore those cars that have played their individual turn already. They may still defend themselves in a contest but they cannot take a new turn.

Another situation can occur when cars are in the same section where the Leader chit is but they are placed ahead of it. Typically these are slow cars that will be lapped at some point. Because the play order starts from the Leader chit and then move backwards along the track, these cars will move last, unless lapped during this game turn..

An example of the play order is presented at page 13.

INDIVIDUAL TURNS

PIT STOP

A pit stop must be announced at the very beginning of a driver turn, before taking any action. The actual position of the car on the track does not matter. Once a pit stop has been announced, the car must be moved back as many section as per the pit stop time indicated on the game board. If the car finishes in a section with other cars, it is positioned as last in that section.

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

When taking a pit stop, a player can perfom the following actions:
- **Repair all red damages**
- **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
- **Take new tyre chips** up to the number indicated on the Car Chart
- **Change strategy**
- **Remove the refuelling chit** (if this was his first pit stop)

For no reason is a player is 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.

Having completed his pit stop, the turn goes to next driver to play according to the game order. The car that has just pitted in fact 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 play his individual turn.

A good timing of your pit stop is crucial to this game. Drivers should try not to wait too long, nor to anticipate too much and keep an eye on the consumption of tyres, damage and on their current hand of cards. Moreover, drivers should carefully evaluate the position of opponents' cars and try to leave the pit ahead of direct competitors and possibly with free track ahead.

MOVEMENT

A player movement phase begins drawing one Race Card from the deck. In this phase those who have selected the LUCKY strategy can draw two cards and keep one. Those who selected the CHASE strategy may take one of the cards played by the chased player or draw from the top of the discard pile as explained before.

Now the player can **play one or two cards** from his hand which added together give the movement value for that turn. Trajectory bonuses or other benefits deriving from the chosen strategy are added to the movement. Bonuses are not optional, in other words a driver is obliged to use them.

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). When two cards are played, all actions take place and the movement values are added together.

In the Basic Game all cards used are Race Cards only. Several actions are displayed on the right side bar of each card and these take place when the card is played **in the following order**:
- **Pay any resource required** (tyre chips, cards, damages)
- **Perform one or more checks**
- **Draw additional cards**
- **Trigger an event** like a weather change or a flag (only in the Advanced Game)

Cards used during the play turn (including all cards used for movement, for a check and cards used as tyre chips) must be discarded in the order chosen by the player using them. The discard pile must be kept in good order. A player using CHASE may have to draw from the discard pile.
Note that **a card cannot be played if the player cannot pay the required resources.**

A player may voluntarily decide not to play any card and skip his turn. In this case his car does not move and does not get any bonus; however when skipping his turn a player is allowed to change the strategy of his car.
After performing all the actions required by the cards, the

Turn 1 – Bob (the green car) moves +4 by playing two cards (+3 and +1) and finishing on the initial point of the red trajectory in the second section of corner 1. Bob's strategy is BALANCE and in the next turn he will be able to use that +1 trajectory bonus even if he does not play Speeding cards.

Bob is in the lead and keeps the Leader chit. The FAST robot and the SLOW robot starting in second and third position move respectively of +3 and +2.
Carl (the blue car) has taken the opportunity to overtake both of them. He plays a pair +4 +1 and adds a further +1 because one of the cards played cause him a damage (HAZARD). Carl moves of +6 using 4 movement points to advance of four sections and 2 movement points to overtake the robots (in the first lap all sections are assumed to be straights). The second FAST robot has moved +3 finishing on the green trajectory. Dirk too (the grey car) moves +3 and finishes in the braking section behind the two robots already there. Alan (the red car) moves +4. He spends 3 movement points to enter the braking section, 1 movement point to overtake Dirk and finally passes the FAST robot without spending movement points thanks to the bonus of BANGING WHEELS. Last to play is the remaining SLOW robot who starts losing ground.

player can move his car spending movement points: entering a new section always costs 1 movement point independent of the type of section; if during the movement the car intercepts an opponent or an obstacole then it may be necessary to spend additional movement points to advance as explained later. **A driver is not allowed to voluntarily move less that the total movement value of his car, including all bonuses.**

Generally, it is not a good idea to be left without tyre chips or without cards or consume all damage slots because movement will be seriously limited. It is often more beneficial to pit, recharge the car and change strategy rather than skip a game turn.

USING RESOURCES

SPENDING 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

If a pair is played, the tyre points to pay are 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.

TAKE DAMAGE
A car can take a damage when a player plays a card causing damage or when failing a check or because of contact during a contest. In this case draw randomly the number of damage discs required and place them in the proper slots on the Car Chart. Brown discs represent permanent damage, red discs instead can be repaired with a pit stop.
If there are not enough free slots on the Car Chart to absorb the damage, the car is eliminated.

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

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

PERFORM A CHECK
Almost certainly during the race a player will have to perform one or more checks. To pass a check successfully a player must play a card with a Check Factor of value equal or lower than the Target Check placed on his Car Chart.

Note that the Target Check could be modified by a -20 penalty (which makes the check more difficult) or by a +20 bonus (which makes the check easier). If a pair is played and both cards require a check, these checks can be performed in the

order chosen by the player.

Check — Player must perform a check against his target

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

Check -20 — Player must perform a check against his target modified by -20

The card used to "check" could be:
- One of the cards used for moving in the turn (it could even be the same card requiring the check)
- Any other card from the player hand
- A card drawn from the Race Cards deck (this way of checking is called Blind Check to indicate that the player has no control on the final result of his check).

The player shows to the other players the Factor Check of his card and if this is equal or lower than the Target Check on the Car Chart (including any modifier), the check was successful otherwise the car takes one damage. 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 which is discarded.

Note that a player may voluntarily decide to play a card with a check value higher than the Target Check so failing his check; this way the car will take a damage but at the same time the value of his Target Check will increase so making any subsequent check easier.

> *Often passing a check implies lowering your Target Check and therefore making subsequent checks more difficult. It could be beneficial when your Target Check is low, to fail on purpose replacing the Target Check on the Car Chart with a much higher Check Factor.*

Other race situations may require a check (e.g. a Leader lapping, a Late Braking or an off-track manueveur). The procedure remains the same but the Target Check and the pass/fail outcome could be different from what explained above. The table below summarises all possible check situations.

DRAWING CARDS

Not all actions indicated on a card will wear your car. 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 than the number indicated on the Car Chart.

xN — Player draw **N** Race Cards and add them to his hand

TRAJECTORIES

On the track there are several trajectories providing a bonus to movement. This bonus is represented in one of the four colours of the cards (red=speeding, green=driving, orange=gear, yellow=event). **If a car begins his movement from the starting point of the trajectory and uses for moving at least one card matching the colour of the trajectory**, then the bonus is added to the movement value of the car.
A car can occupy the starting point of a trajectory by terminating its movement exactly in that position. The trajectory point must be free and 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.
Trajectories do not work in the first lap of the race and during a restart.

Note: with the BALANCE strategy you can get a trajectory bonus even if none of the cards played is of the same colour of the trajectory as long as you don't use speeding cards (red cards).

> *When deciding how much to move, a player should keep well in mind the position of the trajectories and try to move exactly of the number of sections needed to terminate on the initial point of a trajectory. Not only he will benefit of the movement bonus in the next turn but also will prevent other drivers coming from behind to get that bonus.*

Check situation	Target to beat	Require	Pass	Fail	Check Card
Check required by movement card	Target Check on the Car Chart	Movement card, or card from own hand or drawn from the deck(blind)	Move car	Take 1 damage and move car	Check card replaces the Target Check
Check required for Leader lapping	Target Check on the Car Chart	Card from own hand or drawn from the deck(blind)	Lap the car ahead	Lose all remaining movement points	Check card replaces the Target Check
Check required for Late Braking	Target Check on the braking section	Card drawn from the deck (blind)	Advance 1 or 2 sections	Car goes off-track	Check card is discarded
Check required along the Off-track Trajectory	Target Check on the braking section	Card from own hand or drawn from the deck(blind)	Move towards the closest re-entering point	Continue along the Off-track Trajectory	Check card is discarded

OVERTAKING

During his movement, a driver may enter a section where another car is positioned. Hence the only way to continue with his movement is to overtake. How to overtake depends on the type of section where this happens.

STRAIGHT SECTIONS

Straights are the simplest section for overtaking. It costs 1 movement point to overtake and move ahead of your opponent. If there are more cars in the straight, who overtakes must spend 1 movement point for each car overtaken. A driver cannot decline an overtake if he has enough movement points to make it.

CORNER SECTIONS

If the section where the opponent car is intercepted is a corner section, then the driver must stop and any movement left is lost. He will be able to declare a **contest** at the beginning of the following turn.

CONTEST:

When the order of play reaches a corner section with at least two cars, before any driver in that section can take his turn, a contest must be played.

Firstly, the driver in last position in the section annouces if he wants to participate in the contest. Then each other driver in reverse order of position in the section declares if he also wants to participate. When making the announcement, the driver must play one or two cards face down on the table. It is understood that who do not play cards are not participating in this contest.
All cards are revealed at the same time and the car positions are reorganised according to the highest movement value scored. Drivers that declined to participate in the contest are placed behind anyone else according to their original positions.

The following rules apply in a contest:
- 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.
- Whoever is using the BANGING WHEELS strategy benefits of a +3 modifier to the contest.
- 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 thorughout the turn. They cannot be used in this turn to move or check. Also these cards cannot be discarded during a pit stop, they must be kept and count when calculating the total number of cards in the player's hand. The owner can take them back to his hand at the beginning of the next game turn.

Corners are blocking sections. If a corner section is occupied by another driver you cannot proceed with your movement and loose any movement point left. You will have to stop and wait for the following turn when you can try to overtake through a contest.
Be careful! Traffic in corner sections can really slow you down.

After playing a contest, even if the relative cars position change, the position on the trajectory are unmodified. In other words, it is not possible to remove an opponent off a trajectory point through a contest.

BRAKING SECTIONS

In a braking section the only way to overtake opponents is to perform a Late Braking. It is a dangerous manouver but extremely advantageous if successful. A driver entering a braking section with opponents loses any remaining movement points. He may stop there or perform a Late Braking which allows him to overtake all opponents in one shot and immediately advance to the next section where he stops.
To succeed in a Late Braking, a driver **must make a Blind Check** beating the target indicated on the braking point on the board. He draws the card on top of the Race deck and compares the check value of this card with the Target Check at the braking point. If the first value is equal or lower than Target Check, the check is successful and he immediately advances to the next section. If the player has the HAZARD strategy and the next section is completely free of other cars, he must advance two sections. If the check is unsuccessful, the car is placed off the track along the Off-track Trajectory and the driver immediately ends his turn. No damage is taken for failing a Late Braking check.

The card drawn to perform the Blind Check of the Late Braking must be discarded.

A driver can attempt a Late Braking even if he has no movement points left or if the braking section is free of opponent cars. In the latter case his only benefit is to move one additional section.
Only one Late Braking per turn is allowed to any driver.

Clearly, if you want to overtake the best place is on a straight. Your opponent instead wants you to overtake in a corner or braking section so slowing you down and forcing you to take risks. Sometimes it could be useful to wait the right time for overtaking rather than risking a fast move.

OFF-TRACK TRAJECTORY

In the basic game a car that fails a Late Braking is moved off-track and can re-enter in the following turn without major consequences. A driver re-entering the track takes his turn after any driver occupying the braking section where he lost control of the car and starts his movement from the first re-enter position of the Off-track Trajectory without taking any action (no card drawing, no card play, no movement, no change of strategy). When re-entering he finishes behind any car already in the section and at that point the car is considered by all means again on the track. His individual turn is now over.

If it is the leading driver to go off-track, the Leader chit is assigned to the leading car in the braking section where he lost control. If there is no such a car, the off-track driver keeps the Leader chit.

In the turn when a driver reenter the track he is not permitted

to make a pit stop. If the car was obliged to stop e.g. for refuelling, being unable to make the pit stop, it is eliminated from the race.

SPECIAL OVERTAKING PROCEDURE FOR THE FIRST AND LAST LAP

In the first and last lap the usual rules for overtaking are overruled. It is possible to overtake any car by paying 1 movement point as if any section were a straight. However, in a braking section it is always possible to attempt a Late Braking if the player wishes to.

It's Carl's turn. He draws one card from the deck and plays just one card to move, a +3 that costs 2 tyre chips and 1 damage. Thanks to HAZARD the damage taken adds 1 movement point, so he moves 4 sections to the braking section before corner 4. Now Carl decides to attempt a Late Braking. The value to beat is 75 and he draws from the deck a card with a check value of 65. The manuever is successful and he advances of two additional sections (HAZARD) finishing on the red trajectory on corner 5. Carl is now leading the race and is given the Leader chit.

The next active section is the first of corner 1. The FAST robot placed here moves 3 sections finishing on the green trajectory just before the Variante della Roggia. Next to play is the braking section before corner 1. The SLOW robot moves 4 sections thanks to his +2 trajectory bonus and finishes just behind the FAST. It's Alan's turn. He draws one card from the deck and plays a pair +4 speed and +1 gear requiring the consumption of 2 tyre chips but also allowing him to draw two more cards from the deck. Alan uses 4 movement points to reach the two robots in the braking section before turn 3 and the 1 point remaining to overtake the first SLOW robot (BANGING WHEELS allows Alan to overtake in a braking section like in a straight). Alan may have attempted a Late Braking instead but such manouver at the Variante della Roggia is risky and so he declined this option. The second FAST robot moves 4 sections thanks to the bonus of the green trajectory finishing in the same braking section. Here is Dirk. He was chasing a FAST robot and so he decides to draw the card on top of the discard pile where he finds the +4 speed played by Alan. He plays this card immediately spending 2 tyre chips and moves of 4 sections reaching the four cars already in that part of the track. Dirk can't wait and attempts a Late Braking. The value to beat is 50 and he draws a card with 78. Dirk is moved off-track and ends his turn immediately. Finally, the second SLOW robot moves and remains in the last position.

LAPPING

A car is considered lapped when it is overtaken by the race Leader. Place a "-1 lap/-2 laps" chit underneath the lapped car. Note that cars always move based on their position on the track starting with the Leader, therefore it is pretty normal that a lapped car moves before a non lapped car.

LAPPING PROCEDURE

Lapping a car is usually easier than overtaking an opponent with the same number of laps. If the car to lap is on a straight, overtaking follows the standard rule: the overtaking car must spend 1 movement point and eventually continue with his movement. If the car to lap is in a braking section, this is considered a straight for the purpose of lapping, therefore also here it is enough to spend 1 movement point. If the car to lap is in a corner and there are enough movement points left, it may be overtaken immediately by spending 2 movement points (cars to lap do not block in a corner). Alternatively, the driver has to finish his movement for this turn.

Turn 2 *First of all the Turn Indicator is placed on turn 2. Then play commence from the section with the Leader chit. Bob (green) and Carl (blue) play a contest. Bob plays a pair +4 +3 totalling +7. Carl plays a pair +2 +2 and adds the corner bonus of +3 at the Variante del Rettifilo, totalling +7 as well. It is a draw and both Bob and Carl draw one damage disc each, relative positions are unchanged and Bob keeps the Leader chit. Cards used in the contest are frozen until the next game turn and cannot be used to move in this turn.*

Bob draws a card from the deck and moves using a pair +2(37) drive and +1(88) event (see example of cards) resulting in a total movement of +4 thanks to BALANCE which adds the +1 trajectory bonus. The card +2 (37) requires a +20 check. The Target Check on Bob's Car Chart is currently (40) but

Section	Overtaking	Overtaking with Banging Wheels	Lapping	Lapping with Lapping skill
Straight	-1 move	-1 move	-1 move	free
Corner	Contest	-2 move	-2 move	-1 move
Braking	Late Braking	-1 move	-1 move	free

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 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
- This check is not required if the Leader is lapping for the second or any subsequent time (-2, -3 laps)
- This check does not suffer of the -20 penalty in rainy weather conditions (Advanced Game only)
- This check can be supported by the REFLEXES skill with a +20 bonus (Advanced Game only)

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.

In essence, the race Leader finds more difficult to lap other drivers. Moreover when the race Leader reaches another car, usually this 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 has not got 2 movement points left, his opponent will move away in his turn.
It may happen that, based on the play order, a driver takes his turn after having been lapped, or that in the same section there are cars that have already taken their turn and cars that have not. These situations are normal and those cars who have not moved yet take their turn trying to un-lap themselves if they have enough movement points to spend or battling between them if not obstacled by drivers who have already moved (see next paragraph).

An efficient lapping is an important aspect of the game. Slow cars do not defend aggresively their position but can significantly slow you down. If you are leading the race, always try to leave some slow cars between you and your direct opponents.

UN-LAPPING

A lapped driver can try to un-lap himself if he wishes so. Rules for un-lapping are the same as for lapping: in a straight and in a braking section the car must spend 1 movement point to unlap, in a corner the car must spend 2 movement points to unlap or wait for a contest in the following turn.
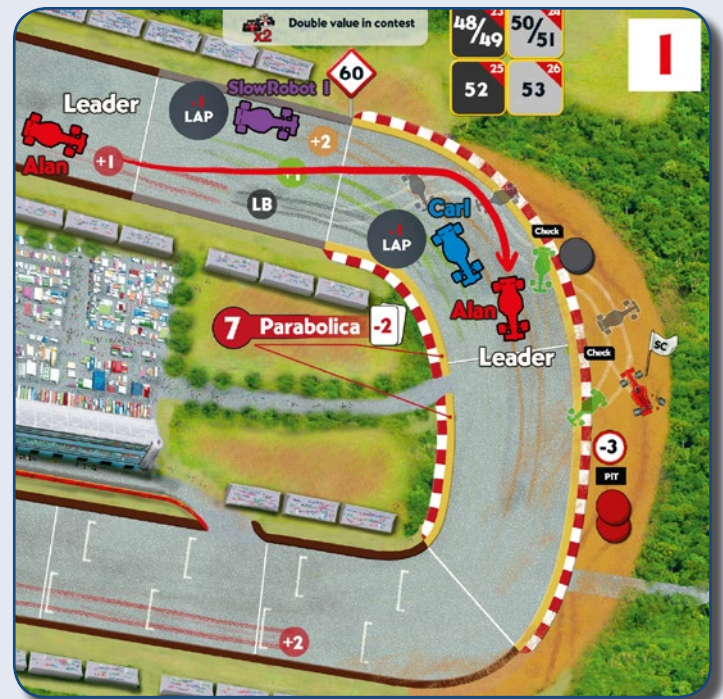
EXAMPLE

Fig 1 - Alan with the red car is leading the race. He plays +5 with a pair. Spend 1 movement point to enter the braking section, perform a successful check and spend another movement point to lap the purple robot who is in the last position. A "-1lap" chit is placed underneath the purple robot. There are 3 movement points remaining enough to enter the next corner section (1 point), perform another successful check and lap the blue car (2 points). Again, a "-1lap" chit is placed underneath the blue car.
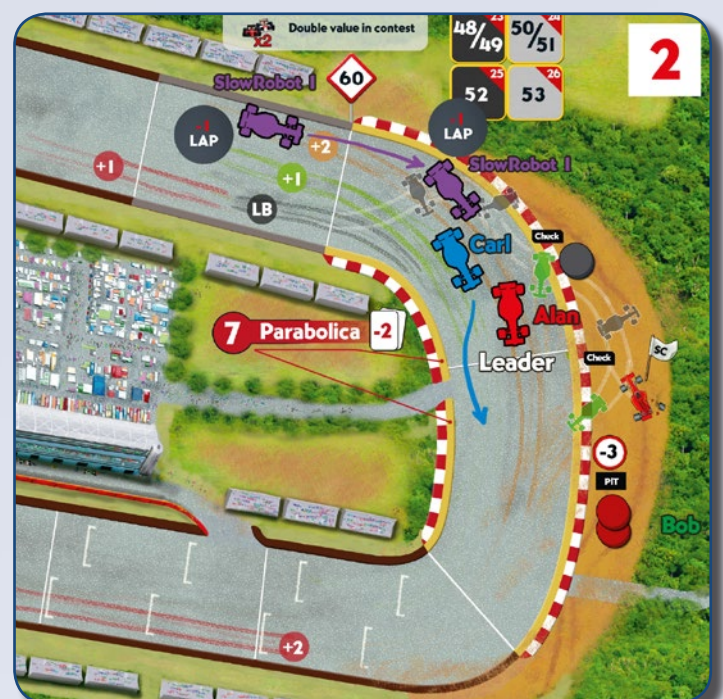
Fig 2 - it's the blue turn now. The blue driver plays a +3 and unlap himself in the corner (2 points) and move in the following straight section. The "-1lap" chit is removed. Finally it's the purple robot turn. He moves +4 thanks to the trajectory bonus, however the purple robot must stop behind the red car cause robots never unlap themselves. In the next turn the red driver will move first (Leader) and will again have the possibility to lap the blue driver.
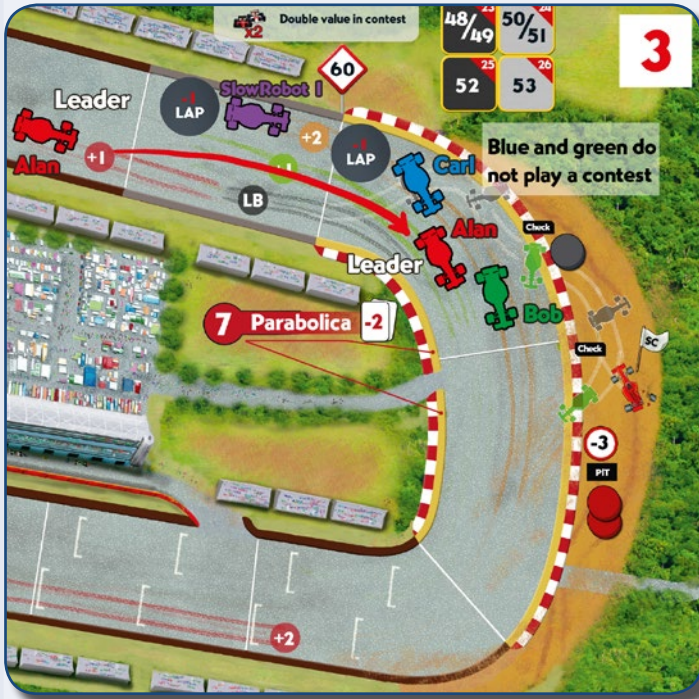

Fig 3 - in the first section of the Parabolica there were two cars with full laps: the blue and the green cars. The red car moves +5 and succeed in lapping the purple and blue cars but not the green one (overtaking the green car would have costed 2 additional movement points that the red driver does not have). It's the blue turn now. Note that the blue and green cars do not make any contest because separated by the red driver who has already taken his turn. Carl could un-lap himself by spending 2 movement points and then stop behind Bob (cars with the same number of laps block in a corner). Bob instead will move later when the play order will activate the first section of Parabolica again.

Fig 4 - a different situation. The red car has failed his check for lapping the blue driver and has finished his movement in the corner behind him. In this case, when the game reaches the first corner of the Parabolica, the blue driver can declare a contest against the green car because the red is not in the middle.

ROBOT

Robots have no Car Chart, do not play cards and are not affected by damage, tyre points, check and strategies. They move automatically without spending any resource. Specifically:
- **SUPERFAST** robots (black) always have **4 movement points** to spend (only Advanced Game)
- **FAST** robots (yellow) always have **3 movement points** to spend
- **SLOW** robots (purple) always have **2 movement points** to spend

When finishing their movement in a section with a trajectory bonus they 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 can benefit from the trajectory bonuses without the need to play any card so increasing their movement value.

In general, robots overtake like the human drivers, however with some advantages and limitations:
- Robots overtake each other without spending any movement point. In particular, robots never challenge other robots in a contest.
- **In a straight**, if they have enough movement points left, they always spend 1 movement point to overtake a human player.
- **In a corner**, a robot participates in a contest only to overtake a player in front of it or to defend itself from a player behind it that declared a contest. In a contest robots play two cards randomly drawn from the Race deck.
- In a **braking section**, robots never try (in the Basic Game) a Late Braking.

In relation to lapping and unlapping:
- Robots lap each other without spending any movement point.
- Robots lap human players according to the usual rules, therefore spend 1 in straights and braking sections and 2 in corners.
- If the race Leader is a robot, this also has to perform a check before lapping any car. This will be a Blind Check against a fixed Target Check value of 70.
- Robots loose any movement point when they reach a driver with more laps. There are only two cases when a robot can unlap itself a. When the car in front is off-track and they move before it re-enters the track b. When a robot succeed in a Late Braking (Advanced Game only)
- Moreover in corner sections, robots do not defend themselves in a contest against cars that are trying to lap them.

All cards used by robots e.g. in a contest or a Blind Check are immediately discarded according to the ascending order of their check factors i.e. from 1 to 99 (this can be relevant for players that use CHASE and want to draw from the discard pile).
In the Basic Game 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 at the beginning of its individual turn. The refuelling chit is then discarded.

END OF THE RACE

The length of the race is measured by the Turn Indicator. When the last box of the Turn Indicator is reached the race is over. Complete all individual turns before determining the winner. Remember that in the last lap it is possible to overtake any car during your movement by spending only 1 movement point as if all sections were straights.

The winner is the race Leader at the end of the last turn. If more drivers have finished the race in the same section, it is the driver ahead in the section to be declared the winner.

If the Race deck is exhausted before the end of the race, reshuffle the discard pile and form a new Race deck.
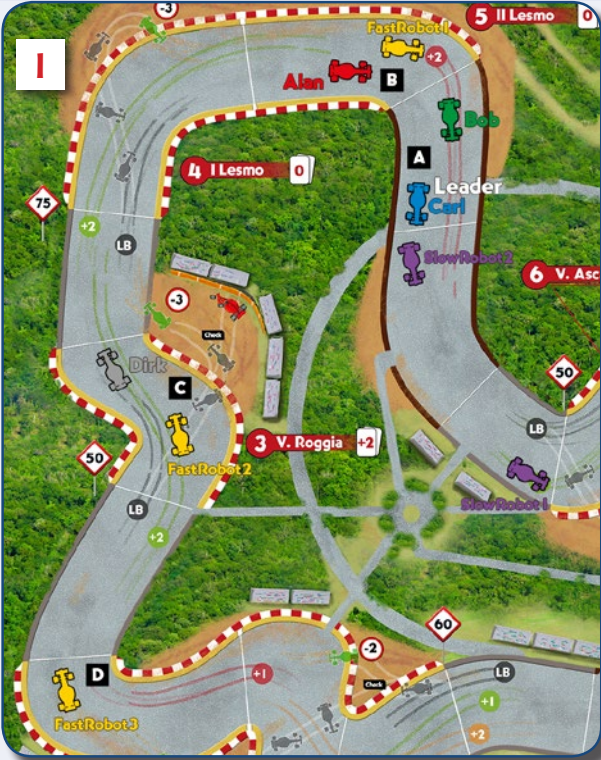
Turn 8
Fig 1 – at the beginning of turn 8 Carl is the leader and section A is the first one to activate.
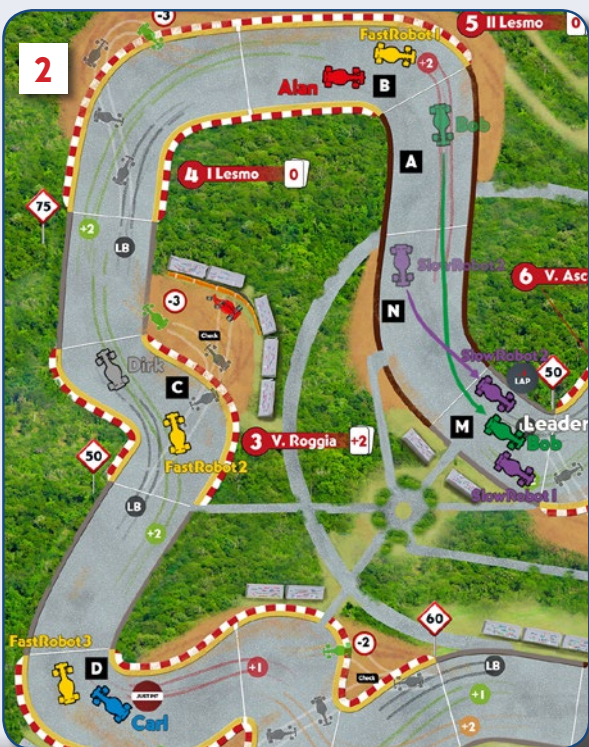

Fig 2 – Carl declares his pit stop and move backward 6 sections finishing in section D behind a FAST robot. Carl refresh his hand of cards, repair all the red discs, get all his tyre chips and changes strategy. His individual turn will resume when the order of play reaches section D, as a reminder he is given the "just pit" chit. Bob is the new Race Leader. Bob moves of 2 sections lapping the SLOW robot ahead of him and finishing in section M behind another SLOW robot. Section M is now active but none else is there behind the Leader chit, so the next to play is section N and the SLOW robot placed there takes its turn finishing in section M too.

Fig 3 – The play order now reaches section B. Alan's car is not in great shape, he has just a couple of cards in his hand and no tyre chips left. Alan does not declare a Contest and the Fast robot can now move with 5 movement points (2 more because of the trajectory bonus) lapping a SLOW robot and finishing together with all the other cars already in section M. Alan declares his pit stop. Alan is moved backward 6 sections finishing in section E and he is also given the "just pit" chit.

The play order has now reached section C. Here the FAST robot automatically declares a Contest against Dirk and the result will decide who will move first out of Variante della Roggia. Sections D and E will be activated next.

Note that section M will be reactivated again at the end of the game turn and the SLOW robot who is still waiting to take its turn will finally move escaping away from the Leader.

Do not discount robots. They seem to move slowly but are very constant and do not obstruct each other. The SLOW robots will give you hard time when lapping while the FAST robots can be really competitive if you cannot keep high speeds.

ADVANCED GAME

SETUP

Follow the same setup procedure as in the Basic Game. Then shuffle the Track Cards deck related to the track used and place it within easy reach of all players.

Free Practice		Qualifying	Pre Race			START
Choose Driver Skill	Car Setup	Starting grid	Weather	Fit tyres	Select strategy	

FREE PRACTICE

DRIVER SKILL

Every player choose a Skill for his driver among those available. The Skill is a unique capability of your driver and cannot be changed during the race.

Skill	Benefit
VERSATILITY	This driver can easily re-adapt his strategy during the race. A player with VERSATILITY can change his strategy at the beginning of his individual 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 and all his Checks receive a +20 bonus, including all Blind Checks for a Late Braking and the Leader lapping checks. Use the +20 chit to indicate the benefit.
QUALIFYING	This driver is a high performer in qualifying sessions. 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. This skill has no further use after the qualifying session is over.
PITTING	This driver is particularlly fast in entering and leaving the pit lane. 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 two Track Cards and add them 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. He can spend 2 additional point 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. This skill has no further use after the free practice session is over.
LAPPING	This driver is an expert in lapping other cars. He will spend 1 movement point for lapping in corner sections and zero movement points for lapping in straights and braking sections. If leading the race, the driver using this skill will still have to do a check before lapping. There is no benefit in combining LAPPING with a blue flag.

Choosing a good combo Skill + Strategy is critical. Your Skill is a unique advantage you have over your competitors and must be exploited at its best during the race. If combined with the right Strategy it can really be powerful.

CAR SETUP

In the Advanced Game players have the possibility to change the pre-printed car characteristics on the Car Chart and build their own customised car. They do this by choosing a set of setup chits for the three categories of Tyres Chips, Number of cards, Damage slots and placing them on top of the pre-printed values.

Each chit has a value between 1 and 3 depending on the performance of the chit. A player can use maximum 6 setup points in total when choosing his setup chits. These characteristics are summarised in the table below.

Characteristic	1 pt.	2 pt.	3 pt.
Tyre chips	8 chips	10 chips	12 chips
Number of cards	5 cards	6 cards	7 cards
Damage slots	4 slots	5 slots	6 slots

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.

QUALIFYING

ROBOTS

In the Advanced Game the SUPERFAST robots participate in the race in addition to the FAST and SLOW robots. SUPERFAST robots have 4 movement points and can create trouble to the human players. There are always 2 SUPERFAST robots in a race.

FUEL MANAGEMENT

When playing the qualifying card, each player also secretly bids on how much fuel he will put in his car at the start. The possible choices are 8, 10, 12, 14, 16 turns. Who chooses 8 turns will benefit of +2 to his qualifying value (light car), who chooses 10 turns will receive a +1, who chooses 12 turns will have no bonus or minus, who chooses 14 turns will have -1 and finally who chooses 16 turns will have -2 to his qualifying value (heavy car).

Players use the side and orientation of the Refuelling chit hidden under the qualifying card to indicate their bid. After completing the qualifying session the same Refuelling chit is placed on the Turn Indicator to remind the player that he must stop for pitting and refuelling within that turn (included).

Robots randomly draw a qualifying/refuelling chit of the corresponding type like in the Basic game. The chit indicates

the qualifying value of the robot as well as the turn when they have to stop. Note that the qualifying value of robots in the Advanced game is higher than the one in the Basic game. After completing the qualifying session the same Qualifying/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.

Players instead keep track of fuel consumption also in any subsequent pit stop. Every pit provides a player with 10 turns of fuel. If a player want to add more fuel he has to extend his pit stop time of 1 (i.e. moving backward of one additional section) for every 3 turns of additional fuel embarked. His refuelling chit advances on the Turn Indicator of the corresponding number of turns and if it does not go beyond the last turn of the race then he will be obliged to stop again within the new turn indicated by the refuelling chit (included).

STARTING GRID
The starting grid is formed like in the Basic Game: who has the highest qualifying value is placed ahead, in case of ties who played the lower check factor starts first.

EXAMPLE
It is a race with four players: Alan, Bob, Carl and Dirk. Additional participants are two SUPERFAST robots, two FAST robots and two SLOW robots. 10 cars in total. Take 2 black cars, 2 yellow cars and 2 purple cards for the robots and place them on one side of the board.

Qualifying time: Alan, Bob, Carl and Dirk each play a Race Card face down on the table together with their refuelling chit underneath the card. Then the qualifying/refuelling chits for the robots are drawn:

SUPERFAST 1 – draws a +5(30), pit turn 10
SUPERFAST 2 – draws a +4(10), pit turn 10
FAST 1 – draws a +4(20), pit turn 10
FAST 2 – draws a +3(45), pit turn 16
SLOW 1 – draws a +3(35), pit turn 10
SLOW 2 – draws a +2(55), pit turn 16

The qualifying cards and chits of the players are releaved:
Alan +2(76), +1 with 10 fuel turns, total +3(76)
Bob +4(11) , +1 with 10 fuel turns, +2 because he has the QUALIFYING skill, total +7(11)
Carl +3(43) , +0 with 12 fuel turns, total +3(43)
Dirk +4(55), -2 with 16 fuel turns, total +2(55)

The starting grid is determined based on who played the highest qualifying value and in case of ties who played the lowest check factor:
Bob +7(11) pole position, mandatory pit stop in turn 10
SUPERFAST1 +5(30), mandatory pit stop in turn 10
SUPERFAST2 +4(10), mandatory pit stop in turn 10
FAST1 +4(20), mandatory pit stop in turn 10
SLOW1 +3(35), mandatory pit stop in turn 10
Carl +3(43), mandatory pit stop in turn 12
FAST2 +3(45), mandatory pit stop in turn 16
Alan +3(76), mandatory pit stop in turn 10
Dirk +2(55), mandatory pit stop in turn 16
SLOW2 +2(55), mandatory pit stop in turn 16

Dirk and the robot SLOW2 have exactly the same qualifying value and check factor, so it was randomly decided who starts ahead.
It has been an excellent qualifying session for Bob: not only he is first but there are also four robots between him and his direct opponents.
Bob also draws two Track Cards thanks to the QUALIFYING skill.
Bob will be obliged to stop before or exactly in turn 10 as indicated on his refuelling chit.

Turn 10 – Bob pits. The race is still long and Bob decides to embark enough fuel for another 13 turns. His pit stop time is therefore -7 (-6 is the basic time at Monza and additional -1 is for the 3 additional turns of fuel). His refuelling chit is moved to turn 23. Bob has therefore chosen a 2 pit stops strategy and will have to stop again before turn 23 to embark enough fuel to finish the race.

In addition to Bob, also four robots pit on turn 10.
Move them backward at the beginning of their individual turn and remove the corresponding refuelling chits from the Turn Indicator.
Note: do not try to remember which robot has stopped and who has not. They are the robots in the best racing position and of the corresponding type to stop for refuelling every time a refuelling turn is reached.

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. For more information on the effect of weather see the next section.

CHOOSE TYRES

Starting with the player in pole position and proceeding according to the starting order on the grid, each player choose the type of tyres to fit on his car. There are four tyre types available: soft, hard, intermediate and rain. For more information on the use of these tyres see the next section.

SELECT STRATEGY

Starting with the player in pole position and proceeding according to the starting order on the grid, each player choose one strategy chit for his car exactly as in the Basic Game. Note that the strategies for the Advanced game are on the back of the chits used in the Basic game.

In the Advanced Game strategies have one additional function. On each strategy chit there are some conditions specified; when a player satisfies these conditions he scores a SPECIAL that allows him to immediately draw a Track Card from the deck.

Always aim to score a SPECIAL. The Track Cards you get are more advantageous than the Race Cards and will increase your hand giving you more flexibility during the race. Because of the SPECIAL choosing the right strategy in the Advanced Game is more important than in the Basic Game.

WEATHER AND TYRES

TYRES

Soft tyres provide you with three +1 bonuses to movement to use anytime you like but only one per turn. However Soft tyres wear fast and for this reason deduct 3 tyre chips from the total number of tyre chips you take when fitting these tyres. Each player is entitles to maximum two sets of Soft tyres in the race. Any unused bonus is discarded at the pit stop.

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.

The type of tyres fitted to the car can only be changed with a pit stop.

Soft tyres are advantageous because they allow you a better start and provide more flexibility to your movement, for example allowing you to reach the initial point of a trajectory. However Soft tyres force you to a shorter race stint and therefore the overall race strategy must be planned carefully.

WEATHER CONDITIONS

If the car tyres are not matching the current weather conditions then there are some penalties to movement as described in the table below.

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

STRATEGY	SPECIAL
SAVE TYRES	When a player with SAVE TYRES pays at least one tyre chip he scores a SPECIAL. Because SAVE TYRES allows you to save 1 tyre chip, the card or cards you play must require the payment of at least 2 tyre chips in total so that you are effectively paying 1 tyre chip to the reserve.
HAZARD	When a player with HAZARD moves of at least 6 sections after having passed a check (including a check for Late Braking) or taken a damage (including damage for failing a check or drawing in a contest) he scores a SPECIAL for each check passed successfully and each damage taken. With HAZARD it is possible to score multiple SPECIALS in the same turn. The Leader check for lapping and the check perfomed on the Off-track Trajectory do not provide a SPECIAL.
BALANCE	When a player with BALANCE starts his movement from the initial point of a trajectory and plays a card for moving his car of the same type of the trajectory he scores a SPECIAL. BALANCE does not work with speeding cards (red) and therefore it is not possible to score a SPECIAL on the red trajectories.
LUCKY	When a player with LUCKY draws at the beginning of his turn two cards with exactly the same movement value he scores a SPECIAL. The two cards must be shown to the other players and of course one of the two must be discarded.
CHASE	When a player with CHASE ends his movement exactly in the same section where the chased player is he scores a SPECIAL. If the player with CHASE is the race Leader or if he was chasing a robot he does not score any SPECIAL.
BANGING WHEELS	A player with BANGING WHEELS scores a SPECIAL every time he wins a contest or overtakes successfully with a Late Braking. If involved in a contest with more cars he scores the SPECIAL only if he wins the contest with all the cars in the section. With BANGING WHEELS is possible to score two SPECIALS in the same turn (the first by winning a contest, the second by overtaking with a Late Braking).

Player can move the weather pawn of one step in the chosen direction.

When a player plays a Race Card or a Track Card with the weather symbol he can 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 or rain or vice versa. Weather condition change immediately when the pawn reaches the new position.

Additionally, in rainy conditions all drivers **suffer a -20 penalty to their checks** due to the difficult conditions of the track.

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.

When the weather conditions change from dry to rain or vice versa, all robots immediately take a pit stop to fit the right type of tyres. In uncertain weather robots do not pit and continue with the type of tyres they have suffering no penalty to movement. In fact robots are never affected by penalties to movement i.e. they either pit or continue with no penalty .
Note that when robots stop for changing tyres this also count as a refuelling pit stop and therefore all the refuelling chits of the robots are removed from the Turn Indicator.

If you have a good sequence of cards with the weather symbol you can give trouble to your opponents by forcing a sharp change in the weather conditions. The best way to take advantage of this situation is to wait for the other players to pit and then force the weather change. Now you can pit and fit the right tyres while the other players will have to choose between an unplanned pit stop or continue with penalties to the movement.

FLAGS

A Race Card or a Track Card can have a flag symbol on it. The effect of a flag lasts for an entire race stage (one row on the Turn Indicator). When the pawn on the Turn Indicator moves to the next row all flags in play are discarded and a new race stage begins.

YELLOW FLAG

An incident or some other problem on the track. Whoever plays a yellow flag can choose one corner section 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. A yellow flag must always be placed before the trajectories and therefore cars on the initial point of a trajectory cannot have the yellow flag ahead of them. Each driver who finds a yellow flag ahead

must spend 1 movement point to proceed with his movement. Also, overtaking, contests and lapping are not permitted in a section with a yellow flag. A section cannot have more than one yellow flag in it.

GREEN FLAG

Problem removed. Whoever plays a green flag can immediately remove one yellow flag chit from the track before moving his car.

BLUE FLAG

Priority right when lapping. Whoever plays a blue flag place a blue pawn 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 check before lapping. A yellow flag always takes priority on blue flags and therefore lapping is not possible in sections with a yellow flag.

ORANGE FLAG

Robots become aggressive. Whoever plays an orange flag place an orange pawn on his Car Chart. While the flag is active he can force a robot terminating his movement in a braking section to attempt a Late Braking. By doing so he may help the robot to overtake his opponents or trigger the Safety Car. There is only one orange pawn in the game and in each race stage only the first player who played the flag can have control on robots. If the orange flag has already been assigned and another player plays an orange flag this is simply ignored.

Use the yellow flags to slow down the other cars and the green flags to respond to your opponents. Blue flags are key when you are in traffic with slow cars ahead. Orange flags are useful if you want to trigger the Safety Car or be sure that it will not be triggered.

TRACK CARDS

Track Cards are specific of the track where the race takes place.
They can be used for movement if your car **starts from** one of the sections belonging to the corner specified on the card, or if your car **moves across** one of the sections belonging to the specified corner, or if your car **ends his movement** in one of the sections belonging to the specified corner. In other words 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 limit is indeed that they must be used in the track zone around the corner they represent.

A Track Card can be played for movement alone or in pair with another card according to the normal rules. Track Cards can also be used for a check, in a contest or be discarded when paying tyre chips exactly like Race Cards.

Track Cards must be discarded in a separate pile. If the deck of Track Cards is exhausted reshuffle the discarded Track Cards and form a new deck.

Special symbols on Track Cards

Track Cards offer some specific benefits that are not available on Race Cards. These characteristics are indicated in the bottom left corner of the card.

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.

When playing this card for movement it is possible to overtake in the corner specified on the card like in a straight i.e. by spending 1 movement point for each car to overtake.

This card can be played to succeed in a Late Braking in the section before the corner specified on the card. The player plays this card in lieu of performing a Blind Check.

When playing this card for movement it is possible to play it in combination with any other card i.e. without following the normal rules on the movement value of pairs. Of course the car must move from, across or to the corner specified on the card.

Carl wants to play the Track Card below for moving his car. In order to do so he must transit through Corner 3. The two starting positions above A and B are fine but the one from the braking section of corner 4 is illegal (position C) because starting from that position Carl will never pass through corner 3 during his movement.

The Track Card below has two special symbols. Carl could add another card to form a pair and increase his movement this turn. Alternatively Carl may not use this card for movement and keep it for passing a late braking check before corner 3 whenever he manages to finish his movement in position A.

OFF-TRACK AND SAFETY CAR

OFF TRACK

In the Advanced Game if a driver attempts a Late braking and fails he loose control of his car and goes off track along the **Off-track Trajectory** like in the Basic game. However, differently from the Basic Game, it is not guaranteed that he will manage to get back on the track.

In the Advanced Game in fact, the turn does not end once the driver fails the Late Braking. Instead he has to continue moving along the Off-track Trajectory taking the actions indicated by the symbols below. Note that while the driver is off-track his strategy and skill remain inactive.

Check The driver must perform a new check against the Target Check of the braking section where he lost control. If it is a robot this will have to be a Blind Check. If it is a player he can use a card from his hand to pass this check or do a blind check.

If the driver succeed in the check then he will continue moving towards the closest re-entering point, if he fails then he will have to continue along the Off-track Trajectory risking major problems to his car.

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 has not enough tyre chips left, he is eliminated. This penalty does not apply to robots.

The driver must take the indicated number of damages. If he has not enough slots to absorb the damage on his Car Chart he is eliminated. This penalty does not apply to robots.

-3 The driver wastes time while off-track and in the next turn will suffer the corresponding penalty to his movement.

PIT The driver must take a pit stop in the turn following the one when he re-enters the track.

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

Re-entering the track

If the driver manages to regain control of his car, this is positioned on the side of the track on the re-entering positon printed on the Off-track Trajectory (green car). A driver in a re-entering position does not block other drivers. He immediately ends his turn without taking any further action. In the following turn (re-entering turn) he will not be able to participate in any contest. He will play his individual turn after any driver positioned in the braking section where he lost control. Re-entering the track costs 1 movement point and the car is positioned behind anyone else in the section. If he suffered penalties to the movement these are deducted from his total movement points. If the total movement results in zero or a negative value the car is simply positioned in the re-entering section behind anyone else.

In the re-entering turn the driver is not allowed to take a pit stop. If a mandatory pit stop was due for refuelling then the car is left with an empty tank and is eliminated.

Do not take pointless risks. There are a few moments in a race when it makes sense to attempt a Late Braking but in many other cases it is not by moving one additional section that you can change the fate of your race.

CARS OUT OF RACE

When a car is out of the race remove the corresponding miniature car from the track. If it is a player to be out of the race then his refuelling chit on the Turn Indicator is removed too and each resource placed on his Car Chart, including flags, chits and damage discs, are returned. If it is a robot to be out of the race then remove the last refuelling chit of the corresponding type from the Turn Indicator.

SAFETY CAR

As soon as the Safety Car enters the track the position of all cars is immediately re-determined. All remaining individual turns are lost. The white Safety Car is positioned in the section where the Leader is placed right in front of him. The other cars are positioned behind the Leader according to their relative position at one section distance between them, so nullifying any gap accumulated so far.
If there are cars off-track when the Safety Car enters, these are considered behind any car positioned in the braking section that forced them off-track and put back on the track. If there are cars that must do a mandatory pit for refuelling in this turn, then these take the pit and are placed in their respective positions behind all the other cars.

Now the turn indicator can advance of one slot and a new turn begins. Anyone who was due to take his turn after the entrance of the Safety Car it is considered to have skipped his turn.

When the Safety Car is active drivers' movement and actions are limited. Strategies, Skills and movement bonuses cannot be used. Players in their individual turn draw one card from the Race deck and must move of one section only without playing cards. Overtaking is not allowed. 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 are allowed while the Safety Car is on the track and who pits is placed one section behind the last car on the track.

RESTART

The Safety Car leaves the track at the beginning of the next race stage at the same time when the active flags are removed. Now all normal rules apply and the race can restart. In the turn when the race restarts, it is possible to overtake or lap any car by spending 1 movement point as if any section was a straight.

If the Safety Car enters the track in the last stage of the race, at the last turn all cars finish the race behind the Safety Car with their respective positions frozen.

Like in the real races the appeareance of the Safety Car benefits some drivers and damages others. Unforeseen events are typical of car racing.

PLAYERS RESCUE

If all players agree to use this rule at the beginning of the race then it applies, otherwise it is ignored. After a player is eliminated he can re-enter the race replacing the robot in the last position. The rescued player removes all damages and refill his car tyre chips and cards in hand as during a pit stop.

SHORT RACE

If all players agree to use this rule at the beginning of the race then it applies, otherwise it is ignored. The race lasts approximately one third less than the regular race and the last turn of a short race is indicated on the Turn Indicator. In a short race when paying tyre points it is not allowed to pay with cards, only tyre chips may be used.

JUNIOR VARIANT

If you want to play Race! with your children use the following simplified rules:

START

Like in the Basic Game but:
- Do not use the refuelling chits and the refuelling rules
- Do not use strategies

MOVEMENT

Like in the Basic Game but:
- When paying tyre points only tyre chips must be used
- All checks are Blind checks

OVERTAKE

Like in the Basic Game but:
- All overtakes in straight and braking section cost 1 movement point
- All overtakes in corner sections cost 2 movement points
- Contest and Late Braking are not used

RACE END

Like in the Basic Game but:
- The race ends on the Short Race turn

CREDITS

Monza, turn 18

Fig 1 - Bob (the green car) is leading the race followed by two SUPERFAST robots and Alan (the red car). Bob, the first SUPERFAST and Alan have moved already. The second SUPERFAST moves of 4 sections finishing in a braking section before the Variante Ascari. Dirk controls the orange flag and decided that the SUPERFAST must attempt a Late Braking. The value to beat is 50 but the card drawn from the deck has a check factor of 75. The SUPERFAST fails and goes off-track. A second Blind Check is needed as indicated on the Off-track Trajectory. The value to beat is again 50 but the card drawn has a check factor of 62. The SUPERFAST destroys his car and is eliminated from the race. As indicated on the Off-track Trajectory the Safety car enters the track.

Fig 2 - all other drivers lose their individual turn and the Safety Car is positioned ahead of Bob with all other cars placed at one section distance between them. Thanks to the crash Carl and Dirk have recovered several sections over Alan and Bob.

GLOSSARY

Blind Check
A check performed by drawing from the Race deck instead than playing a card from your hand. A Late Braking check is always a Blind Check.

Car setup
In the Advanced Game it is possible to build your own car by using several setup chits to be placed on the Car Chart.

Check
A procedure required to play certain cards or to attempt dangerous manouvers like a Late Braking or the Leader lapping a slow car.

Check Factor
The Check value placed in the bottom right corner of a card.

Contest
A fight between two or more cars in a corner section to decide the play order in that section.

Driver
A robot or a human player.

Driver Skill
A unique capability of the driver that provides bonuses during the race and once chosen cannot be changed.

Hard
A type of tyres used in dry weather. Hard tyres provide one free Track Card and the full number of tyre chips.

Intermediate
A type of tyres used in uncertain weather. Intermediate tyres provide the full number of tyre chips.

Lapped car
A car with one lap or more gap from the Leader.

Late Braking
Dangerous manouver attempted in a Braking section to overtake all opponents in that section and advance one section ahead.

Leader
The Leader chit indicates the car currently leading the race.

Movement value
The sum of the movement values of the card or cards played plus/minus any bonus/penalty given by the strategy, the trajectory etc.

Off-track
A car that fails a Late Braking goes off-track and suffers different consequences depending if you are playing the Basic or Advanced Game.

Pit Stop
A stop during the race for refuelling, tyres fitting and repairing.

Player
One of the humans participating in the race.

Race Cards
These are normal cards used to move your car and perform many other actions in the game. Race Cards can be used anywhere on the track if you can pay the required resources.

Rain
A type of tyres used in rainy weather. Rain tyres provide the full number of tyre chips.

Re-enter
Re-entering point from an Off-track Trajectory and indicated by a green car on the board.

Robot
A car that moves automatically on the track. It can be of one of three types: SLOW, FAST and SUPERFAST.

Safety Car
White car that allows the car to regroup after a major crash on the track.

Section
A part of the track defined by a cross-track white border and a track-edge coloured border. It can be of one of three types: straight, braking and corner.

Soft
A type of tyres used in dry weather. Soft tyres provide three +1 bonuses but deduct 3 tyre chips from your reserve.

Special
If a player uses his strategy well he can score a Special that allows him to draw a Track Card.

Stage
This is a row on the Turn Indicator.

Stint
For a car this is the part of the race between two pit-stops or between the start and the first pit stop or between the last-pit stop and the end of the race.

Strategy
A unique feature of your car that if well exploited allows big gains on your opponents.

Substitute car
Simulated by the fact that at the beginning of the race a player is allowed to replace the initial hand of cards.

Target Check
Check value to beat in order to pass a check. Usually the Target Check is defined by the card placed on Car Chart but in case of a Late Braking the Target Check is printed on the board.

Track cards
Only used in the Advanced Game and specific to the track where the race takes place. Track Cards can be used as movement cards only if the car uses at least one of the sections in the corner specified on the card.

Trajectory
A specific point on the track where it is possible to get a movement bonus if the car starts his movement from that point and plays a card matching the type of trajectory.

Turn
One box on the Turn Indicator placed on the board.

Tyre Chips
Black discs in the game used to indicate the wear conditions of the tyres

SYMBOLS

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

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

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

Check Player must perform a check against his target

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

Check -20 Player must perform a check against his target modified by -20

xN Player draw **N** Race Cards and add them to his hand

Player may move the weather pawn of one step in the chosen direction

Whoever plays a yellow flag may choose one corner section and place a yellow flag chit on it.

Whoever plays a green flag may immediately remove one yellow flag chit from the track before moving his car.

Whoever plays a blue flag places a blue pawn 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 a blue flag still needs to check before lapping.

Whoever plays an orange flag places the orange pawn on his Car Chart (if not already placed). While the flag is active he can force a robot terminating his movement in a braking section to attempt a Late Braking.

x2 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.

-1 When playing this card for movement it is possible to overtake in the corner specified on the card like in a straight i.e. by spending 1 movement point for each car to overtake.

LB This card can be played to succeed in a Late Braking in the section before the corner specified on the card. The player plays this card in lieu of performing a Blind Check.

+ When playing this card for movement it is possible to play it in combination with any other card i.e. without following the normal rules on the movement value of pairs. Of course the car must move from, across or to the corner specified on the card.

PLAY AIDS

OVERTAKING AND LAPPING

Section	Overtaking	Overtaking Banging Wheels	Lapping	Lap. with Lapping skill
Straight	-1 move	-1 move	-1 move	free
Corner	Contest	-2 move	-2 move	-1 move
Braking	Late Braking	-1 move	-1 move	free

STRATEGY

Strategy	Benefit	Special -> Take 1 Track Card
SAVE TYRES	Save 1 tyre chip	When spend at least 1 tyre chip (single special)
HAZARD	Gain +1 movement point for any check passed successfully and for each damage taken. Everytime you succeed in a Late Braking, advance two sections instead of one	When move 6 sections or more after having passed a check or taken a damage (multiple specials)
BALANCE	Use any type of trajectory when play only Driving, Gear and Event cards (no Speeding cards)	When play a card for moving his car of the same type of the trajectory (single special)
LUCKY	Draw two Race Cards and keep one	When draw two cards with exactly the same movement value (single special)
CHASE	Pick up one of the cards played by the driver in front of you or if this is not possible, draw from the discard pile of the Race Cards deck	When movement ends exactly in the same section where the chased player is (single special)
BANGING WHEELS	Overtake in a contest with a +3 bonus, overtake in a corner spending 2 movement points, overtake in a braking section spending 1 movement point. One free overtake at the start.	When win a contest or overtakes with a Late Braking (multiple specials)

CAR SETUP

Characteristic	1 pt.	2 pt.	3 pt.
Tyre chips	8 chips	10 chips	12 chips
Number of cards	5 cards	6 cards	7 cards
Damage slots	4 slots	5 slots	6 slots

CHECK

Check situation	Target to beat	Require	Pass	Fail	Check Card
Check required by movement card	Target Check on the Car Chart	Movement card, or card from own hand or drawn from the deck(blind)	Move car	Take 1 damage and move car	Check card replaces the Target Check
Check required for Leader lapping	Target Check on the Car Chart	Card from own hand or drawn from the deck(blind)	Lap the car ahead	Lose all remaining movement points	Check card replaces the Target Check
Check required for Late Braking	Target Check on the braking section	Card drawn from the deck (blind)	Advance 1 or 2 sections	Car goes off-track	Check card is discarded
Check required along the Off-Track Trajectory	Target Check on the braking section	Card from own hand or drawn from the deck(blind)	Move towards the closest re-entering point	Continue along the Off-track Trajectory	Check card is discarded

ROBOTS

Number of players	Number of robots BASIC GAME	Number of robots ADVANCED GAME
2 - 3	3 FAST, 3 SLOW	2 SUPERFAST, 3 FAST, 3 SLOW
4 - 6	2 FAST, 2 SLOW	2 SUPERFAST, 2 FAST, 2 SLOW

TYRES CHARACTERISTICS

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

SKILLS

Skill	Benefit
VERSATILITY	This driver can easily re-adapt his strategy during the race. A player with VERSATILITY can change his strategy at the beginning of his individual 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 and all his Checks receive a +20 bonus, including all Blind Checks for a Late Braking and the Leader lapping checks. Use the +20 chit to indicate the benefit.
QUALIFYING	This driver is a high performer in qualifying sessions. 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. This skill has no further use after the qualifying session is over.
PITTING	This driver is particularlly fast in entering and leaving the pit lane. 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 two Track Cards and add them 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. He can spend 2 additional point 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. This skill has no further use after the free practice session is over.
LAPPING	This driver is an expert in lapping other cars. He will spend 1 movement point for lapping in corner sections and zero movement points for lapping in straights and braking sections. If leading the race, the driver using this skill will still have to do a check before lapping. There is no benefit in combining LAPPING with a blue flag.