RACE! FORMULA 90
3.0 L ENGINES RULEBOOK   VER 10

Important note: This rulebook completely rewrites the Advanced Game rules for the acclaimed Race! Formula 90 boardgame. This new edition provides a much improved flow, more accurate description of the different elements of an individual turn, several clarifications and a few amendments to the original rules particularly aimed to improve the balance of strategies and skills. When a rule deviates from the original rulebook then this is highlighted in blue font.

Let me express my sincere thanks to Stan Hilinski, Carl Hilinski, Darrell Hanning and Ryan Freels who gave me a tremendous help with producing this revised rulebook and to all those who sent questions or suggestions. Your enthusiasm has fully repaid all the time and effort put into developing RF90. If you have any additional rule query, please address it to info@gothagames.co.uk
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SETUP

Unfold the track board you have chosen for this race and place the turn indicator pawn on the box representing the first turn. Place the tyre chips and all other chits and components that will be used during the race near the map. 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 and the car miniature of his chosen colour. Place the Car Chart in front of each player so that it is visible to all players at all times during the race. Shuffle separately the Race Cards deck and the Track Cards deck corresponding to the track chosen and place them within easy reach of all players. If during the course of the game, one of the decks is exhausted, reshuffle the corresponding discard pile and form a new deck.

STARTING PROCEDURE

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

FREE PRACTICE

DRIVER SKILL

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

CAR SETUP

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

Each chit has a point value between 1 and 3 depending on the performance of the chit. A player can use a maximum of 6 setup points in total when choosing his setup chits. A player with the TUNING skill can use 8 setup points to build his car, however he can never exceed the 3 points maximum in any characteristic.

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

SUBSTITUTE CAR

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

ROBOTS

In addition to the players there are certain number of vehicles that move on the track autonomously. Some rules apply only to players and not to these robotic 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.

There are three types of robots: SUPERFAST, FAST and SLOW. In each race the number of robots is defined by the table below. Take the indicated number of robots from the box and ignore those left.

Number of players	Number of robots
2 - 3	2 superfast, 3 fast, 3 slow
4 - 6	2 superfast, 2 fast, 2 slow

QUALIFYING

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

Qualifying procedure

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

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

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

Qualifying resolution

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

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

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

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

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

FUEL MANAGEMENT

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

Players keep track of fuel consumption in any subsequent pit stop. Every pit provides a player with 10 turns of fuel. His refuelling chit advances forward on the Turn Indicator from the current position at the time of his pit stop by the corresponding number of turns, and if it does not go beyond the last turn of the race then he will be required to stop again within the new turn indicated by the Refuelling chit (included).

A player may elect to add more fuel by moving his car backwards on the track by one additional sector for every 3 turns of additional fuel pumped into the car.
However, note that a fuel tank of a player car cannot carry more than 16 turns of fuel in total and consequently a player may only move back two sections on the track in addition to the normal backwards movement (corresponding to a total movement of 16 turns on the Turn Indicator).

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

PRE-RACE

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

CHOOSE TYRES
Starting with the player in pole position, and proceeding according to the starting order on the grid, each player chooses the type of tyres to fit on his car. The type of tyres can only be changed with a pit stop.
There are four tyre types available: soft, hard, intermediate and rain.

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

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

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

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

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.

SELECT A STRATEGY

After choosing his tyres, the 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 a game turn.

A strategy provides a unique capability to the player which may increase his speed and/or make a best use of his resources while he is racing on the track.

Additionally, good use of his strategy allows a player to collect Track Cards. On each strategy chit there is an area marked with a yellow star indicating which conditions a player must satisfy to score a SPECIAL which allows him to immediately draw one or more Track Cards from the deck.

The list of all available strategies with detailed rules of how to use them is presented at page 24.

RACE

GAME TURN

The sequence of a game turn is the following:
1. Advance the Turn Indicator. If any player is using the Chase strategy, note at this time which car he is chasing
2. Activate a track section. If this is a corner section, follow the Contest procedure
3. All cars in the active section who have not done so yet, take their individual turn in order
4. After all cars in the active section have taken their turn, go to point 2 and activate the next track section.

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

ADVANCE THE TURN INDICATOR

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

The length of the race is measured by the Turn Indicator. The turn number is the small white number in the upper right corner of each box on the turn indicator and is an important element of the race. The larger numbers correspond to the laps during an actual race on that specific track. For example, game turn 2 may cover laps two through four in the real race. The specific lap number has no importance in the race.

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

ACTIVATE A SECTION

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

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

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

	A	B	C	D	E	F	G	H	I
				red	blue **Leader**		orange / green		purple

Section E is activated first (leader chit). Blue takes his turn and laps the red car

	A	B	C	D	E	F	G	H	I
	blue **Leader**			red **Lapped**			orange / green		purple

The next section to activate is found starting from the front of the activation sequence (section A now) and moving backward until a section is found with cars that have yet to take their turn. In this case section D. Red takes his turn

	A	B	C	D	E	F	G	H	I
	blue **Leader**	red **Lapped**					orange / green		purple

The next section to activate is found with the same procedure starting from section A (the front of the sequence) and moving backward till section G where two cars are that have to take their turn. Orange and green play their turn. Orange also laps the red car

	A	B	C	D	E	F	G	H	I
	blue **Leader**	orange / red **Lapped**		green					purple

Finally section I is activated and purple takes his turn. When all cars have played their individual turn, the game turn is over

Activating the Leader section

The section where the Leader chit is placed follows special activation rules:

When the Leader section is activated <u>for the first time</u>, only the Leader and the cars behind him can take their individual turns – all cars ahead of the Leader in the same section will play later, when the same section will be reactivated.

Effectively, the Leader chit splits the section in two subsections in relation to playing individual turns with the dividing line directly in front of the leader. The first section to activate is the sub-section where the Leader and the cars behind him are – this is the front of the activation sequence. Conversely, the subsection in front of the Leader is considered to be the very end of the activation sequence.

If the Leader chit moves to another section i.e. because the Leader car has moved ahead or because the Leader has been overtaken, then the old section becomes inactive. The new section with the Leader chit (or to better say, the subsection including the Leader and the cars behind him) becomes the new front of the activation sequence and, starting from this point, a new section will have to be activated according to the rules above.

A	B	C C1 C2	D	E	F	G
	green	red (C1) / blue (C2) **Leader**	orange	purple		

Start of a game turn – no car has played its turn yet. The Leader chit is in section C (blue car). We activate the subsection C2 comprising the blue car but not the red one. Sub-section C1 with red is not active at this point

A	B	C	D	E	F	G
	green	red	orange **Leader**	purple		blue

Blue pits and the Leader chit is reassigned to the Orange car. Now section D is the front of the activation sequence and is activated. Orange moves and laps both the green and red cars in front

A	B	C	D	E	F	G
orange **Leader**	green **Lapped**	red **Lapped**		purple		blue

Next section to activate is now B (remember: the front of the activation sequence is always the section where the Leader chit is). Afterwards section C will be re-activated and the red car will be finally able to take its turn. Section E and section G will be the next ones to be activated

Activating a Corner section

When a corner section is activated, resolving a contest may be necessary to determine the order in which cars take their individual turns.

Contest procedure:

When a corner section is activated, each driver in the section, starting from the one in last position in the section and moving in reverse order of position, announces if he wants to initiate a contest. The first driver declaring a contest is considered the one who initiated the contest (Contest Initiator).

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

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

Contest resolution:

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

All cards are revealed at the same time and each car sums up the movement points of the two cards and all modifiers.
Drivers that declined to participate in the contest are now placed behind the Contest Initiator according to their original positions.
The remaining car positions are reorganised according to the highest movement value scored. In case two or more cars score exactly the same contest value (including all modifiers), then these cars make contact and suffer one damage for each car they tie with. The respective positions remain the same.

Cards played in the contest are frozen on the table throughout the turn; i.e. the owner will not be able to use them during the entire game turn. 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 takes them back to his hand at the beginning of the next game turn.

A	B	C	D	E	F	G
	🏎️	🏎️🏎️🏎️ Leader		🏎️		
Start of a game turn – no car has played its turn yet. The Leader chit is in section C which happens to be a corner section. We activate section C and in reverse order of position drivers announce if they will contest. *Orange initiates the contest. Green and Blue join the contest.*						
	🏎️	🏎️🏎️🏎️ Leader		🏎️		
After revealing their cards Orange is declared the winner and receives the Leader chit. Green is placed in second position and Blue in last position. Now Orange can take his individual turn.						
🏎️ Leader	🏎️ Lapped	🏎️🏎️		🏎️		
Leader laps the red car. The next section to activate is now B.						

INDIVIDUAL TURNS

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

Each individual turn consists of:
- A. Turn Start Declarations
- B. Draw 1-2 cards and play 1-2 cards
- C. Resolve card symbols
- D. Move the car
- E. Turn End Declarations

A - TURN START DECLARATIONS

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

SKIP TURN

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

PIT STOP

A pit stop must be announced at this moment, before taking any further action. If the Turn Indicator pawn reaches a box with one or more refuelling chits, the corresponding cars must pit on this turn or are immediately eliminated as they would be left with an empty tank (see the *Cars out of the race* paragraph at page 15).

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

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

Pit Stop Procedure:

When taking a pit stop, a player must perform the following actions:
- Shift or remove his refuelling chit according to the fuel management rules
- Repair all red damages (removed damage goes back to the reserve)
- Discard as many cards as he wishes from his hand
- Draw new cards up to the maximum number of cards indicated on the Car Chart
- Discard all unused tyre chips and fit a new set of tyres taking new tyre chips up to the number indicated on the Car Chart (optional)
- Change strategy or keep the existing one

A player is not allowed to complete a pit stop having more cards in hand (both race and track cards) 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. Bonus cards provided for example by the Pitting skill or fitting hard tyres are provided after completing a pit stop and therefore are in addition to the hand limit.

Having completed his pit stop, his turn freezes exactly at this point and the game proceeds with the next driver to play in the active section. 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 complete his individual turn.

EXTREME TRAJECTORY ATTEMPT

A player occupying the initial point of an Extreme Trajectory at the start of his turn can either:
- Decline to follow the Extreme Trajectory. In this case he will continue with his turn and move his car normally i.e. without any trajectory bonus.
- Decide to follow the Extreme Trajectory. In this case the player must immediately perform a blind check against the ET Target Check printed on the board in a similar green diamond shape.

A blind check consists in drawing a race card from the deck and comparing its check factor against the target printed on the board. To pass this check the check factor of the card drawn must be less than or equal to the target value. The card drawn for checking is afterwards discarded.

If the Extreme Trajectory check is passed successfully, then in phase D the player could add the indicated bonus to his total movement value if he satisfies the normal rules for using trajectories. If the player fails an Extreme Trajectory Check, then his turn immediately jumps to the Off-Track resolution section part of phase E.

Note: the Reflexes skill does not offer benefits when attempting an Extreme Trajectory Check i.e. you don't have a +20 modifier to your initial blind check.

B - DRAW AND PLAY

The player draws one Race Card from the deck. Players using the LUCKY strategy 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 race card discard pile, or draw one race card from the race card draw pile as normal.
Now the player can play one or two cards from his hand for movement.

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).

Track Cards can be played if the resulting movement in phase D will cause your car to start from one of the sections belonging to the corner specified on the card, or to move across one of the sections belonging to the specified corner, or to end your movement in one of the sections belonging to the specified corner. In other words, in phase D the car must use at least one of the sections belonging to the corner specified on the card. When a pair of Track Cards is used for movement both of them must satisfy the requirement above. Track Cards are usually more powerful than Race Cards but their power is limited by the fact that they must be used in the track zone around the corner they represent.
A Track Card can be played for movement alone or in pair with another card according to the rules above.

C – RESOLVE CARD SYMBOLS

Several symbols 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

When two cards are played, all symbols take place according to the order above.

Note that a card cannot be played if the player cannot pay the required resources. In particular if you run out of tyre chips then you cannot play cards demanding the payment of tyre chips (with one exception being the Save Tyres strategy that, even if you have run out of tyres, allows you to play cards demanding the payment of 1 tyre chip only) and if you have taken all possible damage you cannot play cards that require taking additional damage.

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

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 places it on the Car Chart.

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

PERFORM A CHECK

To pass a check successfully in phase C a player must play a card with a Check Factor of value equal or lower than the Target Check card 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

Rain also modifies the check by -20, so it is possible to be forced to make a check at -40.

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's hand
- A card drawn from the Race Card deck (blind check).

The player shows the card he wants to use to make the check, and if this is equal to or lower than the Target Check on the Car Chart (including any modifier) the check is 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 and fail his check. This way the car will take a damage, but at the same time the value of his Target Check will increase and make any subsequent check easier.

DRAWING CARDS

Not all actions indicated on a card will increase your car's wear. Some actions allow a player to draw Race Cards from the deck.
Note that there is no limit to the number of cards a player can have in his hand. The only limitation to the number of cards in hand is immediately after a pit stop, when a player cannot leave the pit with more cards in hand (Race and Track cards combined) than the number indicated on the Car Chart.

🏎️xN Player draws N Race Cards and adds them to his hand

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

YELLOW FLAG

An incident or some other problem has occurred on the track. The player who plays a yellow flag may 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 located. A yellow flag must always be placed after 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. The player playing a card with a green flag may remove one yellow flag from any section on the track.

BLUE FLAG

Priority right when lapping. 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 the blue flag is still required to check before lapping. A yellow flag always takes priority over blue flags and therefore lapping is not possible in sections with a yellow flag.

ORANGE FLAG

Robots become reckless. Whoever plays an orange flag places an orange pawn on his Car Chart. While the flag is active he can force a robot terminating its movement in a braking section to attempt a Late Braking in phase E or a robot terminating its movement in a section with an Extreme Trajectory to occupy that spot. A robot placed on an ET by a player with the orange flag will attempt the ET check on its next turn phase A. 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 a card with an orange flag this is simply ignored.

D - MOVEMENT

After performing all the actions required by the cards, the player can move his car by spending movement points. His total MPs for the turn are given by the sum of the MPs of card(s) played for movement and any trajectory bonuses or other MP bonus provided by the chosen skill, strategy, tyres etc. minus any penalty.

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 has used for movement at least one card matching the colour of the trajectory, then the bonus is added to the movement value of the car. For Extreme Trajectories, a blind check must have been passed during the Turn Start Declaration phase for the bonus to be claimable.

Bonus MPs are not optional, in other words a driver is obliged to use them, where possible.

Entering a new section always costs 1 MP independent of the type of section; if during the movement the car intercepts an opponent or an obstacle then it may be necessary to spend additional MPs to advance as explained later. A driver must use all his available MPs, where possible. When his MPs are exhausted his car movement stops immediately.

Throughout the rulebook the following terminology is used:
Overtaking = passing another car on the same lap
Lapping = passing another car to gain an extra lap "advantage" over the opponent
Unlapping = passing another car so reducing an extra lap "disadvantage" against the opponent

OVERTAKING

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

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

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

Braking Sections - A player entering a braking section with opponents loses any remaining movement points and must stop. Note that the BANGING WHEELS strategy allows you to overtake in a braking section by spending 1MP per overtake.

LAPPING

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

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

Corner Sections - If the car to lap is in a corner, it may be passed by spending 2 MPs to pass.

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

UNLAPPING

A lapped player can try to unlap himself if he wishes so. Movement rules for unlapping are the same as for lapping: in a straight and in a braking section the car must spend 1 MP to unlap, in a corner the car must spend 2 MPs to unlap.
When car un-laps the Leader, readjust or remove the "-1 lap/-2 laps" chit underneath the car.

A car that has skipped its turn or, for other reasons not moved at all, can be overtaken/lapped/unlapped by other drivers by spending 1 movement point independently of the section it is in.

E - TURN END DECLARATIONS

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

LATE BRAKING

A driver who has terminated his movement in a braking section with a LB symbol can announce he will attempt a Late Brake. To succeed in a Late Braking, a driver must make a Blind Check against the target indicated on the braking point on the board. The on board check value is affected by weather; if it is raining, subtract 20 from the on board check value.
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 to or lower than the Target Check, the check is successful and he passes all cars in that section and advances to the next section. If the check is unsuccessful, the car is placed off the track along the Off-track Trajectory and the driver has to go through the Off-Track Trajectory resolution procedure of phase E. The card drawn to perform the Blind Check of the Late Braking must be discarded.

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

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

TRAJECTORIES

A car can occupy the starting point of a trajectory when it terminates its movement in a sector with a free trajectory spot. 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.

Extreme Trajectories (ET) are portrayed on the board with a green diamond symbol with a movement bonus printed inside.
When a car finishes its movement in a section containing the initial point of an Extreme Trajectory it can choose to occupy this spot rather than a standard trajectory point. As with any trajectory, only one car at a time can occupy this spot and its position cannot be displaced by other cars arriving in the section later.

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

OFF-TRACK TRAJECTORY RESOLUTION

A car that has failed a Late Brake or an Extreme Trajectory attempt is considered off-track. He will have 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 e.g. the Reflexes skill cannot be used for checks once the car is offtrack.

Check The driver must perform a new check against the Target Check of the braking section where he lost control. He can use a card from his hand to pass this check or do a blind check. If the driver succeeds 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. Note that any rain weather adjustments are applied to the check value to be met (a -20).

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

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

-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, it is positioned on the side of the track on the re-entering positon printed on the Off-track Trajectory (green car icon). A driver in a re-entering position does not block other drivers. He immediately ends his turn without taking any further action.

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

In the following turn (re-entering turn) the re-entering driver will not be able to participate in any contest. He will play his individual turn after any driver positioned in the section where he lost control. Re-entering the track costs 1 MP 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.

CARS OUT OF RACE

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

ROBOTS

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

Section activation

When a corner section is activated and contest declarations are announced in reverse order of position in the section, a robot will
- Declare a contest if there is at least one human player ahead in the section within the same lap (overtaking opportunity) or if a human player on the same lap has already announced a contest (defending against an overtake attempt)

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

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

Individual Turn

Robots play a simplified individual turn composed of:
A.   Turn Start Declarations
D.   Move the car
E.   Turn End Declarations

A.   Turn Start Declarations

A robot cannot skip its turn. He may declare a Pit Stop and/or attempt an Extreme Trajectory.

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

If a robot is occupying an Extreme Trajectory spot, this robot will attempt a blind check against the ET Target Check printed on the board in a green diamond shape. If the Extreme Trajectory check is passed successfully, then in phase D the robot will add the indicated bonus to its total movement value. If the robot fails the Extreme Trajectory Check then his turn immediately jumps to the Off-Track resolution section part of phase E.

D.   Move the car

Robots move automatically without spending any resource. Specifically:
- SUPERFAST robots (black) always have 4 movement points to spend before any bonus
- FAST robots (yellow) always have 3 movement points to spend before any bonus
- SLOW robots (purple) always have 2 movement points to spend before any bonus

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

Overtaking

In general, robots overtake like the human drivers, however with some advantages and limitations:
- Robots overtake each other without spending any movement point.
- In a straight, they spend 1 movement point to overtake a human player.
- In a corner section with human players they must stop and any remaining movement points are lost.
- In a braking section with human players they must stop and any remaining movement points are lost.

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

Lapping and unlapping

- Robots lap each other without spending any movement points.
- Robots lap human players according to the usual rules, therefore spend 1MP in straights and braking sections and 2MP in corners. Robots in the lead do need to pass a Leader Lapping check in order to lap another robot (see the *More on checks* paragraph at page 20).
- Robots lose any remaining movement points when they reach a driver with more laps. There are only a few cases when a robot can unlap itself, here some examples: a. When the car in front is off-track and they move before it re-enters the track b. when a robot succeeds in a Late Braking forced by an Orange Flag c. when the race leader pits and as a result of his backward movement the robot regains an extra lap d. when the robot is involved in a mixed contest situation with cars within the same lap as well as cars with more laps

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

E.   Turn End Declarations

Late Braking

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

Trajectories

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

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

Off-Track resolution

A robot that has failed a Late Brake or an Extreme Trajectory attempt is considered off-track. It will have to continue moving along the Off-track Trajectory taking the actions indicated by the off-track symbols.
Procedure is the same as human players with the following exceptions;

- When a new check is required, a Robot will always make a blind check against the Target Check of the braking section where it lost control. The rain modification of -20 applies to robots' checks.
- When the off-track events require the robot to consume tyre points or take damage, then these effects are ignored.

OTHER RULES

LEADER LAPPING

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

The following rules apply:
- This check is not required if the Leader overtakes through a contest or through a Late Brake manoeuvre
- This check is not required if the Leader is lapping for the second or any subsequent time (-2, -3 laps)
- This check does not suffer of the -20 penalty in rainy weather conditions
- This check can be supported by the REFLEXES skill with a +20 bonus

If the check is successful, the Leader can proceed and lap the car ahead by paying the necessary movement points. If the check fails the Leader must stop, any remaining movement points are lost, but no damage is taken.
The Leader cannot voluntarily refuse this check if he has enough movement points to lap the car in front. However, he may decide to attempt a Blind Check if he does not want to use cards from his hand. In any case the card drawn to perform the Blind Check must replace the Target Check on the Car Chart.
If the Leader fails a Leader check in a braking section, he may still attempt a Late Brake in phase E.

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

WEATHER CONDITIONS

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

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

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

Note that if you have soft tyres in uncertain or rainy weather conditions, you can still use the +1 MP bonus of the tyres.

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

SAFETY CAR (SC)

Repositioning

As soon as the Safety Car enters the track the position of all cars are immediately re-determined. All remaining individual turns are lost. The white Safety Car is positioned in the same section as the Leader, right in front of him. The other cars are positioned behind the Leader according to their relative position, with one section distance between them, so reducing any gap to one section only. 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 behind all the other cars in their respective positions.
Now the turn indicator advances one space and a new game turn begins.

Individual turns when the SC is on the track

Under Safety Car conditions, at the beginning of each new game turn, as first thing the Safety Car advances of one section, then individual turns are played. In their individual turn players draw one card from the Race deck and must advance of as many sections as necessary to be placed at one section distance from the car in front, without playing cards. The Leader must always be placed in the same section as the Safety Car, directly behind it. Overtaking of course is not allowed. Strategies, Skills and movement bonuses cannot be used.
At the end of his individual turn a player must discard a card from his hand (this can be the same card drawn at the beginning of the turn).
Pit stops are allowed while the Safety Car is on the track and a driver who pits is placed one section behind the last car on the track. Note that a player pitting under SC conditions can embark up to 16 turns of fuel and still be placed in last position without moving backwards additional sectors.

FIRST TURN, LAST TURN AND RACE RESTARTS

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

Nothing else changes in relation to other elements of the game. In particular:
Contests - If two or more cars are in a corner section in the last turn of the race, then a contest may take place before any of these cars in the corner section can move.
Yellow flags - Yellow flags remain valid on the first turn, last turn and race restarts. They prevent overtaking/lapping in the section where they are placed and cost 1 movement point to pass. You can always play a green flag to remove the issue and overtake/lap cars in front of you.
Blue flags - Blue flags are used for lapping more efficiently during movement. In a race restart and during the last turn of the game blue flags allow you to lap without spending MPs. A leader check may always be needed despite the blue flag.
Lapping skill - Same as above.
Trajectories - Trajectories are not available at the race start and restarts to simulate the fact that you are not attacking the track at full speed yet.

DISCARDING CARDS

Cards used during the individual turn (including all cards used for movement, for a check and cards used as tyre chips) must be discarded in the corresponding discard piles in the order chosen by the player using them. The Race Cards discard pile must be kept in good order. A player using CHASE may have to draw from the discard pile.
Track Cards must be discarded in a separate pile.

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).

MORE ON CONTESTS

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

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

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

Example

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

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

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

Example

The straight section with the Red car (leader) is activated. He has in front of him a Slow robot, the Orange player and a Fast robot. All in the same corner section
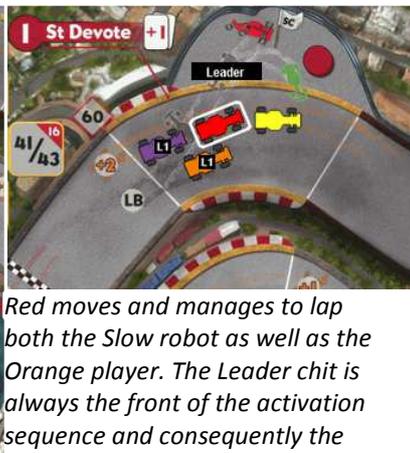
Red moves and manages to lap both the Slow robot as well as the Orange player. The Leader chit is always the front of the activation sequence and consequently the subsection of Corner 1 with the red, orange and purple cars is now activated.
Purple initiates a contest, Orange and Red participates

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

MORE ON CHECKS

Different race situations may require a check (e.g. a card played in phase B, a Leader lapping, a Late Braking, an Extreme Trajectory or an off-track maneuver). The procedure remains the same but the Target Check and the pass/fail outcome could be different. The table below summarises all possible check situations.

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

In relation to the Leader lapping check, then note that:
- If the Leader fails a Leader check in a braking section, he may still attempt a Late Brake in phase E. Late Brake does not need a Leader Check.
- If the race Leader is a robot, it also has to perform a check before lapping any car. This will be a Blind Check against a fixed Target Check value of 70.

MORE ON TRACK CARDS

In general you can play a Track Card in phase B only when you are guaranteed that your car will use part of the associated corner. That means you cannot move using a certain track card when you need to pass a leader check or attempt a Late Brake to land or pass through the specified corner.
When using a Track Card outside phase B, for example for a check, a contest or for paying tyre points, there is no requirement for the car to be in the associated corner.

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 by spending 1 movement point for each car to overtake. Note that the benefit applies for overtaking only; not for lapping or un-lapping.

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 and the card is discarded.

This card can be played to succeed in an Extreme Trajectory blind check placed immediately before or in the corner specified on the card. The player discards 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

TEAMMATE

In Race! Formula 90 each player takes the role of a driver controlling one car. The following rules describe how two drivers can pair together racing for the same team.

Two human players can always decide to drive for the same team and therefore are considered teammates. In case you have no human teammate, the following rules also allow you to race together with a robot teammate, effectively giving you some degree of control over a second car.

Interaction between teammates (valid for both human and robot teammates)

During movement you ignore your teammate, so you don't have to spend movement points for overtaking or lapping your teammate. Also, your teammate does not block you when he is in a braking or corner section and vice versa. You simply continue your movement as if the teammate car was not there. Finally, you do not need to pass a Leader check to lap your teammate.

Contest between teammates - It could happen that both teammates start their turn in a corner section. In this case, the teammate in the back of the section may declare a contest to overtake his teammate. This is absolutely legal and a normal contest takes place.

Robot teammate

Each player that wants a robot teammate takes one of the superfast robots and replace it with a car miniature of a colour he associates with his team.

In qualifying robot teammates use a randomly drawn qualifying chit of the corresponding robot type. However, after having established the starting grid and before placing the refuelling chits on the Turn Indicator, replace this chit with the refuelling chit matching the robot teammate car colour. This way, during the race, you will be able to identify which robot teammate has to stop for refuelling.

Robots teammates follow all rules that apply to robots. In particular a teammate robot has no car chart and automatically benefits from trajectory bonuses on the track as does any other robot. A robot teammate will have 4 movement points at the beginning of each turn. During movement, robot teammates ignore other robots and overtake and lap other cars in accordance with the usual robot overtaking/lapping rules.

During the teammate robot turn, the associated player may discard one and only one of his cards to help the robot teammate car with one of the actions listed below:

DURING THE TEAMMATE ROBOT PHASE D- Discard one speeding card (red) in order to increase the total robot movement by 1 point. Ignore the symbols on the card.

DURING THE TEAMMATE ROBOT PHASE E - Discard one driving card (green) to force your teammate to attempt a Late Brake or to take an Extreme Trajectory at the end of his turn. Ignore the symbols on the card. The following blind check will always benefit of a +20 bonus. Any subsequent check required along the Off-Track trajectory will not benefit of this bonus.

WHEN THE TEAMMATE ROBOT SECTION IS ACTIVATED - Discard one gear card (orange) to force your teammate to declare contest against other cars in a corner section with a +3 bonus or to defend in a contest declared by other cars with a +3 bonus. Ignore the symbols on the card. Contested cars could be robots, humans or any mix of those.

In a contest a teammate robot draws two random cards like any other robot.

DURING THE TEAMMATE ROBOT PHASE C - Discard one event card (yellow) to place a yellow flag or to remove a yellow flag on the track (green flag) or to move the weather marker one space in your chosen direction. The event card used must have the corresponding symbol on it. Ignore any other symbol on the card.

Special situations

Other players controlling your robot teammate - If the orange flag is in play, the controlling player can force your teammate robot to attempt a Late Brake or to take an Extreme Trajectory. You cannot prevent these attempts, however you can play a driving card (green) to add a +20 bonus to the teammate check.

Whenever in doubt of how a robot teammate should behave, always treat it as a robot.

STRATEGIES

SAVE TYRES This strategy allows you to reduce the tyre consumption of your car.

Bonus - phase C 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.

Special - phase C +1 Track card when in phase C you have paid 1 tyre chip to the reserve.

Notes *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. It is a strategy that allows big escapes or exciting recoveries but it costs a lot in terms of car resources.

Bonus - phase C, E You gain +1 MP
- in phase C when taking damage as printed on a movement card (1MP per disc drawn) and when attempting a blind check (1MP per blind check attempted)
- in phase E when attempting a blind check for a Late Braking manoeuvre

Special - phase E If the cumulative MPs accumulated in phase D and E are equal or more than 6MPs then you get
+1 Track card for each bonus MP gained per effect of Hazard

Notes *All the movement bonuses above are cumulative. With HAZARD, a player can add multiple bonuses to his movement, for example by playing a card with a red disc printed on it (+1MP) together with a second card that require a check he decides to make via a blind check (+1MP) and by attempting a Late Brake in phase E (+1MP). A total of 3 additional MPs in this example. If the player manages to secure at least 6MPs in total between his movement cards and any other bonus then he will also draw three Track cards.*
When in phase E, a player with Hazard manages to pass a blind check for a Late Brake manoeuvre, the additional MP must be spent after having advanced to the next section. If you use a track card to satisfy a late-brake attempt, this does not count as a blind check and therefore no bonus is awarded. Note also that Extreme Trajectory attempts do not bring benefits with Hazard.

BALANCE Thanks to the fine balance of the car, this strategy allows you to optimally exploit the trajectory spot you have occupied in phase E

Bonus - phase D You add a trajectory MP bonus even if you play cards not matching that trajectory type.

Special - phase D +1 Track card if in phase B you have played a card matching that trajectory type.

Notes *If one of the cards played for movement in phase B is a Speeding Card (red colour) then this strategy immediately becomes inactive for the entire turn; you will be able to get a trajectory bonus the usual way i.e. playing at least a card matching that trajectory type. As the strategy is inactive, no Special is allowed If one of the cards played for movement in phase B is a Speeding Card.*

LUCKY This strategy offers more choice in the composition of your hand simulating more luck for the player.

Bonus - phase B Whoever chooses this strategy can draw two Race Cards rather than one at the beginning of his turn and keep the best. The other card must be discarded immediately.

Special - phase B When a player with LUCKY draws at the beginning of his turn two cards with exactly the same movement value he scores a SPECIAL.

Notes *The two cards drawn must be shown to the other players in case you claim a Special.*

CHASE	This strategy is particularly useful when chasing a strong opponent.
Bonus - phase B	At the beginning of each game turn i.e. immediately after the turn pawn has advanced and before the leader section is activated, the player with CHASE identifies that car within the same lap closest ahead. This driver is the chased one. At the end of the phase B of the chased player, the chasing one can put one of the two cards played by the chased player aside. Later, during his phase B, he can add this card to his hand rather than draw from the Race Cards deck.
Special - phase C	+1 Track card when terminating your movement exactly in the same section where the chased player is.
Notes	*Any lapped car or cars with a different number of laps are ignored by CHASE.* *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 chasing player for any reason) or when there is no card available from the chased player (e.g. if the chased player has used the cards to check) then the chasing player may draw the card on the top of the Race Card discard pile rather than draw from the deck.* *If the player with CHASE is the race Leader or if he was chasing a robot he does not score any SPECIAL. If the chased driver goes off-track, no SPECIAL can be scored, even if you terminate in the same section where he is.*
BANGING WHEELS	This strategy allows a player to overtake more easily his opponents or to defend better from attempts to overtake him.
Bonus – contest and phase D	+3 modifier to any contest Overtaking in corner costs 2MP, overtaking in a braking section costs 1MP. At a race start or restart +1MP.
Special – contest and phase E	+1 Track card when you win a contest. +1 Track card when you overtake with a Late Brake.
Notes	*If involved in a contest with more cars a Special is granted when you win the contest with all the cars in the section. This includes cars that decline participating in the contest like for example robots just about to be lapped). 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 Brake).*

SKILLS

VERSATILITY   This driver can easily re-adapt his strategy during the race.

Effect - phase A   A player with VERSATILITY can change his strategy at the very beginning of phase A without skipping his turn. The Skill will then become inactive (rotate the Skill chit to indicate that) and can be re-activated only with a pit stop.

REFLEXES   This driver has outstanding reflexes.

Effect - phase C, D, E   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.

Effect – Qualifying phase   He adds +2 to the value of the card played for qualifying and after the starting grid is formed he immediately receives 2 Track Cards from the Track Cards deck. This skill has no further use after the qualifying session is over.

PITTING   This driver is particularly fast in entering and leaving the pit lane.

Effect - phase A   His pit stop time is reduced by 2 sections over the basic pit time indicated on the board. Moreover, after completing a pit stop, he draws 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.

Effect – Setup phase   He can spend 2 additional points in the setup phase i.e. he can build a car with 8 points. However he can never exceed the 3 points value for each car characteristic. This skill has no further use after the free practice session is over.

LAPPING   This driver is an expert in lapping other cars.

Effect – phase D   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 (the Lapping skill is equivalent to having a permanent Blue flag).

PLAY AIDS

Individual turn (players)

Phase A – Turn start declarations	Skip turn Pit-stop Extreme Trajectory attempt
Phase B – Draw and play	Draw one race card (Lucky 2 cards and discard one; Chase draw ...) Play one or two cards
Phase C – Resolve card symbols	Pay resources (cards, tyres, damages) Perform checks Draw cards Play flags Change weather
Phase D – Movement	Add bonuses and deduct penalties Move car spending movement points
Phase E – Turn end declarations	Late braking attempt Occupy a trajectory Off-track trajectory resolution

Individual turn (robots)

Phase A – Turn start declarations	Pit-stop Extreme Trajectory attempt
Phase D – Movement	Add bonuses and deduct penalties Move car spending movement points
Phase E – Turn end declarations	Late braking attempt (Orange Flag) Occupy a trajectory (Orange Flag for an Extreme Trajectory) Off-track trajectory resolution

Individual turn (robot teammate)

Phase A – Turn start declarations	Pit-stop Extreme Trajectory attempt
Phase C – Resolve card symbols	Human teammate may discard one event card (yellow) with a matching symbol to place a yellow flag or to remove a yellow flag on the track (green flag) or to move the weather marker one space in your chosen direction
Phase D – Movement	Human teammate may discard one speeding card (red) to add 1MP Add bonuses and deduct penalties Move car spending movement points
Phase E – Turn end declarations	Human teammate may discard one driving card (green) to force a Late Braking or to occupy an Extreme Trajectory spot Late braking attempt (Orange Flag) Occupy a trajectory (Orange Flag for an Extreme Trajectory) Off-track trajectory resolution