

KEY DIFFERENCES BETWEEN RACE! FORMULA 90 1ST AND 2ND EDITION

Changes to the rules

- The rulebook has been completely rewritten streamlining wherever possible and including plenty of examples and notes
- Checking system has been simplified. Now all checks are done against the Target Check value on the Car chart so eliminating fiddle rules
- Late Braking and Extreme Trajectory checks are also done against the Target Check value instead that a fixed value printed on the board allowing for more strategic play
- Resolving an Extreme Trajectory is now done with a simple procedure and does not cause losing a game turn in case of failure
- The number of damage discs has been tuned to fit with the number of players
- Safety car rules have been significantly changed allowing lapped cars to unlap themselves
- The following Strategies have been modified to achieve better balance: Hazard, Balance, Lucky, Chase, Banging Wheels (see next page)
- The following Skills have been modified to achieve better balance: Qualifying, Pitting, Tuning, Lapping (see next page)

Changes to the tracks

- Fully redesigned all tracks and increased board dimensions by 20%
- Redesigned all Late Brake and Extreme Trajectories modifiers
- Monza and Hungaroring have been fully redesigned:

MONZA

- added an Extreme Trajectory at the second Lesmo corner, at Variante Ascari and at the Parabolica

HUNGARORING

- added an Extreme Trajectory at corners 2 and 9
- improved the layout after turn 7 to better match the original track of the 90s

Changes to the graphic components

- General restyle of all components
- Expanded Car Chart to accommodate strategy cards, skills and play aids
- Converted Strategy chits into Strategy cards with attractive artwork on the front and summary rules on the back
- All cards (Race and Track cards) have been redesigned eliminating the black frame and giving 100% space to the artwork. Discard powers are all placed to the bottom left to avoid any confusion with other icons
- We have designed five Qualifying/Refuel chits per player rather than one to
- Introduced a new NO MOVE token to mark cars that can be overtaken/lapped with 1mp only
- Introduced a new CHASE token to mark those cars chased with the CHASE Strategy
- Introduce a new SAFETY CAR tile portraying a Porsche 911 GT2 (operating at the 1995 Belgian GP)

Changes to other components

- General restyle of all components
- Bigger box including Expansion #1 and Expansion #2
- Now including a plastic tray to conveniently fit all game components (including sleeved cards)
- Upgraded plastic cars to a new model with size 26x14mm (original size was approx 20x12mm)

Rebalancing off Strategies

Key changes are highlighted in bold text

Hazard	You gain +1mp for each damage disc drawn and +1mp for each Normal check required by movement Cards resolved as a Blind check You get one Track card for each Blind check attempted and for Late Brakes
Balance	You always add the trajectory mp bonus, including on Speeding (red) trajectories
Lucky	You get one Track card when you draw two cards with the same value in movement points and/or two cards of the same colour
Chase	If there are no cards to draw from your opponent, the chasing player gains +1mp for this turn
Banging Wheels	Receive one Track card when you win a contest, or when you overtake another car during movement , or when you overtake with a Late Brake

Rebalancing off Skills

Key changes are highlighted in bold text

Qualifying	A player with this skill will receive +1mp at the race start and restart in addition to the other benefits
Pitting	After completing a pit stop, a player draws one Track Card instead than two
Tuning	During a pit stop the player with this skill can repair one permanent damage in addition to the other benefits
Lapping	When a player with this skill plays movement cards with a blue flag, he adds +1mp for each blue flag played this turn