

RACE!

FORMULA 90



EXPANSION #3 RULEBOOK

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NOTE TO READERS

Throughout this rulebook we will use the following conventions:

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

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

-  This icon indicates an example of play
 -  This icon introduces tips of how to play
 -  This icon highlights a reminder of other game rules
-

Components

Boards



1 Suzuka / Magny Cours board

Cards



32 Track cards Suzuka



30 Track cards Magny Cours

Charts



5 Race Series charts

Chits



26 Car tiles – Players' series



26 Car tiles – Robots' series



10 UltraFast Robot refuel chits



28 Robot traits chits

Playing Pieces



6 brown discs (permanent damage)



2 UltraFast Robot plastic miniatures



ULTRAFAST ROBOTS

A new category of robots joins the race: the UltraFast robots (silver colour) which are more competitive than SuperFast robots. We recommend using UltraFast robots with expert players only.

How many robots participate in the race is ultimately up to you. We suggest having at least a pair of each type: 2 UltraFast robots, 2 SuperFast robots, 2 Fast robots and 2 Slow robots.

Dedicated Material



2 silver-coloured cars



10 UltraFast robots qualifying/refuel chits

Qualifying/Refuel

During qualifying, the UltraFast robot use their special set of qualifying chits. Draw and allocate these chits to the chosen UltraFast robots according to the usual rules.

UltraFast robots take two pit stops during the race, and pit turns are indicated on the qualifying chits. After resolving qualifying, place the refuel chit (the back of the qualifying chit) on the first pit turn indicated. When an UltraFast robot completes his first pit stop, move the refuel chit to the second pit turn indicated on the chit. After the second pit stop has been taken, discard the refuel chit.

As for any other robot, if an UltraFast is forced to take a pit stop because of a change in weather conditions, this stop counts as a regular pit stop. The refuel chit is then moved to its second position, or removed if this was its second pit stop.



This qualifying chit provides [6] (35) for qualifying. Once the qualifying session has been completed, place this chit on turn 8 of the Turn Indicator on its back side. On turn 8, the UltraFast robot in best position will have to take a pit stop; afterwards this chit is moved to turn 18 when a new pit stop will be required. Once this second pit stop is done, discard the chit.

Movement

During the race, an UltraFast robot has always 5 base movement points to spend before any trajectory bonus.

An UltraFast is a new type of robot. It has 5MPs to spend in its turn, however (differently from other bots) it must stop two times for refuelling as indicated on its dedicated refuel chit.


In all other respects, an UltraFast is a robot. That is, if forced by the Orange flag, it makes blind draws for late braking, extreme trajectories and leader-lap-checks (base target of 70). An UltraFast does not challenge other robots in contests, and reacts to weather changes just like other robots.

NEW TRACKS

Suzuka

SPECIAL RULES

NON-BLOCKING CORNERS

In turn 7, moving cars are not blocked by opponents standing in that corner, as indicated by this symbol .

Drivers can spend 2MP to overtake another car in that corner. All other corner rules remain valid.


ANY CORNER TRACK CARDS

There are three track cards at Suzuka which can be played at any corner on the track. The only requirement is for the car to use at least one corner section of the track. Often these cards are discarded to pass an LB or ET check without taking risks.

Magny-Cours

SPECIAL RULES

NON-BLOCKING CORNERS

In turn 1, moving cars are not blocked by opponents standing in that corner, as indicated by this symbol .

Drivers can spend 2MP to overtake another car in that corner. All other corner rules remain valid.

ANY CORNER TRACK CARDS

There are three track cards at Magny-Cours which can be played at any corner on the track. The only requirement is for the car to use at least one corner section of the track. Often these cards are discarded to pass an LB or ET check without taking risks.



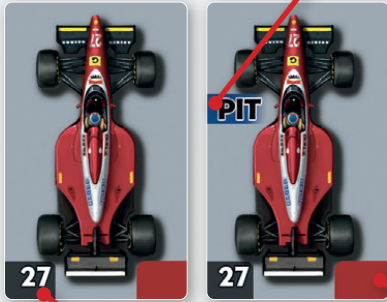
CAR TILES

Car tiles can be used for racing in lieu of miniature cars. There are two series of car tiles in this expansion:

Players' series Car Tiles

There are 26 tiles that players can choose from. We suggest matching the colour code to the bottom right of the tile with your car chart and refuel chit colour as a reminder to other players of which car tile is associated to a certain player.

FLIP THIS TILE TO ITS BACK WHEN TAKING A PIT STOP INSTEAD THAN USING THE "JUST PIT" TOKEN



CAR NUMBER – NO SPECIFIC USE

PLAYER COLOR – TO BE ASSOCIATED WITH THE PLAYER CAR CHART AND REFUEL CHIT

Robots' series Car Tiles

These are 26 car tiles for robots. Choose the type and number of robots in the race according to the rules set you are using.

ON THE BACK OF THE TILE THERE COULD BE ONE OR TWO ROBOT TRAITS. THESE ARE USED IN THE SOLO MODE

THE NUMBER OF BARS INDICATES THE ROBOT BASE SPEED. IN THIS IMAGE THERE ARE 3 BARS, OR 3MP FOR A FAST ROBOT



CAR NUMBER – NO SPECIFIC USE

ROBOT TYPE:
S = SLOW ROBOT
F = FAST ROBOT
SF = SUPERFAST ROBOT
UF = ULTRAFast ROBOT



SOLO MODE

The Race! Formula 90 Solo Mode allows you to play the game as one single player while preserving all the race thrill and extensive battling against robot opponents. It allows you to design your own difficulty level for each race and motivates you to progress step by step to the next more challenging levels.

During the game setup you make choices that set the difficulty level of the race. Follow the rules below and sum up the difficulty level of all the choices you make to come up with your customised Race Series. The difficulty level can range from 0 to 91.

Included in this expansion, you will find five pre-defined Race Series charts which we have designed and tested.

Superkart Series	Difficulty level: 13
Formula Renault	Difficulty level: 23
Formula Tres	Difficulty level: 32
Grand P2	Difficulty level: 39
Formula Champion	Difficulty level: 61

We recommend you start with the Superkart Series and progress to the next series when you feel ready.


However, if you prefer designing your own Race Series, follow the rules in the following chapter.

Race Series Design

DAMAGE

Choose how much permanent damage you will place in a cotton bag or in a cup. The more permanent damage you use, the more difficult the race is.

	Difficulty
NORMAL DAMAGE MIX 24 red discs + 6 brown discs	0
CHALLENGING DAMAGE MIX 24 red discs + 9 brown discs	1
AGGRESSIVE DAMAGE MIX 24 red discs + 12 brown discs	3

 *There are 6 brown discs included in this expansion to combine with those available in the Standard Game.*

ROBOT

You choose which robots you want to include in the race, what traits they have, and how fast they will be. This is the main determinant for assessing the difficulty of the race.

Robots are always chosen in pairs.

Each track features grid positions for up to 12 cars and you should fill 10 positions with 5 robot pairs. The twelfth car could be your teammate (see teammate rules) if you wish to have one.

You cannot have more than 12 cars (including yourself and your teammate) in the race.



ROBOT TRAITS

A robot may be characterised by special skills, called traits, and these are indicated by icons on the back of each robot car tile.

Choose how many robots are going to have traits. A pair of robots with traits is worth more difficulty points than a pair of robots without traits.

	Difficulty
A pair of UltraFast robots with traits	18
A pair of UltraFast robots	12
A pair of SuperFast robots with traits	9
A pair of SuperFast robots	6
A pair of Fast robots with traits	2
A pair of Fast robots	1
A pair of Slow robots with traits	1
A pair of Slow robots	0

If you select 4 Slow robots, 2 Fast robots with traits, 2 SuperFast robots with traits and 2 UltraFast robots, the difficulty level of the robot composition is 23.

ROBOTS SPEED BOOST

Each robot type has its own base speed and specifically: Slow=2mp, Fast=3mp, SuperFast=4mp and UltraFast=5mp. Additional speed may be conferred during the race by R-Cards.

At the end of your Individual turn, draw two Race cards from the deck. These are called R-Cards, or more specifically R1 and R2. Their colour and MP value will determine the number of additional MPs available to robots. Other icons on R-Cards trigger specific events and other race situations as explained later.

Speed boost conditions	Average robot speed increase	Difficulty
NO BOOST Draw 2 R-Cards.	-	0
SMALL BOOST Draw 2 R-Cards. If at least one R-Card is a 4, add +1mp.	+0.28mp	3
MEDIUM BOOST Draw 2 R-Cards. If at least one R-Card is a 3, add +1mp.	+0.49mp	7
LARGE BOOST Draw 2 R-Cards. If at least one R-Card is a 4 or a 3, add +1mp.	+0.68mp	12
SUPER BOOST Draw 2 R-Cards. If a pair of red cards, add +2mp. If only one red card, add +1mp (in other words, add +1mp for each red R-Card).	+0.83mp	18
ULTRA BOOST Draw 2 R-Cards. If the R-Cards are the same colour, add +2mp. If they are different colours, but at least one is a red card, add +1mp.	+1.05mp	25

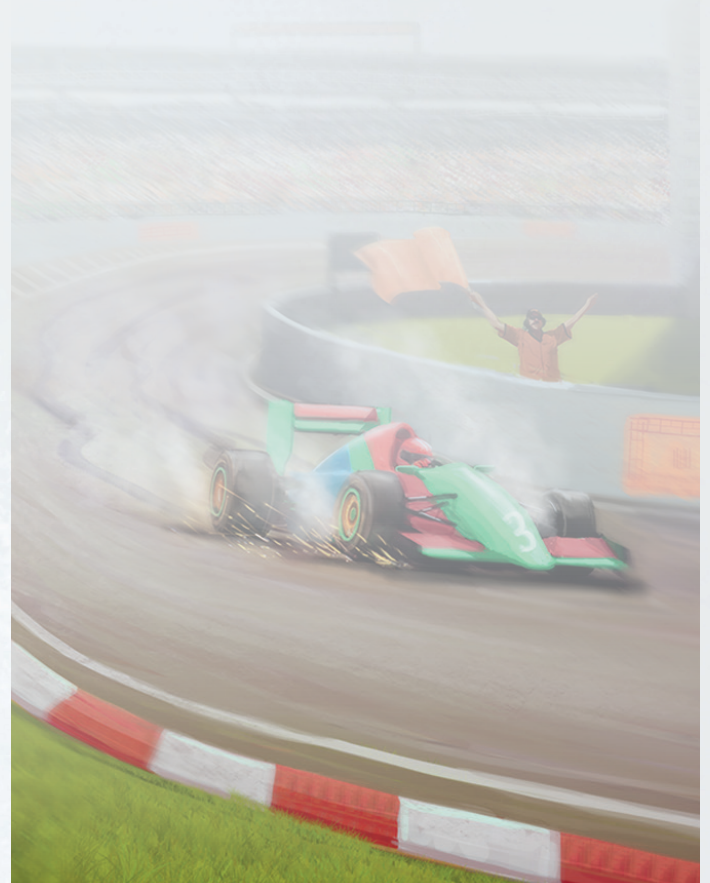
If you select the Medium Boost option with the robot composition of the previous example and a challenging damage mix, your race difficulty level computes as 31 (23 due to the robot composition, 7 because of the speed boost and 1 from the damage mix).

SKILL

In a normal game you select one Driver Skill. In Solo Mode you can have up to 3 different Driver Skills but the more you have, the lower is the difficulty level of the race. Choose how many skills you will have:

Number of Skills	Difficulty
ROOKIE DRIVER 1 driver skill	0
TALENTED DRIVER 2 driver skills	-3
PROFESSIONAL DRIVER 3 driver skills	-9

If you choose to have 2 Skills (Talented Driver option), the race difficulty level drops to 28.



SOLO PLAY

Qualifying

Follow the normal rules.

Pre-Race

Follow the normal rules.

Race

The sequence of a game turn is the same:

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

The structure of your Individual Turn is also the same, however there is an additional step F.3 in Phase F – Turn end declarations:

- A. Turn Start Declarations
- B. Draw
- C. Play cards
- D. Resolve symbols
- E. Movement
- F. Turn End Declarations
 - F.1 Late Braking
 - F.2 Trajectories

F.3 Draw two R-Cards and apply the effects

R-Cards

At the very end of your individual turn, you draw two Race Cards and apply the following effects:

Robot movement – between now and your next phase F.3, all robots, when taking their individual turn, will have a boost to movement depending on the R-Cards drawn as indicated by the Robots' Speed Boost table.

If any R-Card has a flag or weather symbol on it, apply the following for each card drawn, and in the order that they are drawn.



Yellow flags - draw a Track card and place a yellow flag in the corner identified by that card, behind any car in that section. If that corner is composed of two or more sections, then the Yellow flag is placed in the first section eligible for the Yellow flag (according to the racing direction). If such a section does not exist, then ignore the Yellow flag.



Green flags – draw a Track card and, moving in racing direction along the track from the first section (included) of the corner identified by the Track card, identify the first corner containing a Yellow flag; then remove that Yellow flag. If such a section does not exist, then ignore the Green flag.



Orange flag - if you do not already own the Orange flag, place the Orange flag pawn on the Race Series chart. Between now and the next phase F.3, all robots try a Late Braking or take an Extreme Trajectory if they have a chance to do so.



Weather – draw a Race card and move the Weather pawn one step from the current position towards the weather slot of the weather table matching the check factor of the newly drawn card.

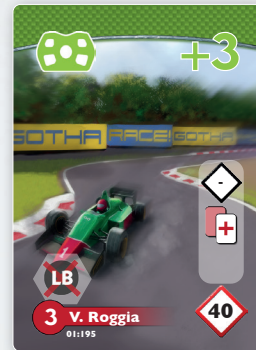
Dan is racing at Monza in Formula Renault.

At the end of his individual turn, he draws these two R-Cards:



No card has 3mp and therefore all robots will move with their basic speed.

The R1 Card has a Yellow flag. Alan draws a Track card,



placing a Yellow flag in corner 3.

The R2 card has a Weather symbol and Alan draws a Race card,



So, he moves the Weather pawn one step in the direction of the 35-21 slot on the Weather table.

At the end of his individual turn, Dan draws these two R-Cards:



All robots will now move with +1mp on top of their basic speed because in the Formula Renault, a [3] R-Card boosts the robots movement.

The R2 Card shows a Green flag. Dan draws a Track card,



and, starting from corner 6, he follows the track in the forward direction, removing the first Yellow flag encountered.

Chase Strategy

When playing solo, there is an important change to the Chase Strategy: when chasing a Robot, you do not gain 1mp. Instead, you may take one of the active R-Cards rather than drawing from the deck. You score a special when you finish your movement exactly in the same section where the chased robot is.



Safety Car

When the Safety Car enters the track, the pair of R-Cards remain frozen and inactive until the race restarts. Once the race has restarted, the R-Cards are active again. A new pair is drawn at the end of your individual turn, as per the usual rules.



ROBOT TRAITS

Traits are special skills only available to robots. If one or more robots have traits, you must apply their abilities as necessary during the race. The table below describes the meaning of the trait icons portrayed on the robot tiles.

	Prompt reflexes	This robot adds +20 modifier to any check performed.
	Wild driver	This robot has a base check factor of 85 instead of 70.
	Stubborn driver	This robot ignores most rules for flags: Yellow flag: this robot does not suffer mp penalties for passing a Yellow flag (however he is still unable to overtake or lap other cars in that corner). Blue flag: a player is not able to use his Blue flag against this driver (but the Lapping skill works as normal). Orange flag: this robot can never be forced to attempt a LB or ET.
	Team's favourite	This robot has its pit stop time reduced by 2 sections.
	Crasher	When this robot fails its first ET or LB blind check, it immediately crashes and the Safety Car is triggered.
	Chaser	If a player is the race leader, this robot gets +1mp.
	Fighter	This robot draws 3 cards instead of 2 when participating in a contest.
	Overtaker	This robot overtakes in corners by spending 2mps.
	Lucky bastard	This robot gains +1mp when the two R-Cards have the same mp value.
	Braker	When finishing its movement in a braking section with at least one other driver, this robot will overtake one driver.
	Jump starter	This robot adds +2mp at the race start and at a restart.
	Professional	This robot makes it very easy for faster opponents to pass him: any lapping manoeuvre against this robot has no MP cost.

In a contest with a player, this robot's Contest Value is changed to match yours if their original Contest Value was one higher or lower than yours.



Reckless

A Reckless robot declares a contest against Dan who is in front. Dan's contest value is 5 and the robot contest value is 6. Because of the Reckless trait, the robot contest value is downgraded to 5 matching Dan's value and causing him one damage. The Reckless robot remains behind Dan.



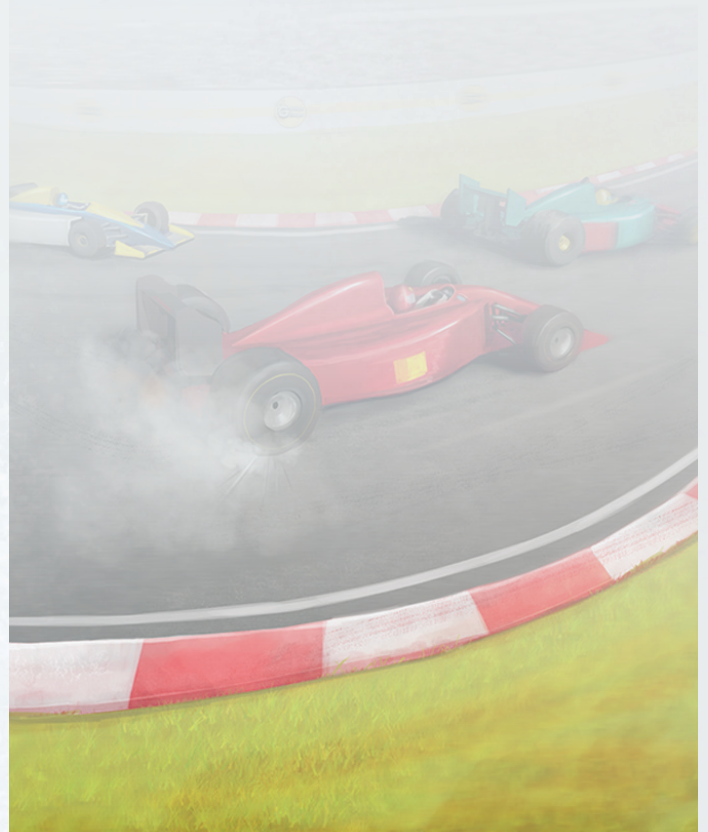
Born Survivor

This robot automatically passes the first Recovery Check of a Recovery Manoeuvre. Consequently, a robot with the Born Survivor trait will never crash.

Robot traits are shown on the back of the Robots' series Car Tiles.

If you wish to play the Solo Mode with miniatures, this expansion includes 28 Robot trait chits to be used together with plastic or metal miniatures.

On the back of the Race Series charts there is a useful summary of all robot traits as well as the effects of the R-Cards.



PRE-DEFINED SERIES

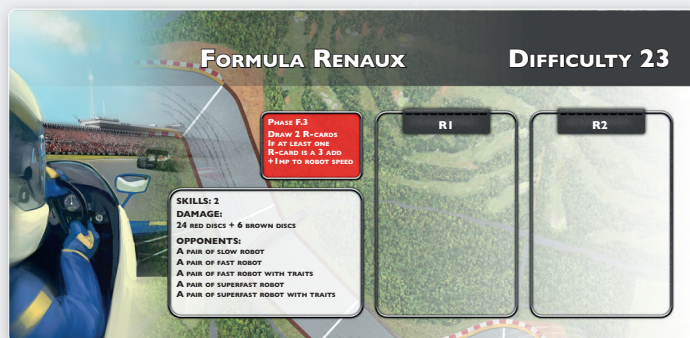
Superkart Series

Our entry level to the Solo Mode. You will battle against two SuperFast robots with traits, and their base speed could be boosted to 5mp if a [4] R-Card is drawn. Note, however, that you will be able to use two Skills in this Series (Talented Driver).



Formula Renault

If you can comfortably beat the two SuperFast robots in the Superkart Series, it is time to progress to Formula Renault. Here, there will be four SuperFast robots (two with traits) and only a [3] R-Card is needed to increase their speed.

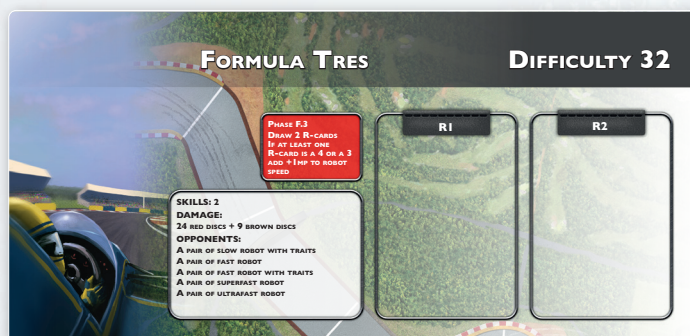


Formula Tres

OK, SuperFast robots are not a problem and you think you are a pro. Then challenge yourself in Formula Tres where a team of UltraFast robots are keen to prove you wrong!

Robots speed is often boosted by a [3] or [4] R-Card and, when this happens, the UltraFast move with 6mp if you are lucky. If they are on a trajectory, they may move with up to 8mp!

Also, there is more permanent damage in the bag. You really need to make strategies and skills work hard for you.



Grand P2

This is very serious stuff. Now you are racing against two UltraFast robots and two SuperFast robots with traits. If you draw a pair of Speed (red) R-Cards, the robots' movement will be boosted by 2 movement points.

It is very important to take advantage of those turns when the robots do not have a speed boost to recover ground or build distance from trailing robots. Use trajectories, strategies and skills to maintain an average movement of 6 sections or more in each turn.

Note, that now you have three Skills (Professional Driver) thanks to all the experience you have gained racing in the lower series.



Formula Champion

Formula Champion is the pinnacle of your career as a motorsport driver. Winning such a Series would make you a legend of car racing!

There are four UltraFast robots (two with traits) with frequent speed boosts to overcome, and this is not your only problem: permanent damage here is very likely. Playing those high movement red cards, using the Hazard strategy, failing a Movement check, overtaking with a Contest... all becomes extremely complicated when you start accumulating permanent damage.

Every choice is difficult, and focus should be on effectively compromising between careful management of your car and the need to go fast.



PLAYING RACE SERIES IN MULTI-PLAYER MODE

All the rules we have presented for the Solo Mode can be used in Multi-Player Mode with just a few rule changes. For example, it is possible to race one of the pre-defined series above with more than one player.

R-Cards

Draw two R-Cards at the end of the individual turn of the Leader – phase F.3.

It makes no difference if the race leader is a player or a robot.

If the race leader changes during the turn, you do not draw R- Cards again this turn.

An UltraFast robot is in the lead, followed by Dan. At the end of the UltraFast individual turn, you draw two R-Cards and apply the effects. Dan is next to play and overtakes the UltraFast becoming the leader of the race: you do not draw two new R-Cards at the end of Dan's phase F as R-Cards for this game turn have already been drawn.

If the race leader declares a pit stop, you do not draw R-Cards as he has not completed his individual turn yet.

Following the example above, in the next game turn, Dan is in the lead followed by an UltraFast robot. Dan declares a pit stop and is moved backwards with the UltraFast retaking the leader chit. Dan completes his pit stop and freezes his individual turn. The UltraFast plays its full individual turn and only at this point the R-Cards are drawn.

Some R-Cards effects do not take place in a Multi-Player game.

Ignore Orange flags on the R-Cards if a player already holds that flag.

Ignore all flags and weather symbols on the R-Cards when playing with more than three players.

Robot Traits

Reckless robots, when within one Contest Value from multiple players, will always tie with the higher Contest Value.

For example, Blue and Red are in a contest with a Reckless Robot. Blue player has a Contest Value of 7, Reckless Robot has a Contest Value of 6, and the Red Player has a Contest Value of 5. The Reckless Robot will match the Blue player's Contest Value of 7, causing one damage to the Blue player.



Add +20 modifier to any check performed by this robot



Base check factor of 85 instead of 70



Yellow flag: no mp penalty
Blue/Orange flag: ignore



Pit stop time reduced by 2 spaces



Automatically crash and trigger SC when failing the first ET/LB check



Add +1mp if the current race leader is a player



Draw 3 cards rather than 2 when playing a contest



Overtake in corners by spending 2mp



Add +1mp when the two R-Cards have the same mp value



One free overtake when finishing in a braking section



Add +2mp at race start and restart



No mp cost to lap this robot



Changes Contest Value to match player if within one



Automatically pass the first Recovery Check of a Recovery Manoeuvre



draw a track card
place flag in the first available section of the indicated corner behind any car there



draw a track card
follow the track from that corner
remove the first identified yellow flag



if available, place the orange pawn on this chart
all robots attempt LB/ET
remove pawn in next turn phase F



draw a race card
move the weather pawn towards the weather slot matching the check factor on the card