

# **BOLIDE**

## **A Revolutionary Car Racing Game** by Alfredo Genovese For 2-8 players (14+ years)

### **Box Contents**

2 Circuits, 8 Cars, 8 Pawns, 1 Twelve-Sided Die, 1 Strategy Block pad, 1 Pencil, 1 30" Sand Timer, 1 Ruler, 1 Rules Booklet.

## **Basic rules**

### **Preparation and Object of the game**

Each player takes a race sheet and chooses a driver name. If playing with teams, also choose a team name to share with a partner. Record these on your player race sheet. Use only the white blocks on your player sheet in the basic rules. The gray areas are for advanced rule options.

*(NOTE: Words in **bold** print that follow are further defined in a glossary at the end of the rulebook.)*

Take a **car** and corresponding **pawn** of the same color. The pawn is used to simulate a car's movement by taking momentum and direction into account without the use of dice. The pawn also acts as a marker to show the car's current speed and potential locations for a player's next move.

Each player in turn rolls the 12-sided die (hereafter referred to as **d12**) to determine their starting position. The player rolling the highest number places his car on the first red square of the start grid. The player with the next highest roll places their car in the second position, and so on. In the event of a tie, the tied players roll the die again.

The duration of a race is two laps. The first driver to touch or cross the finish line after the 2<sup>nd</sup> lap is declared winner of the race. The game ends once all the drivers still in the race have touched or crossed the finish line in order to determine 2<sup>nd</sup> place, 3<sup>rd</sup> place, etc. Points are awarded for final standings in the race when using Championship or team rules (see Advanced Rules).

### **Game Progression**

The race circuits contain black and white grid lines oriented in a North-South/East-West direction. Cars must always be positioned on an intersection of black lines, referred to as a "**point**". No two cars may ever occupy the same point during a race.

#### **1) Movement**

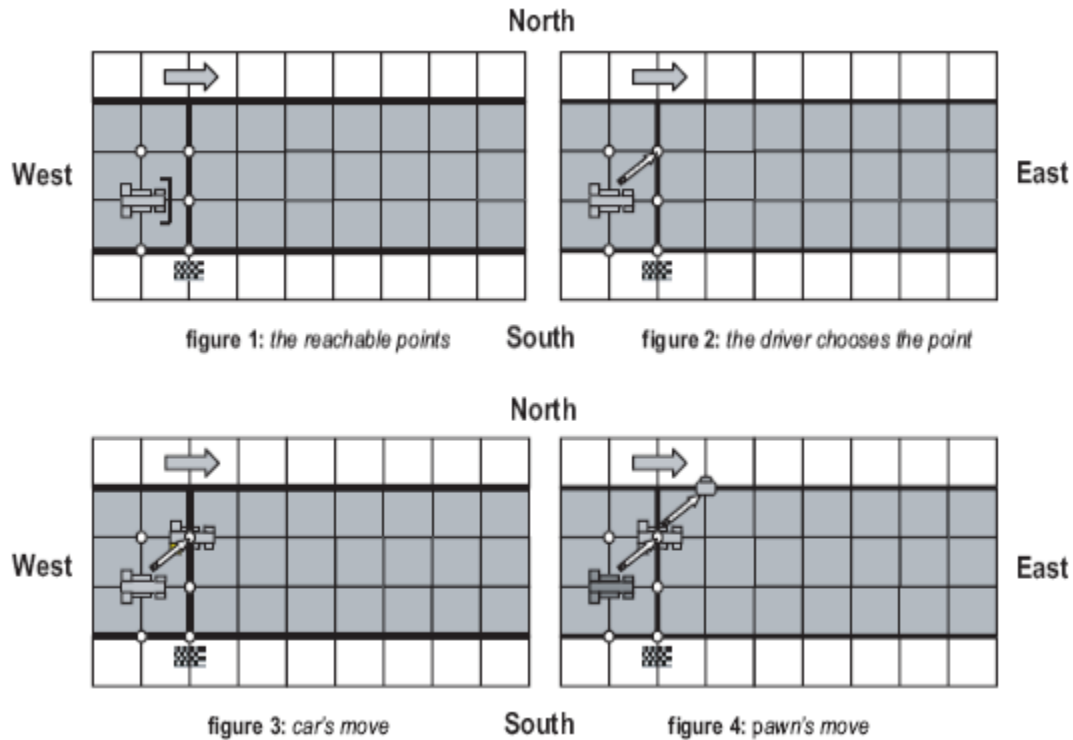
##### **Race Start**

On the first turn of the race, each car will normally move only one point. However, with a bit of luck and a fast start, you may be able to move two points. In the basic rules each driver must roll the die for any unforeseen starting event to simulating the excitement of real car race starts. Before moving your car on the first turn, roll the d12 and reference the Table for "*Full Fuel and Basic Rules - Unforeseen Start*" in the *Appendix*. Apply the outcome of the event rolled to your starting move. One of three types of start is possible:

- **Skidding start:** Move your car 1 point and place your pawn on your car
- **Normal start:** Move your car and pawn 1 point as described below
- **Quick start:** Move your car and pawn 2 points as described below

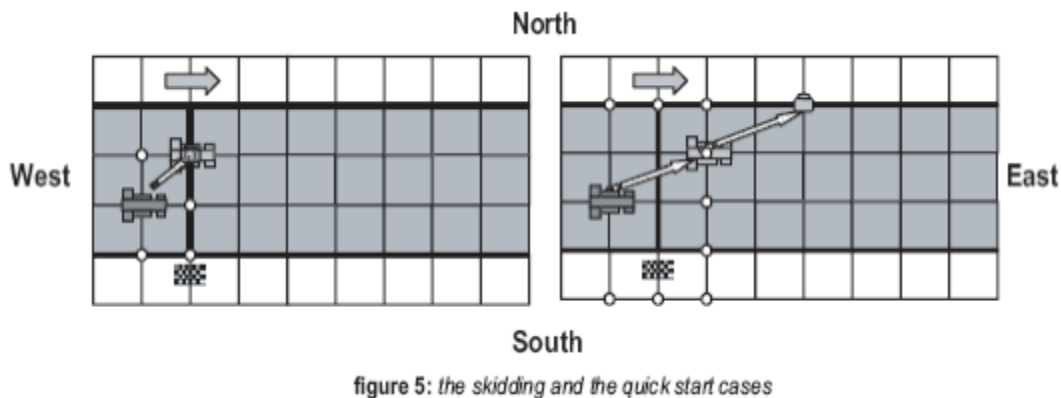
**Normal Start:** From your starting point, you may move to any one of the 5 points around your car as shown in figure 1 below. Choose one of these 5 points (fig. 2) and place your car on the chosen point (fig. 3). Finally, you must position

your pawn from the point where the car has just arrived, moving it from the car and exactly replicate the car's last move (fig. 4).



When making a move, it is recommended you consider each move to be the sum of North-South and East-West components. **Example:** In figure 3, the car's move is considered to be 1 North and 1 East. The pawn in figure 4 mirrors the car's move of 1 North and 1 East, starting from the point where the car is located and replicating the car's last move. During the race, any number of different color pawns may occupy the same point on the board. If this occurs, simply stack them.

**Skidding or Quick Start:** A skidding start is identical to a Normal Start except that your pawn is placed on your car after moving instead of replicating the move (first example in fig. 5). A Quick Start however allows you to move 2 points and replicate the move with your pawn. This will place you in a position to accelerate even faster on your next turn (second example in fig. 5).



**IMPORTANT:** Once the Pawn has touched the board after replicating the car's move, your turn ends and you may no longer alter the move. An illegal move noted as it occurs must be corrected immediately. An illegal move discovered in a later round from a previous one is allowed to stand.

**Normal Movement**

Your pawn's position indicates the allowable movement locations for your car. During your turn, your car may reach either the point occupied by your pawn or any of the other 24 points within an imaginary square created by the pawn at the centre and the 16 squares around it (see fig. 6).

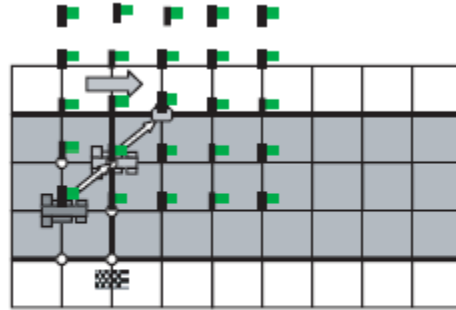


figure 6: the pawn indicates the next moves

Therefore, during a turn, you may choose to move onto any one of the 25 points generated by your pawn (fig. 7). While moving, you must remember which squares constitute your move in the North-South and East-West directions (fig. 8 shows a move of 1 South and 3 East).

After a normal move, an identical movement of the pawn is made starting from where the car has just stopped (fig. 9). This establishes a new group of 25 allowable points for the next turn (fig. 10). It is important to remember that a pawn's move must start from the point where the car has just stopped and must repeat the car's last move, always on the basis of the cardinal points. Therefore, during the race, a player turn will consist of moving their car followed by moving their pawn. A game round is complete when all players still in the race have taken a player turn in that round.

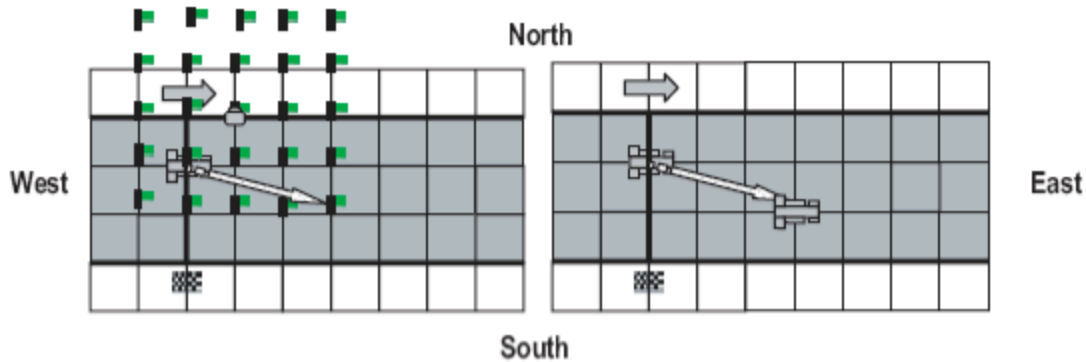


figure 7: the drivers chooses a point

figure 8: car's move (1 South, 3 East)

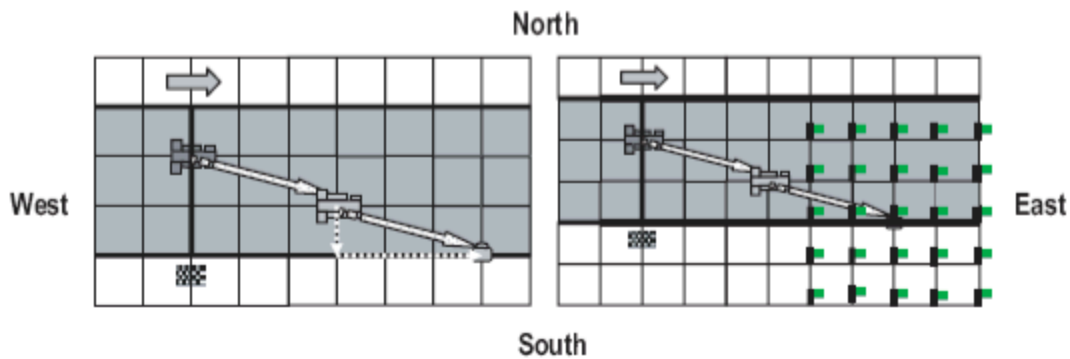


figure 9: the pawn replicates the car's move

figure 10: 2<sup>nd</sup> TURN ENDS

For a car to be considered "on the track", it must be placed on a point within or exactly on the track borders. This includes any points on checker marked **curb** areas (usually red and white in color).

During any given turn, a car's **speed** is defined by the number of squares of the longest segment between the car and its pawn's location. For example, in figure 10, the car just moved southward by 1 square and eastward by 3 squares. After moving its speed is still 3 since as it would take moving 3 squares along the longest segment to the pawn. Figure 11 shows a car at speed 4 before moving.

With the 25 points generated by the pawn, each driver will always be able to reach a point by car movement that either:

- maintains the speed of the previous turn
- reduces the speed of the previous turn by 1 or 2 units
- increases the speed of the previous turn by 1 or 2 units

**Example:** In figure 11, the driver is traveling at speed 4. They may slow down by choosing one of the points before the pawn (column 2 or 3), accelerate by choosing one of the points beyond the pawn (column 5 or 6), or keep the same speed by choosing one of the points at the same level as their pawn (column 4).

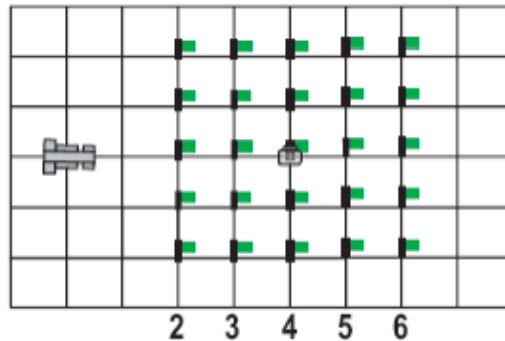


figure 11: accelerations and decelerations in "Bolide"

NOTE: The **Top Speeds** allowable in the basic rules are **7** during the first lap and **8** during the second lap (A car becomes faster as it gets lighter due to fuel consumption). Therefore, the maximum allowable moves are 7 or 8 squares respectively in the basic game. It is important to note that once a driver has reached his top speed he will not be able to reach the points indicated by the pawn which correspond to higher speeds (**exception: see Booster Actions**).

### Movement Trajectories

Although the car's move is described by splitting it into North-South & East-West constituents, the actual movement **trajectory** is the diagonal line joining the car's starting point to the arrival point.

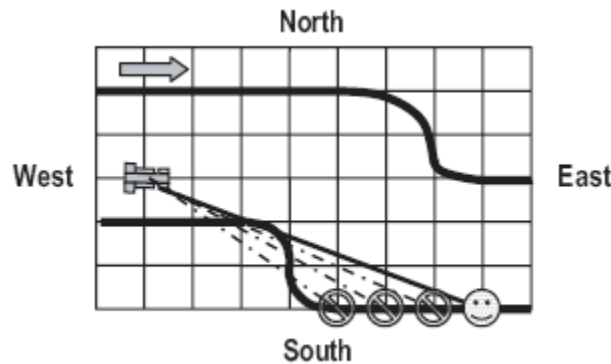


figure 12: the allowed trajectory is the 7 East - 3 South

For a move to be considered legal, the movement trajectory must be entirely within the track or curbs and cannot cut across curves by passing outside the track (see fig. 12 above). Any doubts about a trajectory may be verified by using the ruler. In figure 12, the dotted paths are forbidden since they pass outside the track, whereas the continuous path is allowed. Drivers may calculate trajectories using their fingers or the ruler only during their own turns, and only for the current car-pawn move being carried out; not for subsequent ones.

NOTE: The white road signs on the game board along the track are good reference points for the driver, showing the distance in squares remaining until entering the main curves.

## 2) Movement off the track

During the race, a pawn may be placed not only on the points inside the track, but also on points outside the track (including intersections of white lines). It may even be placed off the game board if required (go to [www.boardgamegeek.com](http://www.boardgamegeek.com) to download off-board extension grids for the game).

However, if all 25 points generated by the pawn (wherever it is) are outside the track (fig. 13) you are forced to choose one of those points and consequently run off the track (**exception: see Sharp Braking and Braking Actions**). The procedures for running off the track are as follows:

1. Choose a movement point by placing your car on one of the 25 points outside the track generated by your pawn. Remove your pawn from the board and end your turn. *(The driver in figure 13 goes off the track and slowing to a speed of 5 as shown by the dotted path).*
2. On your next turn and subsequent turns, you may move in any direction by 1 point starting from the point where your car is located until reaching a point on the track/curb (do not place your pawn on the board). *This simulates the car's reduced speed on grass or sand.*
3. On the first move after the car has come back onto the track you move 1 point and place your pawn on the board replicating your car movement (4th and 5th car in fig. 13). *This simulates having dirty tires.*
4. On your next turn, you will move normally and consequently will be able to reach speed 3 (6<sup>th</sup> car in fig. 13).

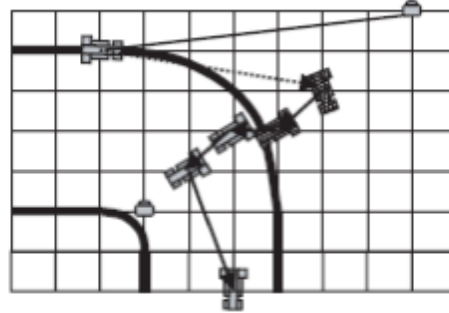


figure 13: move out

**IMPORTANT:** If your car goes off the track if you are not able to position it on a black line intersection point and are forced to place it on a white line intersection point or off the game board, your car crashes and is out of the race.

## 3) Game Turns

During a round each driver makes just one move. The turn order each round is determined by ranking the position of the cars. To establish turn order and identify who moves first, simply identify the track **sector** and corresponding **red arrow** where the cars are located. Sectors are parts of the track divided by black dotted lines. Each sector has a corresponding red arrow showing a direction.

The car furthest ahead in the direction of the red arrow among those in the same sector moves first in a game round, then the next furthest ahead and so on. If two or more cars are tied for lead within a sector, the first one to move is the one closest to the inside of the track. (NOTE: This is a change from the original rules where if tied, the lead car is the one that arrived first into the sector.)

Players may decide to use the sand timer included with the game to induce elements of stress and quick reaction into the race and forcing moves to be accomplished by the end of a set time. If a player does not complete their move by the end of the set time, they must move their car to the point occupied by their pawn, wherever it may be. The pawn, as usual, will replicate this move. Any excess time remaining on the timer at the end of a move is awarded to the next player. Suspend timer use during die rolls and engagement resolutions. Resolve timer ambiguities nicely!

## 4) Sharp Braking

**Sharp Braking** actions are rapid decelerations and are essential prior to entering a sharp curve or avoiding dangerous situations like collisions or running off the track. By using them a player may ignore the location of their pawn when moving and go from any speed down to a speed of 2 in just one turn. In the basic rules each player has 3 Sharp Braking actions available for use.

Sharp Braking is accomplished as follows:

1. Declare a Sharp Braking before moving your car.
2. A Sharp Braking always reduces the speed of a car to exactly 2. From your current position, move your car at speed 2 with the following restrictions:
  - a. The move is made ignoring the location of your pawn and the Imaginary Square of 25 points created by it (even if they are all located outside the track boundaries).
  - b. You must Sharp Brake to a point located within a 90° angle created by the line of travel between your car and pawn, and the general direction of travel (see figure 14). Any points exactly on the right or left 90° line (depending on the direction of the curve) are forbidden.
3. Reposition your pawn to replicate the move of your car.
4. Cross off a Sharp Braking circle on your racing pad.

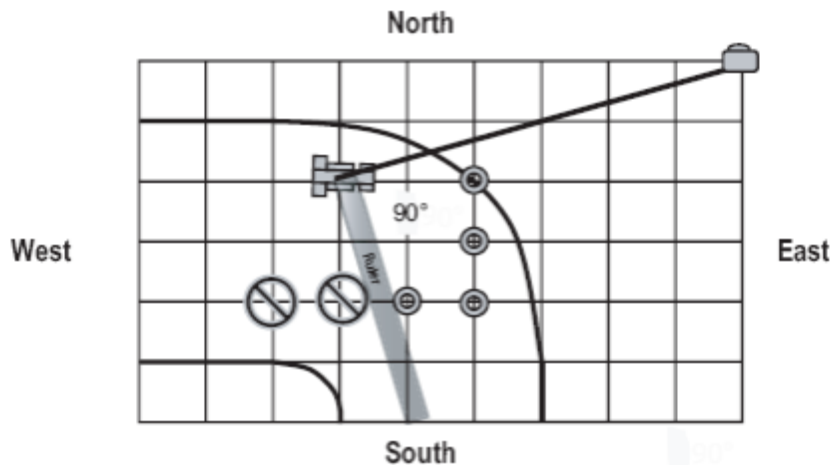


figure 14: allowed and not allowed points according to the 90° rule

**Example:** In figure 14 the car is at speed 6 (the last move was 2 North/6 East, as the pawn's position suggests). In the next turn the maximum deceleration under normal movement would result in a speed of 4 but also running off the track. Therefore the driver declares using one of his Sharp Braking actions and moves the car at speed 2 to any of the points within the angle 90° compared to his previous direction (car-pawn segment). In order to verify the points allowed by the Sharp Braking, the ruler is placed at 90° relative to the car-pawn segment. The four allowable points are those shown in the figure as circles.

Once you perform a Sharp Braking, move your pawn replicating the car's movement starting from where it has just stopped from the Sharp Braking action.

In the basic rules each player has 3 risk-free Sharp Braking actions available for use (which can be regained with a Pit Stop). Their use represents progressive tire and brake wear. At the beginning of the race each driver draws 3 circles in the strategy block space of their racing sheet. Each time a Sharp Braking is used, one circle is crossed out. Once all the Sharp Braking allotments have been used, you may still slow down either by decelerating per the normal movement rules (which may result in running off the track), or by risking a **Braking Action** (see section 7). In the advanced rules, the number of free Sharp Braking actions available will depend on factors such as car strategy, tire selection, and weather conditions.

## 5) Overtaking and Engagements

Each car protects the point it occupies so that no other car can ever pass through it without challenging the position (fig. 15). This means that a car trajectory passing exactly through a point occupied by an opposing car results in an **engagement**. In all other cases, **overtaking** is allowed.

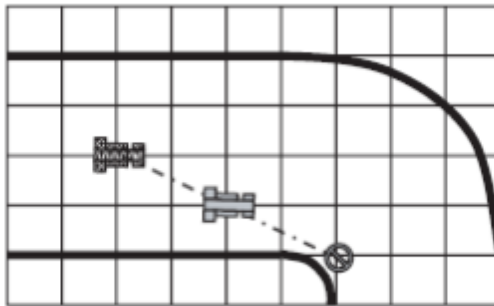


figure 15: the forbidden overtaking path

### Engaging a Position

An engagement happens whenever a driver either willingly attempts, or is forced to occupy a point already occupied by another car. Such situations occur either to acquire a better position or because the ideal or desired path crosses that point exactly. In any case, both the movement trajectory and movement will end at the point of engagement. A player who initiates the engagement is called “**Attacker**” and the engaged player is called the “**Defender**”. The attacker is said to be trying to conquer the point. The engagement will result in an **unforeseen event** determined by rolling a d12 and consulting the *Engagements* table in the *Appendix*.

On your turn, you may declare you are going to try to conquer the point where a Defender is located by initiating an engagement by using the following sequence:

1. Before moving, declare the point you wish to engage and ensure it is a legal move.
2. Roll a d12 and determine the result of the attack on the *Engagements* table.
3. Resolve the engagement by re-positioning the loser (who cannot take advantage of this re-positioning to cut across curves) as follows:
  - If you lose the attack, place your car on one of the 3 points behind the engagement point according to the red arrow of the sector where the engagement happened (it is forbidden to use any point in the next sector).
    - If the 3 points are all occupied by other cars then you are forced to declare a 2nd engagement in the same turn. Any resulting damage is cumulative.
  - If you win the engagement, acquire the point with your car and allow the Defender to choose one of the 2 points beside the engagement point for their car according to the direction of the red arrow of the sector where the engagement happened.
    - If the 2 points are both occupied, then the Defender becomes the Attacker and immediately declares an engagement by choosing one of the two points to conquer.

During an engagement, it is forbidden to displace a car to a point in a different sector. In the event of cars becoming tied for the lead after an engagement, the winner of an engagement always moves first in the next round regardless of track position.

### Unforeseen Restarts

If during an engagement a “7” is rolled on the die, the Attacker loses the engagement and must re-roll again to determine if a virtual **Safety Car** appears forcing an **unforeseen restart**. An even number die roll indicates an unsafe condition exists and a Safety Car is necessary. Once all the other drivers have moved in the current round proceed as follows to reset the race car order:

1. Resolve any other engagements that may occur in the round (ignoring any additional calls for a Safety Car from rolling a 7).
2. Determine the current driver order starting from the lead car through the last car.
3. The lead remains in place. Remove the other cars from the track keeping them in order.
4. The driver in 2<sup>nd</sup> place picks up his car and places it (according to the red arrows) on any point behind the race leads car. Then the 3<sup>rd</sup> ranked driver does the same by placing his car on any point behind the 2<sup>nd</sup> place driver, and so on.
  - a. If there are no more available points behind a car in the current sector such that a driver would place his car outside the track, he places his car on the first available point of the previous sector.

The race now starts again with these new positions from this location. All the drivers, from the first to the last, start once again by rolling a d12 before moving and referencing the result on the Full Fuel & Basic Rules – Unforeseen Start table.

## 6) Drafting (Slipstreaming)

If a car is traveling at least at speed 3, it offers an opponent directly behind it the opportunity for **drafting**. Both cars must be traveling at a speed of 3 or higher and be in the same sector to take advantage of drafting. To draft, your car movement must end on a point directly behind the car you will draft (fig. 16). Reference the sector's red arrow to determine what point is "directly behind".

Whenever your car occupies a drafting point make a mental note of it (or mark it with something). On your next turn you are entitled to a bonus movement of +1 point to use strictly in the main direction of your car. This main direction (North, South, East or West) is defined by the longest diagonal line between your car and pawn (i.e. the same stretch that identifies the car's speed).

On your turn before moving, declare whether or not you want to take advantage of your opponent's **slipstream** (fig. 16). To draft, move your car and pawn normally. Then, move your car and pawn ahead by 1 additional point each in the main direction of travel (fig. 17).

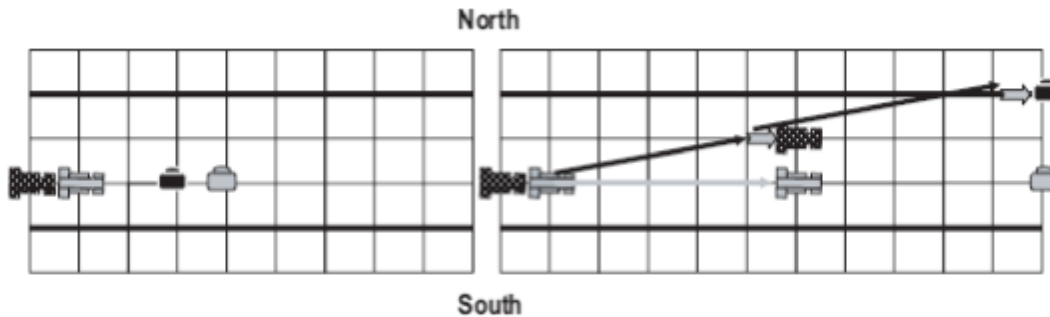


figure 16: slipstreaming with East as the main direction      figure 17: the black car takes advantage of the slipstreaming

A car taking advantage of a slipstream does not increase its own speed. In figure 17, the black car moves at speed 5. After the +1 drafting bonus it remains at speed 5, though it moved 6 squares.

*TIP: When drafting, you should probably adjust your trajectory at the moment of the +1 movement to avoid engaging the opponent (fig. 17). Otherwise you will force an engagement to occur.*

## 7) Superior Performance Actions

As previously described, cars using the basic rules have a pre-defined speed and braking performance (speed 7 during the 1<sup>st</sup> lap and 8<sup>nd</sup> the 2<sup>nd</sup> lap, with 3 risk-free Sharp Braking actions per race). However, you may risk temporarily pushing your engine performance beyond its limits by attempting a **Booster Action**. Or, when you run out of Sharp Braking actions, you may risk an additional **Braking Action** even though your brakes and tires might not handle it. In both these cases, you must take into account the risk of attempting one of these actions and roll for a resulting unforeseen event on the appropriate table in the *Appendix*.

### Booster Action

You must be at a speed of 3 or more in order to attempt pushing your engine to go 1 unit faster than your pawn or track speed limit allows. A Booster Action may be attempted each turn as follows:

1. At the start of your turn check your current speed (3 or higher required).
2. Before moving declare whether you will attempt a Booster Action.
3. Roll a d12 and check the results on the *Booster Request* table in the *Appendix*.
4. If the Booster Action is successful, first move your pawn ahead by 1 square in the car's main direction according to the red arrow in the sector. After moving the pawn, move your car and replicate this movement with your pawn per the normal rules. (*Note that unlike drafting, the car has increased its actual speed.*)
5. If the Booster Action fails, immediately apply any negative modifiers before moving your car and record them on your racing sheet. Then, move your car accordingly based on your pawn's current location. After moving your car, replicate the move with your pawn.

Figure 18 below demonstrates the 3 typical cases of a successful Booster Action.



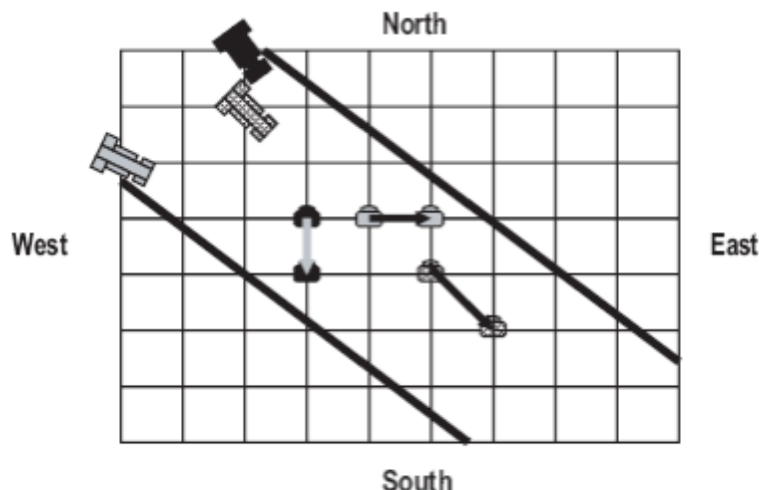


figure 18: *Booster OK! 3 successful Booster cases with pawn moves*

- The gray car is at speed 4 Eastwards (4 is the East component of the car-pawn stretch). With the Booster it achieves speed 5 and could potentially reach a speed of 7 in the same turn still in an Eastward direction.
- The black car is at speed 3 Southwards (3 is the segment towards the South, its main direction) and with a Booster Action it could reach a speed of 6 heading South.
- The speckled car is a particular case: having the same speed of 3 in either an Eastward or Southward direction, it could reach speed 6 in either direction.

With a Booster Action, the top speed attainable for cars in the basic rules is increased to 8 in the 1<sup>st</sup> lap and 9 in the 2<sup>nd</sup> lap. However, if you wish to maintain such speeds in subsequent turns you must attempt a Booster Action every turn. NOTE: You may never exceed your maximum speed or the track maximum speed by more than 1 (**exception**: combining Drafting with a Booster Action may exceed maximums by 2 if successful). If a die roll results in a negative event, record any damage to your car on your racing sheet. Damage from subsequent negative events is cumulative.

### Braking Action

This action may be attempted once per turn and only after you have used up all your Sharp Braking actions. When you take this action you are demanding extra performance from your tires which they may no longer guarantee. A Braking Action is attempted as follows:

1. Check to ensure you have used all your Sharp Braking actions on your strategy sheet.
2. At the start of your turn before moving declare whether you will attempt a Braking Action.
3. Roll a d12 and check the results on the *Brake Request* table in the *Appendix*.
4. If the Braking Action is successful, treat the action as a Sharp Braking and move according to the same rules as used for a Sharp Braking.
5. If the Braking Action fails due to rolling a negative event (a die roll of 1, 2 or 3) record any resulting modifiers on your racing sheet and follow the instructions for the event.

**NOTE: Negative modifiers are cumulative! Damage from Booster Actions is cumulative with Braking Actions and vice versa.**

*Example:* If your car sustains engine damage on one turn from a Booster Action which reduces its top speed by 2 and further damage on a later turn from a Brake Action which reduces its top speed by 1, your top speed would now be reduced a total of three before moving. This would be recorded on your strategy sheet.

If your top speed is ever reduced to the point where you cannot reach one of the 25 points around your pawn before moving, move your car as far forward as allowed along your car-pawn trajectory.

### 8) Half Spin

Several negative unforeseen events can cause the car to go into a **Half Spin**. This will result in your car being forced to a stand-still on your final movement point with the front turned opposite to the direction of the red arrow in that sector.

If a Half Spin occurs, perform one of the following on your next turn:

- Move your car to one of the 5 points around you as if moving from a standing-start in the opposite direction (fig. 19), and move your pawn accordingly.

OR

- You may decide to remain in place, turn your car facing the direction of the red arrow for your sector, and place your pawn on your car.

Upon completing one of the above actions, your turn is over. Do not roll for any standing start unforeseen events when moving on subsequent turns following a Half Spin.

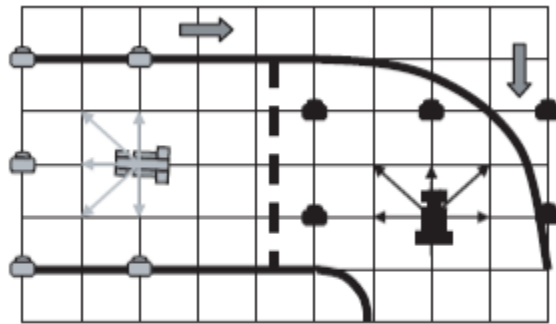


figure 19: standing start after a spin in a different sector

## 9) The Pit Lane

Each driver may pit in between the first and the second lap of the race in order either to repair any damage to their car or to replace their tires and restore any Sharp Braking actions to their limit.

The car is considered to enter into the Pit Lane on the turn when it touches or crosses the red **Pit Lane In** line, or if there is no red line, upon touching or crossing the first light-gray box in the Pit Lane. When this occurs, remove your pawn from the board and end your turn.

On your next turn, place your car in the Pit Box numbered 1 (not on a point). On subsequent turns, move your car forward by 1 numbered square per turn until it reaches the desired box (see fig. 20).

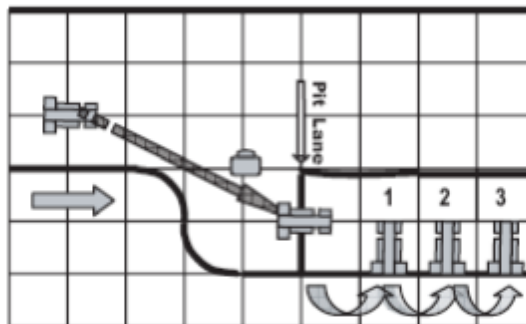


figure 20: how the cars move in the Pit Lane

While moving along the pit lane, the cars keep their turn order with the cars running on the track as well as with other cars in the Pit Lane, and move accordingly when it is their turn. If 2 or more drivers enter the pit lane in the same turn, the turn order is maintained until one decides to exit. NOTE: More than one car may occupy the same numbered space in the Pit Lane.

Every Grand Prix track has different locations to be reached within the Pit Lane depending on your chosen car strategy or what you need to accomplish during the pit stop. In the basic rules, cars are only required to reach the box marked "Pit Stop" if they want to replace their tires or perform repairs (since in the basic rules cars always start the race with a full tank of gas). In the advanced rules, the ½ Fuel and Full Fuel pit boxes will come into play as well.

Once your car has spent a turn in the desired (or required) pit box, on your next turn it is moved directly to any open point on the red **Pit Lane Out** line. If all the points on the Pit Lane Out line are taken, you must decide whether to make the standing start from a point chosen behind the red line or wait another turn in the pits.

On the following turn roll a d12 die and determine the result on the "*Pit Lane Unforeseen Events*" table. This will determine whether your re-entrance into the track is normal, slow or fast. Move your car according to the unforeseen event result just rolled and place your pawn as directed.

Certain race tracks set a maximum allowable speed for entering the Pit Lane (the speed is determined from the car to touching or crossing the red line). Any car that does not observe this limit is penalized by skipping 2 turns for each unit of speed in excess of the maximum allowable entry speed. This determines the Pit Lane box that must be reached by the car beyond its highest normal numbered desired or required pit box before it can be moved to the Pit Lane Out line.

*Example: The maximum entry speed into the Pit Lane at La Coquille is 2. Your car crosses the Pit Lane entry line as speed 4. You must therefore move 4 additional pit boxes (2 per each unit of speed over 2) beyond the desired Pit Stop box (in this case to the box marked 6) before moving to the Pit Lane Out red line.*

## Advanced Rules

### **10) Weather**

Weather conditions are determined before starting the race. One of the players rolls the d12. If the number is higher than 7 then the weather conditions for the entire race will be sunny with no further modifications. If the number rolled is 7 or less, the weather is variable throughout the race. If the weather is variable, immediately roll the die again and reference the result to the **Rain Risk Value** of the track (located by the cloud on the game board). If the die roll is equal to or lower than this value, the starting weather will be rain. Otherwise it will be sunny. During rainy conditions the track is considered wet, and during sunny conditions it is dry.

In the event of variable weather, an additional die roll is made during the first lap when all the drivers have finished the round in which the race leader touches or crosses the intermediate line (marked "½ GP" on the game board). At the end of that round roll the die and again consult the Rain Risk Value as at the start of the race. A final weather die roll is made during the second lap, once again at the end of the round when the leader touches or crosses the intermediate line.

NOTE: A rain roll is not made at the end of the first lap. This allows for a chance to Pit In and change tires following a change of weather conditions on the first lap. This way, tire change may be useful at least through half of the second lap until the final variable weather roll.

### **11) Race Strategy Selection**

After determining weather conditions, the **car strategy** selection for the 2 laps of the race begins. Each player chooses their strategy and then personalizes their car on the basis of the track conditions, position on the starting grid, and particular driving style.


In the basic rules the cars are all technically identical. What differentiate cars in the advanced rules are the choices of strategy selections made. Once the starting lineup is determined, each player (in turn order from first to last) chooses 3 **parameters** to define their car strategy and records them on the specific gray areas of the strategy blocks on their racing sheet.

**First Parameter: ½ or Full Fuel.** Choose whether or not to make a mandatory pit stop after the first lap. A half tank of fuel will only allow one lap to be completed. In order to cover both laps of a race without pitting in, you must select a full tank of fuel. The cars have different top speeds based on this decision.

**Second Parameter: Hard or Soft tires.** Choose what type of tires to use. Soft tires allow higher speeds but hard tires support a higher number of Sharp Braking actions.

These 4 options (½ vs. full fuel and soft vs. hard tires) determine 4 very different cars in terms of performance (see the table below).

Pit Stop Strategy	Tyres Strategy	Top Speed 1 <sup>st</sup> lap	Top Speed 2 <sup>nd</sup> lap	Sharp Brakings	Strategy Name
<b>½ Fuel</b> fuel enough for 1 lap	<b>Soft</b>	<b>8</b>	this depends on the tyre choice made during the pit stop	<b>2</b> (for 1 lap)	<b>8+2</b>
<b>½ Fuel</b> fuel enough for 1 lap	<b>Hard</b>	<b>7</b>		<b>3</b> (for 1 lap)	<b>7+3</b>
<b>Full Fuel</b> fuel enough for 2 laps	<b>Soft</b>	<b>6</b>	<b>7</b>	<b>2</b> (for 2 laps)	<b>6/7+2</b>
<b>Full Fuel</b>	<b>Hard</b>	<b>5</b>	<b>7</b>	<b>3</b> (for 2 laps)	<b>5/7+3</b>

The main characteristics that may help you to make the choice are shown on all Grand Prix game boards. The average number of turns at top speed during the race (shown as: speed 8/race = 4-6) and the number of Sharp Braking actions recommended per lap (shown as:  / lap). The following discusses some advantages and disadvantages of the fuel and tire parameters:

#### **Pit Stop or ½ Fuel**

**Advantages:** this choice allows the driver to have a lighter, hence faster car (7 or 8 top speed, depending on the chosen tires), but with enough fuel just for only 1 lap. At the pit stop, the driver may again choose the type of tire to use. The pit stop means that he has 2 separate tire sets available (1 set per lap). Therefore the total number of Sharp Braking actions during the whole race is clearly higher.

**Disadvantages:** at the end of the first lap the cars with ½ fuel must go the pit lane. The stop represents both a risk and a loss of time. A driver loses time both entering and exiting the pit lane, and furthermore, he is subject to the “Pit Stop Unforeseen Event”. Finally, in the 2nd lap, the top speed advantage is somewhat lost due to the other cars that started with a full fuel tank becoming lighter.

*It is likely that during the pit stop this type of cars will be overtaken by the cars which started with the opposing strategy, but coming back onto the track they will have a more competitive car available (especially with regards the new tires). Choosing this tactic therefore means running an aggressive race during both laps; in the 1st to gain a proper advantage in view of the pit stop, in the 2nd to catch-up the cars with the opposing strategies.*

#### **No Pit Stop or Full Fuel**

**Advantages:** this choice allows the driver to avoid losing time during the pit stop and any potential pit stop unforeseen event. Furthermore, on the 2nd lap the speed increases, approaching that of cars starting with a ½-filled fuel tank, due to the car becoming lighter.

**Disadvantages:** overall top speeds are lower (5/6 & 7). Furthermore, since this strategy provides just one set of tires for the whole race (unless you pit in and thus negate the advantage of this strategy) the total number of Sharp Braking is less. *Choosing this tactics involves a defensive and preventative spirited racing style: in the 1st lap it is important not to remain behind the lighter cars, while in the 2nd lap, once lighter and faster, it is essential to limit their catching-up.*

**Third Strategic Parameter: Booster or Brake Set-up.** The 3rd strategic variable for each driver is to choose their own car **set-up**. Before starting, each driver chooses one of the following two set-ups which can mitigate bad luck in the event of rolling an unforeseen negative event from either a Booster or Brake Action. They are:

- 1. Booster Set-up:** choosing this set-up means for the duration of the race having the option of re-rolling a die in the event of the first die roll being for a Booster Action having undesired consequences. If a negative event happens on the 2<sup>nd</sup> die roll it must be acted upon. *This set-up improves engine reliability.*
- 2. Brake Set-up:** choosing this set-up means having only one re-roll to use on a die roll in the event of an undesirable roll from taking a Brake Action. If a negative event happens on the 2<sup>nd</sup> die roll it must be acted

upon. This set-up improves tire reliability. Unlike the Booster Set-up, the Brake Set-up has a finite use. Once a driver has used up his re-roll, he must erase the flag on the strategy block (Brake set-up).

Unlike the Booster Set-up, allowing potentially a re-roll per turn, the Brake Set-up allows the driver to roll the die again only once during the race. During a pit stop you can replace the type of tire to be used, but you may not change your Set-up choice.

Drivers must indicate the chosen strategy on the strategy block (1st & 2nd parameter) and the adopted Set-up (3rd parameter) of their race sheet. Those who decide to pit stop (either mandatory or voluntarily) must indicate the tire new strategy if changing tires and draw any replaced Sharp Braking circles before coming back onto the track.

## 12) Qualifying Sessions (optional)

This option is for players who want to run a qualifying lap to determine starting positions for a race. Each player chooses his strategy for the race before the qualifying session. Qualifying laps last one lap per driver and start from the pole position. Cars qualify individually.

The qualification time is calculated as the number of turns taken from start to finish. In the event of a tie, the tied drivers must roll the die as in the basic rules. The player rolling the higher number takes the higher start position.

If during the qualifying lap a driver uses a Sharp Braking or accumulates any damages to their car, they must take part in the race in the status obtained when finished the qualifying lap (with any remaining Sharp Braking actions and any damage suffered in the qualifying lap).

**Exception:** Between the qualifying session and the race, you may decide to repair your car or replace the tires, but in doing so you will receive a penalty. You will start the race from the last position on the starting grid (If more than one player chooses to take this action, they will move to the end of the grid keeping their relative ranking from the qualifying lap).

## 13) Rain

In the event of variable weather conditions, after choosing one of the 4 strategies before the start of the race (or during a pit stop), you must decide if your tires (whether soft or hard) will be **Slick tires** suited to dry conditions or **Rain tires** suited to wet conditions. Mark your racing sheet accordingly.

Pit Stop Strategy	Tyre Strategy	Slick with Sun	Slick with Rain	Rain with Sun	Rain with Rain
<b>½ Fuel</b> fuel enough for 1 lap	<b>Soft</b>	<b>8+2</b>	<b>7+0</b>	<b>6+2</b>	<b>8+2</b>
<b>½ Fuel</b> fuel enough for 1 lap	<b>Hard</b>	<b>7+3</b>	<b>6+0</b>	<b>5+3</b>	<b>7+3</b>
<b>Full Fuel</b> fuel enough for 2 laps	<b>Soft</b>	<b>6/7+2</b>	<b>5/6+0</b>	<b>4/5+2</b>	<b>6/7+2</b>
<b>Full Fuel</b> fuel enough for 2 laps	<b>Hard</b>	<b>5/7+3</b>	<b>4/6+0</b>	<b>3/5+3</b>	<b>5/7+3</b>

### Slick Tires

The above is table (column 3) show the top speeds for using slick tires in sunny weather. If slicks are used in the rain, the top speed allowed decreases by 1 (4<sup>th</sup> column). You may still attempt to drive the car at top speed without the use of a Booster Action but will risk hydroplaning or skidding. To do so, indicate with your finger the point where you want to place your car. Then roll a d12 and check the result on the “Slick in the Rain” table in the Appendix and apply the result. **Example:** An “8+2 slick tire” car with soft tires has a top speed of 8 in dry conditions. In the rain it has a top speed of 7 with no problem. It is raining and you want to push the car to speed 8 (without a Booster Action). You must roll the die and check in the table to find out whether or not the car has skidded. If you end up on an opposing car due to hydroplaning or a skid, an Engagement occurs.

NOTE: When using slicks in the rain, you have no Sharp Braking capability and may not even attempt a Braking Action until the sun comes out again. You may not use a Booster Action with slicks in the rain. Immediately after the sun returns,

the ability to make Sharp Braking or Braking Actions, using a Booster Action, and driving at top speed is restored for all "slick tire" drivers.

### Rain Tires

Rain tires used in wet conditions perform identical to slick tires in dry weather (last column). If using rain tires when it is sunny (5<sup>th</sup> column), your top speed is reduced by 2 regardless of your chosen strategy. However, they allow for Sharp Braking and Braking Actions.

*Example:* A "7/6+2 rain tire" car is running at a top speed of 6 on its first lap in the rain. If it stops raining at the 1/2 GP point, the top speed allowed immediately drops to 4 for the remainder of the lap.

TIP: If a race starts with wet weather, the probability is low that it will continue to rain between the 1st and the 2nd intermediate lines; deciding to start a race in the rain with a full fuel tank and rain tires (soft or hard) could be a risky choice.

### 14) Starting the Race using Advanced Rules

At the start, before moving on the grid, each driver rolls the die for any unforeseen event and checks the *Full Fuel & Basic Rules - Unforeseen Start* or *1/2 Fuel - Unforeseen Start* table in the *Appendix* (depending on the chosen car strategy) to determine if he has made a normal, skidding, or quick start.

### 15) Pit Stop Repairs

In the advanced rules, the box you need to reach in a Pit Lane to accomplish repairs will depend on your chosen car strategy. Full Fuel drivers must reach the "Full Fuel" box, and 1/2 Fuel drivers the "1/2 Fuel" box (which will have also included a stop in the "Pit Stop" box). Full Fuel drivers who also want to replace their tires must continue moving in the Pit Lane to reach the "Pit Stop" box.

PIT LANE BOX	ACTION PERFORMED
<b>Full Fuel</b>	Cars with a Full Fuel strategy must reach this box to perform any repairs
<b>Pit Stop</b>	All cars must reach this box if they want to replace tires
<b>1/2 Fuel</b>	Cars with a 1/2 Fuel strategy must reach this box to perform any repairs
<b>Extra # boxes</b>	Cars entering pits above maximum allowed speed add 2 boxes per each unit of speed above max. beyond their Full Fuel or 1/2 Fuel box and must reach that numbered box before moving to the Pit Out Line

### 16) Championships

If the players decide to arrange a Championship several additional rules are suggested:

- Establish a 3-race minimum for Championship Tournaments (5 is even better).
- In the 2nd race (and each race thereafter), reverse the starting grid compared to the championship rankings: This way the leading drivers meet with some difficult challenges and a better-balanced season is obtained.
- Not all the drivers gain points at the end of the race. Points are awarded to the top 6 finishers. This forces the drivers in back to take more risks and push their cars harder since coming in last doesn't gain them any points.
- Additional points are assigned to the driver who first touches or crosses the 1st and the 2nd intermediate line (1/2 GP on the game board). The cars that start with a 1/2-full fuel tank have an advantage as regards the 1st intermediate point, while the cars that start with a full fuel tank have an advantage as regards the 2<sup>nd</sup> intermediate point.

### 17) Point Ranking

For Championships or team racing, use the following ranked point awards or create your own:

FINISHING POSITION	POINTS AWARDED
<b>1st</b>	<b>10</b>
<b>2<sup>nd</sup></b>	<b>8</b>
<b>3<sup>rd</sup></b>	<b>6</b>

<b>4<sup>th</sup></b>	<b>4</b>
<b>5<sup>th</sup></b>	<b>3</b>
<b>6<sup>th</sup></b>	<b>2</b>
<b>7<sup>th</sup> &amp; 8<sup>th</sup></b>	<b>0</b>
<b>1<sup>st</sup> to cross ½ GP Marks</b>	<b>1</b>

## Appendix Tables

<b>Number</b>	<b>BOOSTER REQUEST TABLE</b>
<b>1</b>	<b>Big smoke from the engine!</b> The car-engine is misfiring and the top speed is permanently reduced by <b>2</b> units until repaired at the pit lane.
<b>2</b>	<b>Smoke from the engine.</b> The car-engine is misfiring and the top speed is permanently reduced by <b>1</b> unit until repaired at the pit lane.
<b>3</b>	<b>4th gear cannot be entered.</b> The car cannot use a speed of <b>4</b> until repaired at the pit lane. It may use higher or lower speeds up to the top allowed speed. (subsequent rolls of this effect are not cumulative)
<b>4</b>	<b>The engine has a temporary power drop.</b> The car <u>must</u> use the same speed as used in the previous turn.
<b>5-6</b>	<b>The engine is not able to provide</b> what has been requested: move per normal movement rules.
<b>7-12</b>	<b>The engine provides the Booster!</b>

<b>Number</b>	<b>BRAKE REQUEST TABLE</b>
<b>1</b>	<b>A suspension is damaged!</b> Sharp Braking unsuccessful. The driver must choose one of the 25 points indicated by his pawn. The top speed is permanently reduced by <b>2</b> until repaired at the pit lane.
<b>2-3</b>	<b>A wheel is damaged.</b> Sharp Braking unsuccessful. The driver must choose one of the 25 points indicated by his pawn. The top speed is permanently reduced by <b>1</b> until repaired at the pit lane.
<b>4-5</b>	<b>Wheels lock.</b> Sharp Braking unsuccessful. The driver must choose one of the 25 points indicated by his pawn.
<b>6-7</b>	<b>Imbalanced Sharp Braking.</b> The car brakes sharply, but ends up <b>half spun</b> .
<b>8-12</b>	<b>The tires brake sharply as requested.</b>

<b>Number</b>	<b>ENGAGEMENTS TABLE</b>
<b>1</b>	<b>Attack crushes the front wing.</b> The top speed is permanently reduced by <b>2</b> units until repaired at the pit lane. Defender, unhurt, keeps the point.
<b>2</b>	<b>Attack crushes the barge board.</b> The top speed is permanently reduced by <b>1</b> unit until repaired at the pit lane. Defender, unhurt, keeps the point.
<b>3</b>	<b>Basic Rules: Attack, unhurt, ends up half spun.</b> Defender, unhurt, keeps the point. <b>Advanced Rules: Attack crushes a side wing.</b> The set-up is cancelled until repaired at the pit lane. Defender, unhurt, keeps the point.
<b>4</b>	<b>Attack unhurt ends up half spun.</b> Defender, unhurt, keeps the point.
<b>5-6</b>	<b>The 2 cars are unhurt.</b> Defender, unhurt, keeps the point.
<b>7</b>	<b>The 2 cars are unhurt.</b> Defender, unhurt, keeps the point. <b>Roll the die again: if odd # nothing happens, if even # the Safety Car enters the track!</b>

<b>8</b>	<b>The 2 cars, unhurt, end up half spun.</b> Defender keeps the point.
<b>9-10</b>	<b>The 2 cars are unhurt.</b> Attack conquers the point.
<b>11</b>	<b>Defender, unhurt, ends up half spun.</b> Attack conquers the point.
<b>12</b>	<b>Defender crushes the barge board.</b> The top speed is permanently reduced by 1 unit until repair at the pit lane. Attack conquers the point.

<b>Number</b>	<b>SLICKS IN THE RAIN TABLE (advanced rules only)</b>
<b>1</b>	<b>Skid.</b> The driver reaches the declared point but he ends up <b>half spun</b> .
<b>2</b>	<b>Hydroplaning.</b> At the declared point, the driver adds +2 to the left of the red arrows. The pawn is moved accordingly.
<b>3</b>	<b>Hydroplaning.</b> At the declared point, the driver adds +2 to the right of the red arrows. The pawn is moved accordingly.
<b>4</b>	<b>Hydroplaning.</b> At the declared point, the driver adds +1 forward and +1 to the left of the red arrows. The pawn is moved accordingly.
<b>5</b>	<b>Hydroplaning.</b> At the declared point, the driver adds +1 forward and +1 to the right of the red arrows. The pawn is moved accordingly.
<b>6</b>	<b>Skid.</b> At the declared point, the driver adds +1 to the left of the red arrows. The pawn is moved accordingly.
<b>7</b>	<b>Skid.</b> At the declared point, the driver adds +1 to the right of the red arrows. The pawn is moved accordingly.
<b>8-12</b>	<b>OK!</b> The driver reaches the declared point safely.

<b>Number</b>	<b>PIT LANE UNFORSEEN EVENTS TABLE</b>
<b>1-3</b>	<b>The Pit Lane Team makes a mistake!</b> On the next turn you come back onto the track at speed 1 unit but put your pawn on your car. On the following turn you will reach speed 2 normally. From the 3rd turn, you will be free to reach speed 4.
<b>4-9</b>	<b>The Pit Lane Team does well.</b> The driver makes a normal standing start: on the next turn move out at speed 1. On the following turn you may reach speed of 3.
<b>10-12</b>	<b>The Pit Lane Team does its best!</b> On the next turn, you may reach speed 2 upon reentering the track, and speed 4 during the following turn.

<b>Number</b>	<b>FULL FUEL &amp; BASIC RULES - UNFORSEEN START TABLE</b>
<b>1-3</b>	<b>Skidding at the start!</b> The car moves by 1 square at the first turn and by 2 squares at the second turn. Then it is free to reach speed 4.
<b>4-10</b>	<b>Normal start.</b> After speed 1 during the 1st turn, the car reaches speed 3.
<b>11-12</b>	<b>Quick start!</b> The car can immediately reach speed 2 and during the next turn speed 4.

<b>Number</b>	<b>1/2 FUEL - UNFORSEEN START TABLE</b>
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<b>1-2</b>	<b>Skidding at the start!</b> The car moves by 1 square at the first turn and by 2 squares at the second turn. Then it is free to reach speed 4.
<b>3-9</b>	<b>Normal start.</b> After speed 1 during the 1st turn, the car reaches speed 3.
<b>10-12</b>	<b>Quick start!</b> The car can immediately reach speed 2 and during the next turn speed 4.

## How to fill in the strategy block

The diagram shows a strategy block form with the following fields and labels:

- Driver's name:** A text field at the top right.
- Racing team's name:** A text field below the driver's name, with an example of "Yellow" and a car icon.
- Pit Stop & Tyres chosen Strategy:** Two columns of strategy options: "8+2" and "7+3" in the top row; "6/7+2" and "5/7+3" in the bottom row. Each option has a small square checkbox.
- Sharp Brakings:** Two options: "Slick" and "Rain", each with a small square checkbox. A tire icon is also present.
- Set-up chosen Strategy:** Two options: "set-up Brake" and "set-up Booster", each with a small square checkbox.
- Speed drop! (each square = -1 speed reduction):** A row of checkboxes for gear selection: "no 4", "no set-up", and a row of five checkboxes ending in "-1".

Additional annotations:

- "The set-up is cancelled" points to the "no set-up" checkbox.
- "Slick tyres or Rain tyres" points to the "Slick" and "Rain" checkboxes.
- "4th gear cannot be entered" points to the "no 4" checkbox.

## Car Strategy

Pit Stop Strategy	Tyres Strategy	Top Speed 1 <sup>st</sup> lap	Top Speed 2 <sup>nd</sup> lap	Sharp Brakings	Strategy Name
<b>½ Fuel</b> fuel enough for 1 lap	<b>Soft</b>	<b>8</b>	this depends on the tyre choice made during the pit stop	<b>2</b> (for 1 lap)	<b>8+2</b>
<b>½ Fuel</b> fuel enough for 1 lap	<b>Hard</b>	<b>7</b>		<b>3</b> (for 1 lap)	<b>7+3</b>
<b>Full Fuel</b> fuel enough for 2 laps	<b>Soft</b>	<b>6</b>	<b>7</b>	<b>2</b> (for 2 laps)	<b>6/7+2</b>
<b>Full Fuel</b>	<b>Hard</b>	<b>5</b>	<b>7</b>	<b>3</b> (for 2 laps)	<b>5/7+3</b>

## Tire Strategy

Pit Stop Strategy	Tyre Strategy	Slick with Sun	Slick with Rain	Rain with Sun	Rain with Rain
<b>½ Fuel</b> fuel enough for 1 lap	<b>Soft</b>	<b>8+2</b>	<b>7+0</b>	<b>6+2</b>	<b>8+2</b>
<b>½ Fuel</b> fuel enough for 1 lap	<b>Hard</b>	<b>7+3</b>	<b>6+0</b>	<b>5+3</b>	<b>7+3</b>
<b>Full Fuel</b> fuel enough for 2 laps	<b>Soft</b>	<b>6/7+2</b>	<b>5/6+0</b>	<b>4/5+2</b>	<b>6/7+2</b>
<b>Full Fuel</b> fuel enough for 2 laps	<b>Hard</b>	<b>5/7+3</b>	<b>4/6+0</b>	<b>3/5+3</b>	<b>5/7+3</b>

## Set-up Strategy

<b>Booster Set-up</b>	For the duration of the race, re-roll an undesired Booster Action. If re-rolled, the 2 <sup>nd</sup> die roll it must be acted upon. <i>This set-up improves engine reliability.</i>
<b>Brake Set-up</b>	Have only one-time re-roll to use on undesirable Brake Action. If re-rolled, the 2 <sup>n</sup> die roll it must be acted upon. <i>This set-up improves tire reliability.</i>

## GLOSSARY

**½ Fuel:** A car strategy choice to start a race with a half tank of fuel to allow for early faster speeds.

**½ Fuel Pit Box:** The box that a car with a ½ Fuel strategy must reach for any repairs to be made, or to be refueled for a 2<sup>nd</sup> lap.

**½ GP:** The midpoint point defined on the track by a dotted line and the marking ½ GP.

**Attacker:** The car/ driver/player initiating an *engagement* either by choice or from displacement.

**Booster Action:** An attempt to push your car engine to allow for one speed higher than what can be normally accelerated to.

**Booster Set-up:** A choice you can select in designing your car strategy.

**Brake Set-up:** A choice you can select in designing your car strategy.

**Braking Action:** An attempt to slow your car after having used up all your *Sharp Braking* actions.

**Car:** The vehicle you use to represent your driver on the game board track.

**Car Strategy:** A selection of choices that determine the performance abilities of your car. The three main *parameters* are amount of fuel, type of tires, and Set-up.

**Circuit:** Another word for *track*. The course being raced on.

**Curbs:** Hash-marked areas on the *track* usually in turns that are available to drive upon.

**D12:** A twelve-sided die.

**Defender:** The car/driver/player defending their point during an *engagement*.

**Drafting:** An action used to take advantage of the *slipstream* created by a car in front of you.

**Driver:** You, your car, or the player representing both.

**Engagement:** An event resolution that occurs when a car tries to occupy or pass through the physical location point of another car.

**Full Fuel:** A car strategy choice to start the race with a full tank of gas to avoid a pit stop for fuel. (Note: in the basic game all cars start with *Full Fuel*.)

**Full Fuel Pit Box:** The box a car with a *Full Fuel* strategy must reach for any repairs to be made.

**Half Spin:** An event occurrence resulting from a spin-out that turns your car around 180 degrees.

**Hard Tires:** A type of tire that stands up well to heavy braking allowing for more *Sharp Braking*.

**Overtaking:** Passing cars without your *trajectory* passing through a point they occupy.

**Parameters:** Three choices made when creating your *car strategy*.

**Pawn:** The token used to represent the choice of *movement points* allowed.

**Pit Lane:** The row of boxes represented by number that allow you to refuel, make repairs, and change tires.

**Pit Lane In:** A red line representing the entrance to the *Pit Lane* (some tracks do not show this line). Once touched or crossed you move your car to the first numbered box in the *Pit Lane*.

**Pit Lane Out:** A red line representing the exit from the *Pit Lane*. Your car is placed on a point on this line when exiting the *Pit Lane*.

**Pit Stop Box:** A box in the *Pit Lane* that must be reached by any car wishing to replace tires.

**Point (or Movement Point):** The location of intersecting black or white lines on the game board that represent where you *car* or *pawn* may be placed. Cars may only be placed on black line *points*.

**Rain Risk Value:** A number on the game board that determines the chance of rain during the race.

**Rain Tires:** A type of tire that grips well in the rain but lowers speed on dry pavement.

**Red Arrow:** Each *sector* has a *red arrow* to define the primary direction of movement within it.

**Safety Car:** A vehicle used to slow the race down and force *drivers* to maintain their current positions due to an accident or road hazard.

**Sector:** An area of the *circuit* divided by dotted lines across the *track*.

**Sharp Braking:** An action you may take to immediately lower your speed to 2 from what ever speed you may be at. You are allowed a number of *Sharp Braking* actions based on your *Car Strategy*.

**Slick Tires:** A type of tire that provides faster speed on dry pavement but poor traction in the rain.

**Slipstream (or Slipstreaming):** A stream of air created by your car your opponent can take advantage of to save fuel and possible increase their movement (see *drafting*).

**Speed:** The *car* velocity defined in squares from the car to the *pawn* or the North/South/East/West line the *pawn* is on, in the direction of the *red arrow* for the *sector* it is in.

**Soft Tires:** A type of tire that allows for higher speed but provides less Sharp Braking performance.

**Strategy Selection:** See *Car Strategy*.

**Top Speed:** The maximum allowable speed in a given lap as allowed by the *track* or *car strategy*.

**Track:** Another word for *circuit*. The course being raced on defined by black lines and *curbs*.

**Unforeseen Events:** Events rolled on a table that have positive or negative effect on your car.

**Unforeseen Start:** A restart of the race caused by certain events.

## **BOLIDE FAQ**

1. **Is it allowed for the pawn to end up placed off the edge of the board?** Yes, this is perfectly legal. In order to aid off-board placement, a generic extension is available for download from Ghenos or Boardgamegeek.
2. **Is it permissible for my car's trajectory to pass over a curb, and across a part of the board outside the track?** No, the trajectory must entirely be contained inside the track and on the curb.
3. **If my trajectory passes over a car ahead of my own car, but not exactly over its point, can I overtake it?** Yes, provided that the trajectory does not pass through the point that identifies the position of that car.
4. **Between two paired cars, which one moves first?** The car closest to the inside of the track per this rules set, or the car that arrived first into the sector per the original rules.
5. **Is it possible to continue to request the booster although the engine is damaged?** Sure, but be aware that eventual further damages will add to your current damage.
6. **Is it possible to request the booster and to take advantage of the slipstreaming in the same turn?** Yes, it is possible.
7. **How does a driver enter in the Pit Lane?** On the turn that the car is moved to touch or cross the Pit Lane In line, the car has entered the Pit Lane. The car is immediately placed in the first open box in the Pit Lane. On the following turn, the driver moves forward, one square per turn, without the need for the pawn.
8. **Which speed can I have while entering the Pit Lane?** Any speed if there is not any limit sign (for example the Hawk Circuit). In presence of the white- red circular sign (for example the Coquille Circuit), the driver cannot exceed the speed limit shown by it without incurring a time penalty.
9. **How can I repair damage and at the same time change the tires in the basic rules?** Normally in order to repair in the basic rules the Full Fuel square must be always reached. But in the case of the question the car will have to reach the black Pit Stop square: actually when 2 different operations are demanded the square with the highest number must be always reached. The same happens, in the advanced rules, for a car with ½ Fuel that wants to repair and to take the Pit Stop: it will have to reach the ½ Fuel square.
10. **On the turn that an engagement has caused the "safety car" result, can damaged cars be overtaken?** After the collision, and before the undamaged cars form up behind the safety car, the remainder

of the turn is resolved as normally. Any following cars that could pass the damaged cars in this situation are allowed to do so.

**11. How does the pack forming-up happen behind the first one in conditions of safety car close to a sector line?** First of all, all cars – included those damaged – must be placed behind the leader of the race. The only restriction on placement is that each car must be one square behind the previously placed car, as defined by the red arrow for the sector in which the car is placed. If this permits a choice of placement between two or more locations, the owner of the car may choose which location he or she prefers. If it is no more possible to stay in that sector because the driver would be gone outside the track, he can choose a whichever point in the previous sector, and those behind of him will have to be placed a square behind according to the red arrow's direction of the new sector.

**12. How is the placement of pawns affected, for those cars involved in an engage attempt?** For the attacker – win or lose – the pawn is placed as it is normally placed for the movement of the car on that turn. In other words, it is placed based on the trajectory used to occupy the place of the defending car if the attacker succeeds, or for moving directly behind the defending car, if the attacker fails. For the defender, the pawn remains unaffected, even if the defender loses the engagement.

**13. Is it allowed to attempt using a Booster Action when using slicks in the rain?** No. Having slick tires in wet conditions is a dangerous situation to be in. This is also why you may not attempt Sharp Braking or Braking actions when in this situation. You may however try to reach your maximum speed by rolling on the *Slicks in the Rain* Table.

### **Bolide Quick Start Rules**

#### **Start**

- Each player rolls a d12 for their first car for grid position
- Place cars on track highest to lowest. Repeat for all cars (or run a qualifying lap per advanced rules)
- Roll on Full Fuel and Basic Rules Unforeseen Events table.
- Move either 1 space and place pawn on car, or 1 or 2 spaces and replicate move with pawn depending on roll

#### **Moving**

- Declare point you are moving to
- Declare if you are using a Drafting, Booster, Sharp Braking, or Braking Action or any such combinations
- Move car to one of 25 points on or around your pawn (or 2 spaces if Sharp Braking)
- Check movement trajectory for any engagements
- Replicate the move with your pawn

#### **Engagements**

- Moving player is the attacker and rolls on the Engagement table applying results

#### **Drafting (Slipstreaming)**

- Both cars must be speed 3 or better.
- Move your car and pawn normally, then move 1 additional space in direction of red arrow in sector
- Replicate the +1 space moved with your pawn from the pawn's current location.

#### **Booster Action**

- Declare your intent to attempt a Booster Action
- Roll on the Booster Action table
- If successful, move your pawn ahead one space in the direction of the red arrow
- Move your car normally and replicate the move with your pawn

#### **Sharp Braking**

- Declare your intent to attempt a Sharp Braking
- Move your car at speed 2 to a point within a 90 degree angle from your car-pawn trajectory
- Replicate the move with your pawn and cross off a Sharp Braking circle on your race sheet

#### **Braking Action**

- Check that you have used all your Sharp Braking actions (normally 3 per race or lap if you change tires)
- Roll on the Braking Action table
- If successful, treat as a Sharp Braking and move as per Sharp Braking rules

#### **Pitting In**

- Enter pit lane by crossing or stopping on the red Pit In Lane line or entering a light-grey pit box if there is no line
- On your next turn advance to box #1
- On subsequent turns move your car one box until reaching the desired or required pit lane box

**Exiting the Pits**

- On turn after reaching desired pit lane box, move your car to a point on the Pit Lane Out red line and roll d12
- On following turn, move out of Pit Lane using the event from the d12 roll on the Pit Lane Unforeseen Events table

**Pole Precedence**

- The car furthest ahead in a sector is in the lead. If cars in a sector tied the one closest to the inside is leading
- Cars in the pits maintain position with other cars in the race

**End of Race**

- Race distance is 2 laps. You may pit in after the first lap to make repairs, refuel, or change tires
- Race ends when the first car crosses the finish line after 2 laps and wins the race (Basic Rules only)
- All other cars still in the race finish when they cross the finish line
- Points are awarded only to cars that completed and to first 6 positions in Tournament races

**Advanced Rules**

- For advanced rules on car selection strategies, weather, and tire effects refer to the rulebook

**Other Important Rules to Remember**

- Damage is cumulative
- If you are unable to move to a black line intersection point you crash and are out of the race
- You are allowed to move to points on the track boundaries or curbs
- You may only ever exceed your maximum speed or the track maximum speed by 1 using a Booster Action
- You may not use Sharp Braking or a Braking Action with slick tires when it is raining

Unofficial Rules rewrite, reformatting, and quick start rules by Walt Mulder. V1.0 on 5/22/08