



Race Pace

Race Regulations



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1. Box contents



- 1 Game Board
- 8 two-sided Team Tablets
- 8 Driver Cards
- 12 Circuit Cards
- 16 Weather Cards (6 rain cards, 10 dry cards)
- 16 Race Situation I Cards
- 16 Race Situation II Cards
- 1 Start Player Card plus standee
- 8 Cars in the colour corresponding with the Driver Card
- 8 Action Tokens (1 per driver)
- 8 Leaderboard Tokens (1 per driver)
- 48 Tyre Tokens (6 per driver)
- 16 coloured cubes, 2 per colour (per driver a Tyre Wear Marker and a Race Pace Marker)
- 48 square Team Tokens (6 per team)
- 4 Weather Tokens (with rainy side and sunny side)
- 2 Box-Box Tokens (for Soft compound tyres and Medium compound tyres)
- 8 Penalty Tokens (1x -3RP, 4x -2RP, 3x -1RP)
- 1 Finish Token (with an A-side and a B-side)
- 1 Fastest Lap Card
- 1 Fastest Lap Token
- 1 information card about RP and RP limits
- 1 Pole Position card (Determine starting grid)
- Race Regulations in English and Dutch

Looking for a digital version of the Race Regulations or do you need a different language? Check our website using the below QR code.



2. Object of the Game



Improve your pace and win the race

In the highest racing championship, the drivers stand in the spotlight. They have to be skilled, fearless and experienced. But racing is mostly a true team sport. A team of hundreds of engineers, designers, mechanics are working together to find the optimal **Race Pace**. The person responsible to lead the team to victory is **the Team Manager**, and **that is you!**

During the race, situations will occur that may change the course of the race. From your position at the pit wall, it is your job to anticipate or to react to these situations: select the right tyres, improve the car mode, instruct the driver to enter the pit or to stay out, to use the Boost system, etcetera. With each lap your car and driver will improve the balance, increasing the **Race Pace**. But so does the competition. **Do you have the best strategy to win the race?**

The **Race Pace** (hereafter: RP) is the number of laps that your car can drive in a game round. Your RP depends on a number of factors. These will be explained in H6. Basically, the gameplay comes down to selecting an action for your driver in each game round and gradually improve your RP, count the RP (number of laps) that your car can make, and move your car across the track.

The game ends at the end of the game round in which the first driver crosses the finish line. If multiple players have crossed the finish line, the player who crossed the finish line the furthest is the winner.

3. Overview of the Game Board



The board is divided in three parts:

- **Upper Monitor Screen**, showing general race information such as track statistics, race positions, tyre information in general and per player, tyre wear levels and of course weather conditions
- **Radio Control Buttons**, which are 11 action fields available each game round
- **Lower Monitor Screen**, showing a fictive circuit with the number of completed laps per player

Leaderboard H9.2
Shows the current race position of each driver

Tyre information H9.4
Information about the current tyre compound the drivers are using, the Used Tyre field and speed per compound in dry or rainy weather

Circuit card H9.1
The circuit card shows the circuit specifics like weather conditions, laps and tyre wear

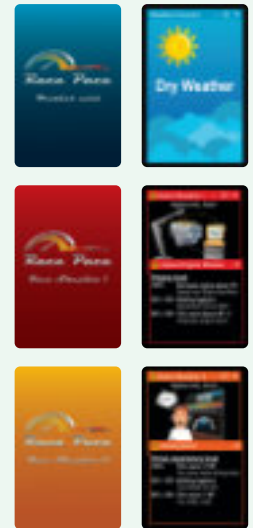
Tyre Wear Bar H9.5
Shows the tyre wear of the current tyre compounds per driver

Boardradio buttons H7
11 action fields available each game round

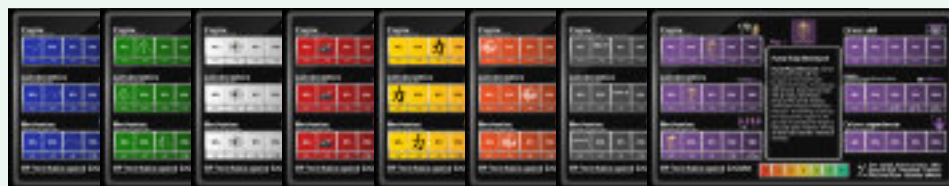
Lap track H9.3
Shows the number of completed laps of all drivers

Weather forecast H6.3
Shows the weather forecast for the next four game rounds

Race Situation Cards H6



Team Tablets H12



4. Setting up the Game



1. Select a circuit card

Place the card on the designated area on the game board.

- Place the finish token on the Lap Track. See H9.1 for more information.
- Place the Box-Box tokens above the Tyre Wear Bar at the numbers indicated on the circuit card for Soft and Medium.
- Take the 6 rain cards and randomly pick the number of rain cards indicated on the circuit card. Keep the rain cards face-down. Remove the remaining rain cards from the game. Add the sun cards to the drawn rain cards, shuffle all weather cards and place the stack face-down next to the board.

2. Select a Team Tablet

Rotating clockwise, everyone selects a Team Tablet. Place 3 Team Tokens on the base positions of your teams Engine, Aerodynamics and Mechanics bars.

3. Select a Driver Card

The last player to select a Team Tablet is the first player to select a driver. This player also receives the Start Player Token.

- Place the selected driver card on the framed area on your Team Tablet. Rotate counter clockwise until everyone has a Team Tablet and Driver Card.
- Place 3 team tokens on the base positions of your drivers Skill, Experience and EBS bars. The base positions are shown on the Driver Card.
- Place your Race Pace Marker on the correct field on the Base RP Bar. See H12 for more information.
- Place the driver's Tyre Tokens next to your tablet and place your Tyre Wear Marker on field "0" of the Tyre Wear Bar.
- Place the Action Token in front of you.

4. Determine starting grid

The grid position is determined by the sum of the Team number on the Team Tablet and the Driver number on the Driver Card. **The player with the highest number combination starts on Pole.** In case of a tie, the player with the highest number on the Driver Card is ahead. The Pole Position Card can help in determining the order.

- Place your Car on the starting grid of the Lap Track
- Place your Leaderboard Token on the Leaderboard

5. Place Race Situation Cards

Shuffle the Race Situation I and II Cards and make 2 stacks (I and II), face-down. Then draw the top Race Situation and Weather Cards and place Weather Tokens on the Weather Forecast.

6. Select Tyre compound

The player on pole position selects his tyres to start the race with.

- Place the Tyre Token on your driver in the "Current tyre" field.
- In the order of the Starting Grid/Leaderboard, all players place a Tyre Token of their choice on the Current Tyre field.

5. Playing a Round



Each game round consists of three phases:

1. Turn Race Situation Cards

Not applicable in round 1, because this action is already done in the game set up.

- After turning the Weather Card, you adjust the Sun and Rain Tokens on the Weather Forecast accordingly. See H6.3 for the rules.
- In case there are no Race Situation Cards left in a stack, the discard pile must be shuffled and re-used.

2. Select Action

Each game round, **the start player is the first to select an action** by placing his Action Token on one of the 11 action fields on the Game Board. **Clockwise, each next player selects an action.** The actions are explained in H7.

3. Apply action, count (RP and move Car

In turn, **based on the positions on the Leaderboard, each player applies his/her action.** During your turn you count your RP and move Tyre Token and Car:

- Count your RP in this game round. See H8.
- Move the Tyre Wear Marker forward on the Tyre Wear Bar with your counted RP (beware of tyre wear limits)
- Move your Car forward on the Lap Track with the number of RP that your Tyre Wear Marker has been moved forward this game round.

After each game round:

- Re-arrange the race positions on the Leaderboard. It is advised to re-arrange the race positions during each player's turn, but it's always good to check at the end of each game round.
- Give the Start Player Token to the player who selected the Strategic Window Action. If no one selected the Strategic Window Action, the Start Player Token remains at the current player.
- The Weather Tokens shift one field to the left. The Weather Token of the past game round is removed from the board, awaiting the weather forecast from the next Weather card.

6. Phase 1: Race Situation Cards



Race Situation cards are drawn at the start of each game round and their effects are immediately implemented at the start of the game round. There are three types of Race Situation Cards: Race Situation I Cards, Race Situation II Cards and Weather Cards.

6.1 Race Situation I Cards

There are 16 Race Situation I Cards that may impact the race and pace of your car. The player with the Tactical action does not incur negative effects from the Engine, Aerodynamics or Communication cards.

- Adjust Engine Module (2 cards):
 - Engine level 100%: Decrease engine level by -5%
 - Engine level 90%-95%: Nothing happens
 - Engine level $\geq 85\%$: This round bonus RP +1
- Adjust Aerodynamic Set-up (2 cards)
 - Aerodynamics level 100%: Decrease Aerodynamics level -5%
 - Aerodynamics level 90%-95%: Nothing happens
 - Aerodynamics level $\leq 85\%$: This round bonus RP +1
- Communication Error (2x)
 - Mechanics level 100%: Decrease Mechanic level by -5%
 - Mechanics level 90%-95%: Nothing happens
 - Mechanics level 85%: No pit stop penalty this game round
- Tyre-wear (2x): box-box tokens are moved to 3 laps earlier on the Tyre Wear Bar.
- Tyre Management (2x): box-box tokens are moved to 3 laps later on the Tyre Wear Bar.
- Safety Car Card (3x): 2 or more cars in one lap: a Safety Car situation may occur, depending on the experience of the drivers
- Nothing happens (3x)

6.2 Race Situation II Cards

There are 16 Race Situation II Cards that may impact the race and pace of your car. Depending on the Experience of your driver, you can avoid penalties or receive bonus RP. You can also avoid penalties if you selected the Tactical action.

Six cards apply for all players. In general, these cards give drivers with an Experience less than 90% 1 penalty RP, and drivers with an Experience of 100% 1 bonus RP.

Ten cards only apply to the player who selected the specific action mentioned on the card. Based on the Experience of your driver, you either can or can't perform your selected action this turn. In addition, drivers with an Experience less than 90% receive 1 penalty RP.

6.3 Weather forecast

The weather forecast indicates the weather conditions for the next four game rounds:

- Dry weather is indicated with a yellow Sun Token.
- Rainy weather is indicated with a dark Rain Token.

The weather forecast on the game board holds 4 weather-tokens at all times. The first weather tokens are placed after turning the Weather Card before the start of the first game round. If this card shows dry weather, then 4 sun-tokens are placed. If this card shows rainy weather, a mixture of sun and rain-tokens are placed as displayed on the card.

After each game round, the first Weather Token is removed and the last three shift to the left. After turning the Weather Card for the next game round, a Sun Token is added if a Sun Card is drawn. If a new Rain Card is drawn, the Rain Card will supersede the current weather conditions: the Weather Tokens are adjusted to the last Rain Card.

There are six rain cards in the game. They are all different and indicate when the rain starts and the duration of the rain in game rounds.



Rain starts:
next round

Rain duration:
2 rounds

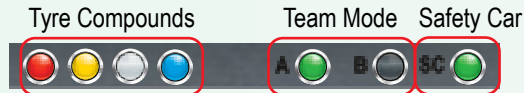
7. Phase 2: Actions



Each game round, actions are selected by placing the Action Token on one of the 11 Board Radio Action Buttons in the center of the game board.

The player with Start Player Card is the first to select an action. Then rotate clockwise until each player has placed his/her token.

All action buttons have 7 smaller lights above them:



The first 4 lights above the buttons indicate the **tyre compounds** that your car needs to have in order to be able to select the action:

- **Red** represents Soft
- **Yellow** represents Medium
- **White** represents Hard
- **Blue** represents Wet compound tyres.

Some of the bottom 5 action fields cannot be selected if your car has Hard or Wet compound tyres. This is why the indicator is black (light is out) for some of the actions on the bottom row.

Engine
Upgrade your Engine by 5%

Aerodynamics
Upgrade your Aerodynamics by 5%

Mechanics
Upgrade your Mechanics by 5%

Driver Skill
Upgrade your Driver Skill by 5%

Driver Experience
Upgrade your Driver Experience by 5%



Charge EBS
Upgrade your EBS by 5% and no tyre wear this round.

Use EBS
Use your EBS and gain extra RP speed in this game round.

Defend
Other drivers that overtake you in this game round, receive one penalty token of -2 RP (except Jésus). They have to use it in the next game round.

Tactical
No negative effects from Race Situation Cards

Strategic
RP +1 this round and you may take the Start Player Token. You cannot select this action if your team already has the Start Player Token

Box Box
Make a pit stop. This field can be selected by multiple players. Check the Mechanics bar on your Team Tablet for RP penalty, boost or out-lap bonuses

The first two lights on the right side of the action buttons are only relevant for the **Team Mode game variant**. In the Team Mode game variant, you must choose an action where the “A”-light is green for one driver and for the other driver an action where the “B” light is green. The exception is that both drivers are allowed choose the exact same action.

The most-right light above the action button next to the letters “SC”, indicates whether or not the action can be performed during a **safety car situation**. If the indicator is black (light is out), the action cannot be performed during a Safety Car situation.








Please note: An action button cannot be selected by more than one player in the same game round. The only exception is the Box Box button, or when playing the Team Mode game variant.

8. Phase 3: Count Your Race Pace



8.1 Count and drive

The game revolves around increasing your RP: driving as many laps per game round as possible. **Every car starts with a standard RP of 1.** However, there are many **ways to increase your RP:**

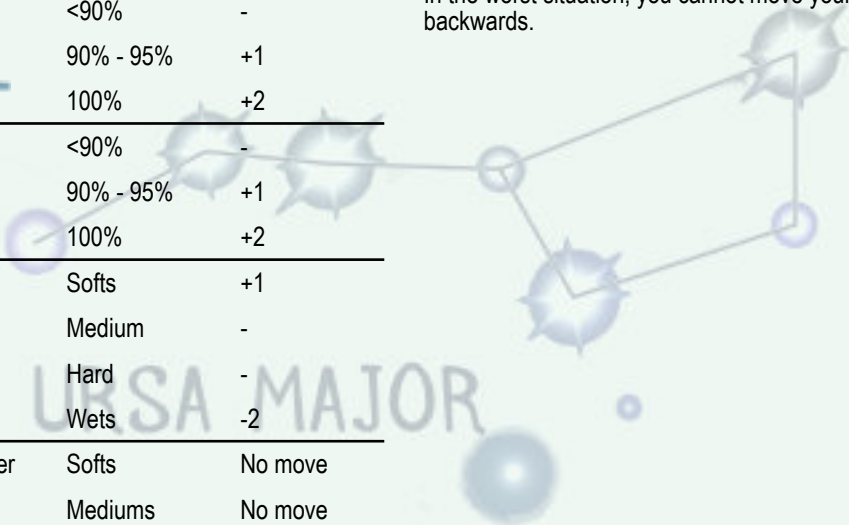
| | | | |
|--|----------------------------------|-----------|---------|
| Standard RP per game round | | 1 | |
|  | Bonus from Engine | <90% | - |
| | | 90% - 95% | +1 |
| | | 100% | +2 |
|  | Bonus from Aerodynamics | <90% | - |
| | | 90% - 95% | +1 |
| | | 100% | +2 |
|  | Bonus from Driver Skill | <90% | - |
| | | 90% - 95% | +1 |
| | | 100% | +2 |
|  | Bonus/penalty from dry weather | Softs | +1 |
| | | Medium | - |
| | | Hard | - |
| | | Wets | -2 |
|  | Bonus/penalty from rainy weather | Softs | No move |
| | | Mediums | No move |
| | | Hard | -2 |
| | | Wets | +1 |
|   | Bonus from EBS Boost / FEB Laps | EBS < 90% | |
| | | EBS = 90% | +1 |
| | | EBS > 90% | +2 |
| Bonus from Strategic | | | +1 |
| Penalty from Pit stops | | | Various |
| Bonus/Penalty Race Situation Cards | | | Various |
| Penalties from Penalty Tokens | | | Various |

8.2 Race Pace limitations

Your RP can be limited by:

- Driving on Soft or Medium Tyres in rainy weather conditions: no movement.
- You can't drive any further on your current tyres, when your Tyre Wear Marker reaches the Box-Box Token on the Tyre Bar.
- Safety Car situations do not allow the car on the first position to drive faster than 3 laps and does not allow other cars to overtake the race leader (unless the race leader is making a pit stop). Also, the drivers that caused the Safety Car Situation have a maximum RP of 2 in this game round.

In the worst situation, you cannot move your car. It is not possible to go backwards.



9. Details on the Game Board



9.1 Circuit Card

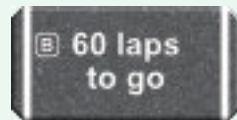
The game contains 12 circuit cards. Each circuit has its own specifics such as number of laps, weather conditions, expected duration of Softs and Mediums. These are all clearly indicated on the circuit card. Depending on the selected circuit you can play a short game, long game, easy game or difficult game.

| Circuit | Laps | Lap number Finish Token | Duration 4 players | Difficulty |
|---------------|------|----------------------------|-----------------------|------------|
| USA | 56 | 56 - side A | 60 | * |
| Mexico | 71 | 11 - side B | 75 | * |
| Italy | 53 | 53 - side A | 75 | ** |
| Spain | 66 | 6 - side B | 90 | ** |
| Japan | 53 | 53 - side A | 75 | ** |
| Austria | 71 | 11 - side B | 105 | ** |
| Great Britain | 52 | 52 - side A | 75 | *** |
| Singapore | 60 | 60 - side A | 90 | *** |
| Netherlands | 72 | 12 - side B | 105 | *** |
| Brazil | 71 | 11 - side B | 105 | *** |
| Belgium | 44 | 44 - side A | 90 | **** |
| Monaco | 78 | 18 - side B | 120 | **** |

Finish token

Place the finish token on the Lap Track with the correct side (A or B) on the lap number as indicated on the Circuit Card.

The A-side of the Finish Token is the real finish line. When the Finish Token is placed on the B-side, it must be flipped during the game after all race cars have crossed the Finish Token for the first time.



9.2 Leaderboard

The Leaderboard shows the race position at the beginning of the game round. The race position is important, because the actions are played in the order of the Leaderboard. To make it clear: the selection of actions begins with Start Player, but the execution of the actions is played in the order of the race position on the Leaderboard.

9.3 Lap Track

The Lap Track is the main part of the game board. It shows the progress of the cars in the game. The Lap Track has a maximum of 78 laps. However, the actual number of laps to be raced differs per circuit. For example, the circuit of Belgium takes only 44 laps. That means that when you race in Belgium, the game ends on lap 44.

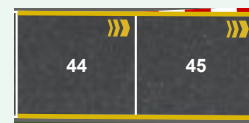
The Lap Track has 4 specific features:

1. Starting grid



All drivers line up their cars on the starting grid at the start of the race. The starting grid is divided in four parts, with each part having space for 2 cars. Cars further back on the grid need to drive additional laps. The game is designed in such a way that this is not necessarily a disadvantage. However, inexperienced players may opt to count the starting grid as a whole as 1 field.

2. Free Energy Boost laps (FEB laps)



The board contains several laps with yellow outlines: FEB laps. When a driver's turn starts in a FEB lap, he can get bonus RP based on his EBS charge. The EBS charge will not be depleted. See H10.4 for more details.

3. Corners



Lap numbers with an "underscore" indicate a corner lap. Driver Kimi can get an extra +1 RP in corners.





4. Blue Flag Laps



There are three fields with a blue flag and a fictive race car: Blue Flag Laps. When entering these laps, driver can receive a RP Penalty Token as they are slowed down by traffic of fictive race cars who have to be lapped. When the first 3 cars according to the Leaderboard reach lap 21, 39 or 56, they incur respectively -3, -2 and -1RP Penalty Token.

9.4 Tyre information

This part of the game board indicates the general effects of the tyre compounds on the race pace in dry and rainy weather conditions. There are 4 tyre compounds for your selection:

| Compound | Available sets | Race pace bonus dry weather | Race pace bonus rainy weather | Durability | Other |
|---|----------------|-----------------------------|-------------------------------|-------------------|--|
|  Soft | 2 | +1 | 0 | Low | No movement in rainy weather |
|  Medium | 2 | +0 | 0 | Medium | No movement in rainy weather, except by Dutch (with penalty of -1) |
|  Hard | Can be re-used | +0 | -1 | Long, max 37 laps | Actions "Use EBS" and "Defend" cannot be selected |
|  Wet | Can be re-used | -2 | +1 | Long, max 37 laps | Actions "Use EBS" and "Defend" cannot be selected |

Please note! During the race each car has to use at least two different compounds.

9.5 Tyre Wear Bar

The Tyre Wear Bar is an important part of the game board. The Box-box tokens indicate the number of laps that can be raced with Softs and Mediums, and the Tyre Wear Marker indicates the number of laps already raced with the current tyre compound.

You cannot move any further when your Tyre Wear Marker reaches the Box Box token representing your current tyre. You stop and need to make a pit stop in the next game round.

- For example, if you drive on soft tyres, and your Tyre Token is on lap 16 of the Tyre Wear Bar, while the red "box-box" token is on lap 19, the maximum number of laps that you can drive is 3 even when your Race Pace is 5 laps. So, your RP is reduced to 3.

After a pit stop, you move the Tyre Wear Marker back to field 0 on the Tyre Wear Bar and continue from there. Of course, you can always choose to make a pit stop earlier.

After counting the RP of your car in this game round, you first move your Tyre Wear Marker across the Tyre Wear Bar. Only then, you move your car across the Lap Track with the same RP as you were able to move your Tyre Wear Marker forward. There is one exception:

- Charge EBS action, your tyres do not suffer from tyre wear this game round

9.6 Used Tyre Field

After a pit stop, used Softs and Mediums can no longer be used and are removed from the game. The used tyres are placed on the Used Tyre field.

Note that Hard and Wet compound tyres can be re-used after a pit stop. After changing from these tyre compound to a different tyre compound, you just place the Hards/Wets back into your inventory.



10. Specific Rules



10.1 Pit stops

The game is designed in such a way that a player always has to make at least 1 pit stop during the race. In addition, a car has to have had different sets of tyres during the race.

When making a pit stop, you must change tyres. However, you are allowed to select the same tyre compound, as long as you still have an unused Tyre Token from the same compound. Please note that after changing your tyres, used Medium and Soft Tyre Tokens are discarded to the Used Tyre Field on the Game Board. Your new Tyre Token is placed on your driver in the "Current Tyre" field. And your Tyre Wear Marker is placed on field 0 in the Tyre Wear Bar.

The tyre that you use to calculate your race pace, is the tyre on your car after the pit stop.

10.2 Overtaking

Overtaking your opponent is key to win the race. The easiest way to overtake is to, well, have a higher Race Pace. In this game, this means that you need to be able to race more laps per game round than your opponents. It is possible that you end up in the same lap as your opponent. In order to determine who's ahead, there are two rules:

- The car who entered the lap the first, will rank higher on the Leaderboard, except...
- ... if a car entered the lap using EBS. In this case, the car with EBS ranks higher.

10.3 Energy Boost System (EBS)

EBS stands for Energy Boost System. During the race you can charge your EBS with the "Charge EBS" action. This action allows you to upgrade your EBS Bar with 5%. As an extra, you will not suffer from tyre wear this game round (tyre wear marker is not moved on the Tyre Wear Bar).

When you select the "EBS Boost" action, you get a one-time RP bonus corresponding with your EBS Charge Bar level on the Team Tablet: +1RP at 90% EBS level and +2RP as of 95% EBS level. After using your EBS charge, the EBS Bar on your Team Tablet will be reduced by 10% (at EBS level 90%) or by 15%.

Please note that being able to use the bonus RP depends on the position of your Tyre Wear Marker on the Tyre Bar. You need to move your Tyre Wear Marker when applying the bonus laps. If the Tyre Wear Marker is too close to the Box-Box Token corresponding with your current tyre, you might not be able to apply the full bonus RP.

10.4 Free Energy Boost Laps (FEB-laps)

Free Energy Boost laps (FEB-laps) allows cars to speed up on long straights. The game board has three FEB-lap zones. These laps are indicated with yellow lines. When your car starts a game round in a lap in one of these zones, you can get a free EBS RP without depleting your EBS bar. To be able to use this free RP, your EBS level needs to be at least 90%.

The FEB works with all tyre compounds, except on Wets. So, although with Hard compound tyres you cannot select the "EBS Boost" action, you can use your EBS charge in a FEB-lap.

Driver Eddy always gets 2 extra RP in FEB laps, even if his EBS level is only 80%, and even when he is on Wets.

Also, please note that you cannot combine EBS bonuses. EBS can only be used once per game round. So, you can't combine a free EBS from a FEB-lap with another free EBS from your mechanics-bar or from the regular EBS action field.

10.5 Safety Car Situations

Safety Car situations may occur if certain Race Situation II Cards are drawn and the conditions for a Safety Card situation as described on the card are met. During a Safety Car situation there are special rules:

- The RP of the car on the first position is limited to max 3 RP.
- Drivers that caused the Safety Car are limited to a RP of 2
- Other cars can go as fast as they can, and are allowed to overtake each other, except the race leader.
- The leader can only be overtaken during a Safety Car situation if he makes a pit stop. Don't forget to adjust the Leaderboard.
- Certain action buttons are not active in Safety Car situations: "Use EBS" and "Defend".
- EBS cannot be used during Safety Car situations
- Pit stops during a Safety Car Situation are free!
- There are no negative effects from Blue Flag Laps.



11. Team Play Variant



10.6 Fastest Lap Card and Token

The player who can move his car the most number of laps in one game round gets the Fastest Lap Card. The Fastest Lap Card is worth 1 point (and lots of praise) at the end of the game.

The player who is able to move his car 6 laps in one game round, receives the Fastest Lap Card and places the Fastest Lap Token on square 6. Whoever is the first to move his car 7 laps in one game round, receives the Fastest Lap Card and moves the Token to square 7. Et cetera.

10.7 Penalty Tokens

In the following situations, a player can receive Penalty Tokens:

- When the first 3 cars according to the Leaderboard reach race laps 21, 39 or 56 (Blue Flag Zones), they receive -3, -2 and -1 penalty RP respectively.
- When overtaking a driver who has chosen the action "Defend", you will receive a Penalty Token of -2 RP.

The Penalty Token must be played in the next game round. If you were unable to "pay" the Penalty Token in the next round (RP too low), you can discard the Penalty Token and place it with the other Penalty Tokens next to the game board.

If the finish is reached while the player still has Penalty Tokens left, the penalty RP is deducted from the RP. The car (and Tyre Wear Marker) are then reset with that negative number. Example:

- The Finish Token is on race lap 53. The player ends his turn on race lap 54, which means he has basically crossed the finish line. However, he still possesses a Penalty Token of -2RP. After deducting the -2RP, the player's car still ends on race lap 52 and thus he has not yet finished.

Please note:

- Driver Bjorn gets 2 RP less penalty on Blue Flag Zones (basically: no effect if he is in 2nd or 3rd place).
- There are no negative effects from Blue Flag Laps during a Safety Car situation.

Race Pace has an alternative gameplay variant: the Team Mode. In Team Mode, each player manages one team with two drivers, or two players can team up with two different drivers for the same team.

The game is basically the same, but there are a couple of important changes:

Setup

- Players take two Team Tablets of the same team. You need a Tablet for each of your drivers.
- When selecting the drivers, the player who picked the last Team Tablets, is the first to select his/her first driver. This player also receives the Start Player Card. Counterclockwise, every player selects their first driver.
- The last player to select his/her first driver, is the first to select the second driver. Clockwise, every player selects his/her second driver

Special rules

- Turns are per player and thus per team. The start player selects the actions for both his/her drivers. Clockwise, every player makes their choices for both drivers.
- For Team mates you have to select an action from the "A" and "B" action buttons. In the same game round, you can't select an "A" action button for both drivers or a "B" action button for both drivers.
- There is an exception to the previous rule: Drivers of the same team are allowed to take the same action.
- If for both team mates the Box Box action has been selected, the team mate in the highest race position on the Leaderboard suffers a penalty of -1 RP. The mechanics weren't ready for two cars making a pitstop in the same game round.
- Team mates are not affected by each others Defend action.
- The Tactical action of one driver applies to both team mates.

Winning the game

The team who scores the most points wins. So make sure both drivers finish as fast as possible! Points per finishing positions are:

- 1 = 25 points
- 2 = 18 points
- 3 = 15 points
- 4 = 12 points
- 5 = 10 points
- 6 = 6 points
- 7 = 2 points
- 8 = 0 points

12. Team Tablets



Race Pace

| | |
|--------------------|----------|
| Basic speed | +1 |
| Engine = 90% | +1 |
| Aerodynamics = 85% | +0 |
| Driver skill = 90% | +1 |
| Total | 3 |



The Team Tablet shows the status of your Team and Driver and thereby the basic Race Pace of your car. The Tablet roughly consists of 4 sections:

- Middle section: general team information. This is also the area where you place the driver card you've selected for your team.
- Bottom section: the Base RP Bar is a tool to keep track of your base RP (+1) plus the RP from Engine, Aerodynamics and Driver Skill on your Tablet with your RP Marker. This saves you time while counting your total RP during a game round. Don't forget to add/deduct other RP effects such as tyre speed, EBS, etcetera.
- Left section: team status
- Right section: driver status

The number left to the team logo is the position in last year's fictive constructor championship and is relevant to determine the starting position of your car on the racing grid (see H4, step 4).

The Team Tablet has 6 bars, divided in Team Status (left side of the Tablet) and Driver Status (right side of the Tablet). All bars consist of 4 fields ranging from 80% to 100%.

- All teams have a different starting status for Engine, Aerodynamics and Mechanics. This is indicated on the bars by the Team Logos.
- The starting status of the Driver Skill, EBS and Experience depends on the selected Driver Card. The Driver Card provides general information about your driver, his starting Skill, EBS and Experience. In addition, the Driver Card will tell you the Special Skill of the driver which is active during the entire race.

- **Engine Bar:** the higher the power output of your engine, the faster your RP. If your engine is at 90%, you drive 1 additional lap per game round. At 100%, you drive 2 additional laps.
- **Aerodynamics Bar:** the better the car's aerodynamics are tuned, the faster your RP. If your aerodynamics is at 90%, you drive 1 additional lap per game round. At level 100%, it's 2 additional laps.
- **Mechanics Bar:** a pit stop costs you a RP penalty of -3 laps, but as of a Mechanics level of 90%, a pit stop costs you only -2 RP. At 95% you can also use your EBS in your out-lap. At a Mechanics level of 100% you get to use EBS for free in your out-lap (EBS level remains intact).
- **Driver Skills Bar:** the higher the skill level of your driver, the faster your RP. If your driver's skill is at 90%, you can drive 1 additional lap per game round. At level 100%, you drive 2 additional laps.
- **EBS Bar:** You can charge your EBS for an extra energy boost. At an EBS charge of 90%, you can get 1 RP extra **when** you are allowed to use your EBS. At 95% you even get 2 RP extra. However, after using the energy boost, your EBS charge will (partially) deplete (except with "free EBS" and in FEB Laps).
- **Experience Bar:** the higher the level of your driver's experience, the less he will be affected by Race Situation cards. Your driver can even gain advantages at level 100%.

13. Introducing: the Teams



Team number 1
Engine 90%
Aerodynamics 85%
Mechanics 80%

Purple Reign entered the championship with one purpose: to show that Purple engines are the best. This company likes to boast about their fast cars. We can't argue with Purple, because they are the reigning constructors champion of the last five years. Purple Reign possesses the most powerful engine on the grid and the aerodynamic design is also pretty good. However, winning all these titles made the mechanics a bit lazy.



Team number 2
Engine 85%
Aerodynamics 90%
Mechanics 80%

Bad Rule is a game developer that entered the championship as a marketing stunt to improve sales. Winning several championships in their early years unexpectedly, they are a team to keep an eye on. This cocky team always pushes the limits and bends the rules, sometimes even breaking them. You can say that they are the black sheep on the grid. The engine is not the most powerful, but the aerodynamic design is extremely fast.



Team number 3
Engine 80%
Aerodynamics 90%
Mechanics 85%

Orange Motor Group was created by entrepreneur Leo Vanderorange, building on the hype of local driver Fer Zwicken who was very successful in the racing championship. Leo is active in the aerospace industry, and has access to top notch wind tunnel facilities and design team. The OMG car has a superb design, but a worthless engine.



Team number 4
Engine 90%
Aerodynamics 80%
Mechanics 85%

Chikara is an independent Japanese manufacturer of fast high tech cars. Looking for a way to lift its car sales, they decided to demonstrate the potential of their engines in the highest race class. Together with Purple Reign, Chikara has the most powerful engine on the grid. However, it still has to win its first race, because their aerodynamics make the car drive through the corners like a brick.



Team number 5
Engine 85%
Aerodynamics 85%
Mechanics 85%

Scuderia Forza is the team we all want to drive for. Forza makes cars we all want to drive in. Stylish Italian luxury sport cars or high speed supercars, they all look amazing. This car manufacturer was founded in 1911 and joined the race championship in its first edition. Forza has a glamorous history, but after many successes they became a bit decadent. Let's just say that this team became mediocre in all aspects.



Team number 6
Engine 85%
Aerodynamics 85%
Mechanics 85%

Fission Power Motorsport are engineering visionaries. This relatively young team with bright minds has proven that new technology can also work in the highest racing class. Their engine is not yet stable enough, as we have seen previous seasons with multiple engine blow-outs with some odd mushroom-shaped smoke clouds. But overall, this team has quickly moved to the midfield of the grid.



Team number 7
Engine 85%
Aerodynamics 80%
Mechanics 90%

Highlander Racing Clan has a long and rich history in the racing championship. Highlander has won the most titles, with famous drivers like Christopher MacLeod and Connor Lambert (switch intended) who seemed invincible in their days. Alas, their last title is from several decades ago. Highlander is now at a turning point with new management. Because of its many years of experience, they have the best mechanics. Their engine has some spark, but the aerodynamic design really needs improvement.



Team number 8
Engine 80%
Aerodynamics 85%
Mechanics 90%

After making his fortune as media mogul, Bear Hunter took over a racing team, renaming it **Ursa Major**, Latin for Big Bear. That says enough about the man. Bear has always been a huge fan of the sport, and this enabled him to get access to the elegant and luxury after parties. He also provided his son with a seat in the highest racing class. However, Bear is no engineer or designer. He hired the best mechanical staff available to compensate for the slow engine and mediocre aerodynamics.

14. Introducing: the Drivers



Eddy Nfufu
Driver number 1



Skill 90%
Experience 85%
EBS 80%

Ability: gets +2 RP when starting a game round in a FEB lap



"I don't like losing. Otherwise I wouldn't be here."

Undisputed champion in the last years. He took half... of all victories in the past years. Ugandan roots, but raised in England. Defying the societal odds against him, he came, saw and conquered race history. With many years of experience (and titles), he is the patron of the grid

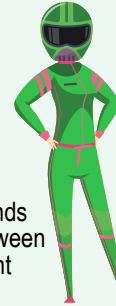
Can you prolong his title?

Céline Glace
Driver number 4



Skill 85%
Experience 85%
EBS 85%

Ability: +2RP if turn ends with empty space between you and the car in front



"Who says women can't drive?"

Céline broke the glass ceiling, beating even more experienced men in various racing classes. Because of her performances, Championship Management gave Céline a chance in the highest level of motorsport. We have no doubt that this feisty woman will prove herself.

Will you make her the first female winner in the history?

Dutch Speed
Driver number 2



Skill 90%
Experience 80%
EBS 85%

Ability: can drive on Mediums in rain as if on Hard compound tyres



"My competition is too old to keep up with me"

This rookie is extremely fast and talented. Some say he was able to drive before he could walk. In his first year he already managed to become 2nd in the championship, and is now seen as the main challenger of Eddy. Being young, he is impatient and aggressive, taking risks, which cost him points.

Can you make Dutch a more mature driver and get him his first victory?

Bastian Schuberg
Driver number 5



Skill 80%
Experience 90%
EBS 85%

Ability: Pit stop without penalty if a rain card is drawn



"Some like to play games. But I'm here to race"

If your father and grandfather in law are both renowned race drivers, your offspring will likely be a race monster like Bastian. He won titles, but the latest years he isn't on top of the game anymore. Still, he can anticipate race situations like no other that gives him an edge over his competition.

Can you rejuvenate Bastians career with a new title?

Jésus Salvador
Driver number 3



Skill 85%
Experience 90%
EBS 80%

Ability: no negative effects from defend actions against him



"I'm just like wine, I get better with age"

Very experienced driver. Has won everything, in all major race classes. No longer as fast as he used to be, but he still is a very intelligent driver. In the winter of his career, he is sharing his wisdom with those who are so fortunate to have him in their team. He may be old, but he is cunning.

Can you give Jésus one last victory?

Valentino Luciano
Driver number 6



Skill 85%
Experience 80%
EBS 95%

Ability: +1RP if you have overtaken at least 1 car during your turn



"I smile and wave when I overtake my competitors"

He is a late bloomer. He was noticed after his arrest for a 3-hour car chase through Italy, only to be caught up because he ran out of gas. With help from his Sicilian relatives, all charges were dropped and he got a chance in the Young Driver Program of Scuderia Forza. Now, this rookie gets a shot in the big league.

Will you help him earn the title?

Kimi Kaze
Driver number 7



Skill 80%
Experience 85%
EBS 95%

Ability: gets +1 RP when starting a game round in a corner



"When the lights go out... sayanora guys!"

As a kid, Kimi loved to work on cars so he knows the mechanics. Over the years, Kimi learned that he had to take a more aggressive driving style to make it in this sport. Nowadays he plummets himself into the first corner. Sometimes taking out an opponent or two.

Can you give Kimi wings and let him fly to his first title?

Bjorn Hunter
Driver number 8



Skill 80%
Experience 85%
EBS 95%

Ability: RP penalties from blue flag laps reduced by 2



"I got talent and daddy's money; that title will be mine."

Bjorn was introduced to the race sport at a young age by his father, media mogul Bear Hunter. He is still relatively inexperienced and not the most talented driver, but influence can also get you there. Bjorn can push it in the first rounds, but a whole race requires stamina.

Can you increase his consistency and make him the next champ?

The stressed Team Manager



"Whattt!?!?! Nooo!!!!"

You will meet the stressed Team Manager on a couple of occasions. Make sure your driver experience is at a decent level to avoid the wrath of Team Manager (aka you!!).

15. Disclaimers

- This is a work of fiction. Names, characters, business, events and incidents are the products of the author's silly imagination. Any resemblance to actual persons, living or dead, or actual events is purely coincidental.
- When creating the drivers, we have tried to take race and gender diversity into account, with no intention of excluding or portraying groups of people more prominently. We asked all drivers to keep their helmet on in order to make them appear neutral.
- The game contains small parts. Keep away from children. They'll be a disturbance anyway.
- The gameplay may cause your opponents to cheat...or miscalculate. The authors of the game are not responsible for their inability to calculate the correct Race Pace.
- If the game takes longer than the duration indicated on the box, you should have made quicker decisions. It's only a game, there's no champagne at the finish here (but wouldn't that be great!).

"I was, of course, hoping I could get close to a podium. The conditions were very tricky out there. But I think we had a really good strategy. We were really reactive and always pitting at the right time, I think we had some good out-laps. I was battling with a lot of cars, so it was a lot of fun out there.

Crazy race and I'm very happy I won it at the end."



Follow us



Paul ten Hout

Caroline ten Hout



2-8



60-120



12+

Strategy

Interaction

Luck



uniek
bordspel
uitgeverij