GAME PLAY DEMONSTRATION

This demonstration race will walk you through set-up and the first four turns of a one-lap race to teach you the basics of the game.

SET-UP

Place the Monte Carlo track in the middle of the table. Everyone will need a little room between themselves and the track.

Hand out four cars. If there are more than four players, have people team up. If there are fewer, give some players more than one car.

Put the car set-up decks, speed decks, wear and skill chips close at hand. We’ll grab them as we need them.

NORMAL SET-UP

Normally, this would be the time when you would set up your car with different attributes based on the track you are going to race and your preferred strategy. Instead, we’ll introduce you to your car set up as the different attributes come into play.

QUALIFYING

Qualifying is how we determine who starts where on the start grid. Each driver will sacrifice a combination of tire wear and driver skill in a blind bid – winner starts in pole position.

First you need some wear and skill to bid with. Find the cards in the diagram on the right in each car’s Driver Deck and place them face up next to that car. You can leave the rest of each car’s Driver Deck next to these cards.
**Driver cards** are the building blocks of your car – defining its abilities and differentiating your car from your opponents’ cars.

Now hand out wear and skill tokens to each car based on their wear and skill attribute cards. This will be a one lap race, *otherwise we would multiply the number of wear and green skill by the number of laps*. Bidding is done by placing any number of wear and skill tokens into your closed fist and holding it out over the table. When everyone is ready, bids are revealed and tokens used are put back in the box.

A car’s bid is equal to the number of wear bid plus half the number of skill points bid (remember that the red chips are worth 3 skill) because skill is easier to get more of when setting up your car.

For this demonstration, each car bids the following:

<table>
<thead>
<tr>
<th>Bid</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>5½: 1 Wear and 9 Skill*</td>
<td>Red wants to start the race on pole if possible.</td>
</tr>
<tr>
<td>4: 1 Wear and 6 Skill</td>
<td>Yellow also wants to be up front but does not bid as much.</td>
</tr>
<tr>
<td>0, die roll = 7</td>
<td>You don’t have to bid anything and neither Green nor Blue do. Break ties like this by rolling two die. Lowest number wins.</td>
</tr>
<tr>
<td>0, die roll = 9</td>
<td></td>
</tr>
</tbody>
</table>

*Use as much green skill as possible.

This is how the grid stacks up after bidding is done. Put the cars on the start grid as shown.

We are now ready for the first turn of the race.

**TURN 1: THE START**

First, everyone will now need a **Speed Deck**.

You will use these cards to remind everyone how fast you went last turn and to select your speed for the next turn. Speed determines how far you move on your turn and is measured in miles per hour. Every 20 mph will move your car one space – as shown on the speed cards.

Everyone will also need their start speed attribute. Start speed determines how fast you can go on the first turn of the race. Find the following start speed cards for each car and add them to that car’s setup tableau:
Red is trying to exceed or test Red's start speed. This will require a die roll to see if the test is a success. However, before Red rolls dice, Red must decide whether to spend skill to modify this roll.

Any time that a car rolls dice during the race, skill may be spent to improve that roll BUT the skill must be spent before the die roll is made.

The table above shows the possible results of a start speed test. Red decides to spend 1 to apply a -1 to this test.

Red rolls an 11. With the -1 from the skill spent that is a 10 and so does not succeed. Instead of going 80, Red goes 40.

Yellow used the red line so the base safe speed of 40 is considered to be 60. At 100 mph, Yellow is 40 mph over and so owes 2 wear for this corner. Place 2 of Yellow’s wear tokens in the box.
Green simply moves 3 spaces as shown above. Blue will also roll dice to test Start Speed using 1 skill to modify the roll.

Blue rolls a 9. But the 1 skill spent reduces that to an 8 and Blue succeeds and gets to move 2 spaces. Place 1 of Blue's green skill tokens in the box.

**TURN 1: CLEAN UP**

All four cars should leave the speed cards that represent their current speed on the table face up in front of them. During the game, this lets other cars know how fast you are currently going.

**TURN 2**

Let's get out each car's last 3 Driver cards: acceleration, deceleration, and top speed.

**COMPLETE SET-UP**

Each car should now have the complete set of 6 Driver cards in front of them. Note that all 6 cards have a point value and that the sum of that value for each car is 2.

The three new attributes tell you how much you can raise your speed on a given turn (acceleration), the maximum speed that you can plot for your car (top speed), and how fast you can slow down on a turn (deceleration).

But like Start Speed you can always test these three attributes as well in order to increase them by 20 mph for a turn.

Go back to each car's speed decks and let's find new speed cards for turn 2. Place these new cards on top of the speed cards that represent their speed from last turn.
Yellow is now in the lead and so moves first this turn – 6 spaces for its 120 mph.

Yellow’s acceleration (40) and top speed (140) would have let Yellow go 140 this turn after going 100 last turn, but Yellow’s 20 deceleration would have made it hard to get through the next corner safely.

**CORNER EXIT**

Because a car only worries about corner speeds when they enter a corner space, they do not have to worry about the space they are sitting on when determining next turn’s speed. This is why Yellow was able to accelerate from the last space of the corner.

Red moves 3 spaces. First to the start of the red line, then along the red line through the corner. While using the red line, Red will not have to spend any wear in the corner at 60 mph.

Blue moves 6 spaces onto the start of the line for the first corner.

Now the cars are done moving. Everyone will leave a speed card in front of them representing the speed they went this turn and picks up their speed cards from last turn.

Green now has a choice. Green was planning to use the red line as well, but Red is in the way. So Green can either take the 40 space for 2 wear and end up next to Red or take the 60 spaces for 1 wear to end up behind Red.

Green decides to just spend 1 wear here and takes the 60 spaces. Place 1 of Green’s wear in the box.

**PAYING WEAR**

Another important thing to know about corners and wear is that cars normally only have to spend wear for the first space of a corner that they enter even if they did not get to the end of the corner that turn. So even though Green went through 2 spaces, Green only paid for the corner as a whole, not each space.
**TURN 3**

Let’s get out new speed cards for this turn.

<table>
<thead>
<tr>
<th>120</th>
<th><strong>Red</strong> wants to try to catch up here and so is going to test their acceleration to go 120.</th>
</tr>
</thead>
<tbody>
<tr>
<td>80</td>
<td><strong>Yellow</strong> wants to go 80 through this next corner, but will have to test their 20 deceleration.</td>
</tr>
<tr>
<td>120</td>
<td><strong>Green</strong> will go 120 as well here.</td>
</tr>
<tr>
<td>60</td>
<td><strong>Blue</strong> is saving wear to use at the end of the race so goes 60 here.</td>
</tr>
</tbody>
</table>

Red wants to go 120 but their speed of 60 from last turn plus their acceleration of 40 is only 100. Testing acceleration can add 20 to the attribute for this turn only. This time Red rolls a 5 and succeeds.

If Red had failed, they would have placed a “-20” damage marker on top of their acceleration card. This would have reduced their acceleration by 20 for the rest of the race. In addition, any future failure to test deceleration or top speed would blow up Red’s engine and knock them out of the race.

Testing top speed works exactly like testing acceleration.

After Red moves 6 spaces onto the start of the next corner’s line, Green gets to move.

Note that Yellow could pay wear to slow down instead of rolling a test. But Yellow wants to save those wear for corners and so rolls the test. A die roll of 7 means success.

If Yellow had failed, they would have paid 1 wear and placed a “-20” damage marker on top of their deceleration card. This would have reduced their deceleration by 20 for the rest of the race. In addition, any future failure to test deceleration would blow up Yellow’s brakes and knock them out of the race.

However, even if Yellow had failed they still would have gone 80 mph as planned.

Using the line in the corner, Yellow does not need to pay anything for the corner.

Before Red moves, Red must test their acceleration.

<table>
<thead>
<tr>
<th>DIE ROLL</th>
<th>RESULT</th>
</tr>
</thead>
<tbody>
<tr>
<td>9 or less</td>
<td>Success</td>
</tr>
<tr>
<td>10 or more</td>
<td>Fail, pay 1 wear and reduce deceleration by 20.</td>
</tr>
</tbody>
</table>

Notice that Green started this turn directly behind Red. Because Green started behind a car going 120+ and Green is not going faster than Red, Green gets to slip Red.

**SLIPPING**

When slipping a car going 120 to 160 mph, the trailing car can take 1 bonus space. If Red had gone 180+ this turn, Green could have gained up to 2 bonus spaces. All slip bonuses are optional.

Above you can see that Green ends up moving 7 spaces even though Green’s speed remains 120.

Blue moves 3 spaces, using the line to go 60 in the corner without having to pay any wear.

Once again, make sure that everyone leaves a speed card in front of them representing the speed they went this turn and picks up their speed cards from last turn.
**TURN 4**

Let’s get out new speed cards for this last demonstration turn.

- **100**
  - **Red** has a risky move planned to try to close up on the leader.

- **MAINTAIN PRESENT SPEED**
  - **Yellow** wants to go 80 again and so uses the Maintain Present Speed card to indicate that.

- **100**
  - **Green** would not mind getting in front of **Red** but does not want to spend too much wear yet.

- **120**
  - **Blue** continues to save wear.

Yellow goes 80 mph again. This time Yellow runs through two corners in the same turn. First through the 40 space in Mirabeau for 2 wear then onto the line in the next corner for 2 more wear – 4 total on the turn.

Four wear is a lot to spend in one turn, but Yellow’s whole strategy was to take the lead and hope no one can catch up.

Red and Green start this turn in the same row of spaces. The first tie-breaker to determine who to move first is their speed this turn. Both plan to go 100. The next tie-breaker is which car is closest to the red and white striped side of the track. Red is, so Red moves first.

Red takes the red line through Casino at 100 for 1 wear and then decides to take the 40 space in Mirabeau. When a car tries to go 60 mph faster than a corner’s speed limit, they must spend 2 wear AND roll a chance.

<table>
<thead>
<tr>
<th>DIE ROLL</th>
<th>RESULT</th>
</tr>
</thead>
<tbody>
<tr>
<td>6 or less</td>
<td>Success</td>
</tr>
<tr>
<td>7 - 9</td>
<td>Spin</td>
</tr>
<tr>
<td>10 - 12</td>
<td>Crash</td>
</tr>
</tbody>
</table>

A chance allows a car to go 20 mph faster in a corner. Only 1 chance can be rolled per corner.

Red rolls a 7 and spins. Because Red spins, pick up Red’s speed cards to indicate that Red is currently going 0 mph. Next turn, Red will go the slower of Red’s acceleration and start speed – 40 in this case.

Now Green moves. Green did not start this turn on the red line and so can’t take advantage of its benefit. Instead, Green takes the 80 spaces for 1 wear and does not enter Mirabeau.

Blue goes 120, on the line, right up to the next corner.

**TURN 5: THE RACE CONTINUES**

*Now you are on your own.*

Each driver should think about what speed they want to go this turn, find that card in their speed deck and place it face down next to them.

When everyone is ready, turn over your new speed cards and move each car in turn.