RACE! FORMULA 90

QUICK RULES - BASIC GAME

SETUP
Draw num race cards as on the car chart +1, collect tyre chips.
Substitute car: if you wish you may only for this time re-draw your hand of cards

QUALIFYING
Each player plays 1 race card face down
Each robot draws 1 qualifying chit of corresponding type
Highest movement value starts first
Tie breaker: Lowest Check factor. If still tie then random choice
Place refuelling chits: 1st on turn 8, 2nd on turn 10, last on turn 14, all others on turn 12
Each player chose a strategy

PRE-RACE
Each player chose a strategy

PLAY ORDER
Advance Turn Indicator.
Activate the section where the Leader chit is placed.
Leader takes its Individual turn
Activate the new section where the Leader is placed.
Cars behind the Leader chit take their individual turn.
Go backward on the track and activate the next section with cars. All cars in the section take their Individual turn in order.
Skip cars that have already played their turn. Continue until all cars on the track have taken their Individual turn.
Every time a corner section is activated, then a contest could take place before Individual turns are taken.

CONTEST
In reverse order of position in the section
- Player decides if to declare contest or not. If so the he plays 1 or 2 cards face down.
- Robot only declares contest for overtaking a human ahead or to defend against attempts of overtaking him (never defend against lapping attempts). Robots draw 2 race cards from the deck
- Whoever declined contest is moved back in the section according to the original positions

- Contest value = cards movement value + corner bonus (except first in the section) (Banging Wheels: +3 bonus to contest)
- Car positions are reorganised according to their contest value (higher goes first, in case of a tie cars take 1 damage and respective positions remain unchanged)
- Cards played in the contest are frozen throughout the turn

INDIVIDUAL TURN (Player)
Declare a pit stop (compulsory in the turn where the refuelling chit is placed). Move the car backward as many section as indicated on the board. Repair all red damage, discard cards, draw new cards (until the max number of cards in hand is reached), replenish tyre chips, change strategy, remove refuelling chit (first pit stop only). The Individual turn stops. It will resume when the newly reached section is activated.
Draw 1 race card (Lucky: draw 2 cards, keep 1) (Chase: may take movement card played by chased player or draw from the discard pile).
Play 1 or 2 cards (second card could only be a +1 in pair with any card or a +2 in pair with another +2 card).
Comply with cards requirements: consume tyres (min 1 tyre chip, rest could be cards, Save Tyres: -1 tyre chip), take damage (Hazard: +1 movement), perform any check required (Hazard: +1 movement if check successful), draw new cards.
Check procedure: use a movement card, a card from your hand or draw from the race deck. Target to beat is on the car chart (+/- 20 modifiers may apply). If card check value <= target then no damage; if > target then draw 1 damage disc. Card used for checking replaces the target check on the car chart.
Total movement value = cards movement values + trajectory bonus (Balance: get bonus with green, orange, yellow cards) + strategy bonus.
Move the car. You must use all movement points available. Entering a new section costs 1 movement point. You stop when movement points are over.
If finishing on a section with free trajectories you can choose which one to occupy.
Overtaking
Overtaking in a straight section: cost 1 movement point
Overtaking in a braking section: stop. Loose all remaining movement points (Banging Wheels: overtaking cost 1 movement point). Attempt a Late Braking (optional): blind check against the target at the braking point. If succeed advance 1 section (Hazard: advance 2 sections if no cars ahead); if fail go off-track.
Overtaking in a corner section: stop. Loose all remaining movement points (Banging Wheels: overtaking costs 2 movement points).

Lapping/Un-lapping
Lapping/Un-lapping in a straight/braking section: cost 1 movement point
Lapping/Un-lapping in a corner section: cost 2 movement points
Leader needs to check before lapping any car (not required when lapping of 2 or more laps). If fail, lose all remaining movement points

INDIVIDUAL TURN (Robot)
Mandatory pit stop for robot in best position in the turn where the refuelling chit is placed. Move the car backward as many section as indicated on the board. The turn stops. It will resume when the new section reached is activated.
Total movement value = 3/2 (fast/slow) + trajectory bonus.
Move the car. You must use all movement points available.
Entering a new section costs 1 movement point. Robot stops immediately when movement points are over.
If finishing in a section with free trajectories robot takes the highest value and most external.
Overtaking
Overtaking a player in a straight section: cost 1 movement point
Overtaking a player in a braking section: stop. Loose all remaining movement points.
Overtaking a player in a corner section: stop. Loose all remaining movement points.
Overtaking another robot in any section: free.
Lapping/Un-lapping
Lapping a player in a straight or braking section: cost 1 movement point
Lapping a player on a corner: cost 2 movement points
Lapping another robot in any section: free
If robot is the Leader it needs to check vs 70 before lapping any car (not required when lapping of 2 or more laps)
If fail, lose all remaining movement points
Un-lapping is not allowed (unless the car in front is off-track).

INDIVIDUAL TURN WHEN RE-ENTERING FROM OFF-TRACK
Play after all cars in the braking section that originated the off-track situation
Take no action (no card drawing, no cards play, no strategy effects). Place the car in last position in the section pointed by the first re-entering position (green car on the board)

FIRST AND LAST TURN
All overtaking costs 1 movement point (Banging Wheels: in the first turn one overtaking costs 0 movement points).

Gotha Games

QUICK RULES - ADVANCED GAME

Legenda
Text – Basic rules
Text – Advanced rules
Text – Strategy effects
Text – Strategy SPECIALS (Advanced rules)
Text – Skills effects (Advanced rules)

FREE PRACTICE

Draw num race cards as on the car chart +1.
Substitute car: if you wish you may only for this time re-draw your hand of cards
Choose a driver skill
Choose cards, damages and tyres setup chits using max 6 setup points. **(Tuning skill: 8 points to car setup)**

QUALIFYING

Each player plays 1 race card face down together with his refuelling chit to indicate how much fuel will embark
Each robot draws 1 qualifying chit of corresponding type
Qualifying value for a player = card movement value + refuelling chit value + **(Qualifying Skill: +2, draw 2 track cards)**
Qualifying value for a robot = qualifying chit value (use higher qualifying value)
Highest movement value starts first
Tie breaker: Lowest Check factor. If still tie then random choice
Place refuelling chits on corresponding turns as indicated on the chits

PRE-RACE

Draw 1 race card and use check factor to determine weather conditions
Each player in descending order on the grid chooses their tyres and takes tyre chips (Hard: draw 1 track card, Soft: take 3 blue discs, return 3 black discs)
Determine robot tyres
Each player chose a strategy

PLAY ORDER

Advance Turn Indicator. If a new row then remove all flags and safety car (race restarts immediately)

Activate the section where the Leader chit is placed.
Leader takes its Individual turn
Activate the new section where the Leader is placed.
Cars behind the Leader chit take their individual turn.
Go backward on the track and activate the next section with cars. All cars in the section take their Individual turn in order.
Skip cars that have already played their turn. Continue until all cars on the track have taken their Individual turn.
Every time a corner section is activated, then a contest could take place before Individual turns are taken (no contest allowed if yellow flag in section).

CONTEST

In reverse order of position in the section
- Player decides if to declare contest or not. If so the he plays 1 or 2 cards face down.
- Robot only declares contest for overtaking a human ahead or to defend against attempts of overtaking him (never defend against lapping attempts). Robots draw 2 race cards from the deck
- Whoever declined contest is moved back in the section according to the original positions
- Contest value = cards movement value + corner bonus (except first in the section) (Banging Wheels: +3 bonus to contest) (Some track cards may double their value in contest)
- Car positions are reorganised according to their contest value (higher goes first, in case of a tie cars take 1 damage and respective positions remain unchanged) **(Banging Wheels: if win a contest => SPECIAL, draw 1 track card)**
Cards played in the contest are frozen throughout the turn

INDIVIDUAL TURN (Player)

Versatility skill: change your strategy. Rotate the skill chit to indicate this is now inactive.
Declare a pit stop (compulsory in the turn where the refuelling chit is placed). Move the car backward as many section as indicated on the board **(Pitting skill: +2 sections)**, advance the refuelling chit 10 turns, -1 section for each 3 additional turns of fuel. Repair all red damage, discard cards, draw new cards (until the max number of cards in hand is reached), replenish tyre chips, choose tyres (Hard: draw 1 track card, Soft: take 3 blue discs, return 3 black discs), change strategy, re-activate the Versatility chit, **(Pitting skill: draw 2 track cards)**. The Individual turn stops. It will resume when the newly reached section is activated.
Draw 1 race card (Lucky: draw 2 cards, keep 1, **if cards have the same movement value => SPECIAL, draw 1 track card)** (Chase:

may take movement card played by chased player or draw from the discard pile).
Play 1 or 2 cards (second card could only be a +1 in pair with any card or a +2 in pair with another +2 card) (track cards must use at least one section of the corner they represent). Some track cards can be played in pair with any card.
Comply with cards requirements: consume tyres (min 1 tyre chip, rest could be cards, Save Tyres: -1 tyre chip, **if consuming at least 1 black disc => SPECIAL, draw 1 track card)**, take damage (Hazard: +1 movement), perform any check required (Hazard: +1 movement), draw new cards, use flags (yellow: place in a corner section, green: remove a yellow flag, blue: take the blue pawn, orange: take the orange pawn if available).
Check procedure: use a movement card, a card from your hand or draw from the race deck. Target to beat is on the car chart (+/- 20 modifiers) **(Reflexes skill: +20 to target)** (Rainy Weather: -20 target). If card check value <= target then no damage; if > target then draw 1 damage disc. Card used for checking replaces the target check on the car chart.
Total movement value = cards movement values + trajectory bonus (Balance: get bonus with green, orange, yellow cards, **If play card matching a green, orange, yellow trajectory => SPECIAL, draw 1 track card)** + strategy bonus - weather penalties – yellow flag penalty.
Move the car. You must use all movement points available. Entering a new section costs 1 movement point. You stop when movement points are over.
(Hazard: If moving at least 6 sections after taking a damage or passing a check => SPECIAL, draw 1 track card for each damage taken and each check passed)
If finishing on a section with free trajectories you can choose which one to occupy. **(Chase: if you finish in the same section where the chased player is => SPECIAL, draw 1 track card)**
Overtaking
Overtaking in a straight section: cost 1 movement point
Overtaking in a braking section: stop. Loose all remaining movement points (Banging Wheels: overtaking cost 1 movement point). Attempt a Late Braking (optional): blind check against the target at the braking point **(Reflexes skill: +20 to target)** (Rainy Weather: -20 target). If succeed advance 1 section (Hazard: advance 2 sections if no cars ahead) **(Banging Wheels: if succeed late braking => SPECIAL, draw 1 track card)**; if fail go off-track. Some track cards may be discarded to pass the LB check.
Overtaking in a corner section: stop. Loose all remaining movement points (Banging Wheels: overtaking costs 2 movement points) Some track cards may allow overtaking at cost of 1 movement point; Overtaking not allowed if yellow flag in section.

Lapping/Un-lapping

Lapping/Un-lapping in a straight/braking section: cost 1 movement point **(Lapping skill: free)** (Blue flag: free)

Lapping/Un-lapping in a corner section: cost 2 movement points **(Lapping skill: 1 movement point)** (Blue flag: 1 movement point) (not allowed if yellow flag in section)

Leader needs to check before lapping any car (not required when lapping of 2 or more laps) **(Reflexes skill: +20 to target)**

If fail, lose all remaining movement points

INDIVIDUAL TURN (Robot)

Mandatory pit stop for robot in best position in the turn where the refuelling chit is placed. Mandatory pit stop for all robot if weather change to rain/dry when robot tyres are hard/rain.

Move the car backward as many section as indicated on the board. The turn stops. It will resume when the newly reached section is activated.

Total movement value = 4/3/2 (superfast/fast/slow) + trajectory bonus.

Move the car. You must use all movement points available.

Entering a new section costs 1 movement point. Robot stops immediately when movement points are over.

If finishing in a section with free trajectories robot takes the highest value and most external.

Overtaking

Overtaking a player in a straight section: cost 1 movement point

Overtaking a player in a braking section: stop. Loose all remaining movement points. Player controlling Orange flag may decide to attempt a Late Braking: blind check against the target at the braking point (Rainy Weather: -20 target). If succeed advance 1 section; if fail go off-track.

Overtaking a player in a corner section: stop. Loose all remaining movement points.

Overtaking another robot in any section: free.

Lapping/Un-lapping

Lapping a player in a straight/braking section: cost 1 movement point

Lapping a player on a corner: cost 2 movement points (not allowed if yellow flag in section)

Lapping another robot in any section: free (not allowed if yellow flag in section).

If robot is the Leader it needs to check vs 70 before lapping any car (not required when lapping of 2 or more laps).

If fail, lose all remaining movement points

Un-lapping is not allowed (unless the car in front is off-track).

OFF-TRACK TRAJECTORIES

Moving off-track

Resolve all symbols along the off-track trajectory. A check result may take your car along different routes.

(Reflexes skill: +20 to target) (Rainy Weather: -20 target)

If no crash then place the car in reached re-entering position (green car on the board)

Re-entering the track

Play after all cars in the braking section that originated the off-track situation.

You do not participate in an eventual contest.

Take your Individual turn. Pit stop is not allowed. Re-entering as last in the section cost 1 movement point, Deduct any movement penalty taken on the off-track trajectory, if total is negative then re-enter the section and stop.

SAFETY CAR

Place the safety car right in front of the leader.

Place all other cars in their respective positions at 1 section distance among them and the leader.

Individual turn: draw 1 card, move 1 section, discard 1 card.

Strategies, skills, trajectories are not available.

If pit then place the car 1 section behind the last.

FIRST TURN

All overtaking costs 1 movement point (Banging Wheels: one overtaking costs 0 movement points).

RESTART TURN

All overtaking costs 1 movement point (Banging Wheels: one overtaking costs 0 movement points).

FINAL TURN

All overtaking costs 1 movement point

_____

STRATEGY	BENEFIT	SPECIAL
SAVE TYRES	Save 1 tyre chip	When spend at least 1 tyre chip (single special)
HAZARD	Gain +1 movement point for any check passed successfully and for each damage taken. Everytime you succeed in a Late Braking, advance two sections instead of one	When move 6 sections or more after having passed a check or taken a damage (multiple specials)
BALANCE	Use any type of trajectory when play only Driving, Gear and Event cards (no Speeding cards)	When play a card for moving his car of the same type of the trajectory (single special)
LUCKY	Draw two Race Cards and keep one	When draw two cards with exactly the same movement value (single special)
CHASE	Pick up one of the cards played by the driver in front of you or if this is not possible, draw from the discard pile of the Race Cards deck	When movement ends exactly in the same section where the chased player is (single special)
BANGING WHEELS	Overtake in a contest with a +3 bonus, overtake in a corner spending 2 movement points, overtake in a braking section spending 1 movement point. One free overtake at the start.	When win a contest or overtakes with a Late Braking (multiple specials)

SKILL	BENEFIT
VERSATILITY	A player with VERSATILITY can change his strategy at the beginning of his individual turn. The Skill will then become inactive (rotate the Skill chit to indicate that) and can be re-activated only with a pit stop.
REFLEXES	This driver Checks receive a +20 bonus, including all Blind Checks for a Late Braking and the Leader lapping checks. Use the +20 chit to indicate the benefit.
QUALIFYING	This driver adds +2 to the value of the card played for qualifying and after the starting grid is formed he immediately receives 2 Track cards from the Track Cards deck. This skill has no further use after the qualifying session is over.
PITTING	This driver pit stop time is reduced by 2 sections over the basic pit time indicated on the board. Moreover, after completing a pit stop, he draws two Track Cards and add them to his hand in addition to the card limit stated on his Car Chart.
TUNING	This driver can spend 2 additional points in the setup phase i.e. he can build a car with 8 points. However he can never exceed the 3 points value for each car characteristic. This skill has no further use after the free practice session is over.
LAPPING	This driver will spend 1 movement point for lapping in corner sections and zero movement points for lapping in straights and braking sections. If leading the race, the driver using this skill will still have to do a check before lapping. There is no benefit in combining LAPPING with a blue flag.