EUROSPEDWAY LAUSITZ
Super Speedway • Brandenburg
GERMANY
[50 turns]
ESCAPE [NC] • REPAIR [-1]

AUTODROME ST. EUSTACHE
Short Track • St. Eustache, Quebec
CANADA
[40 turns]
ESCAPE [-1] • REPAIR [NC]

CHENGDU GOLDENPORT CIRCUIT
Road Course • Chengdu
PEOPLE’S REPUBLIC OF CHINA
[28 turns]
ESCAPE [NC] • REPAIR [-3]

VELOPARK BRASIL
Intermediate Track • Nova Santa Rita
BRAZIL
[40 turns]
ESCAPE [NC] • REPAIR [NC]

AUTODROMO INTERNACIONAL DE AGUASCALIENTES
Intermediate Track • Aguascalientes, AG
MEXICO
[40 turns]
ESCAPE [NC] • REPAIR [-1]
2014 WORLD STOCK CAR RACING CHALLENGE for RED WHITE & BLUE RACIN’ STOCK CAR ACTION GAME

PLAAY Gamer Jack Christensen of Portage, WI is the inspiration for this card set. He had e-mailed me around the holidays suggesting some sort of world auto racing challenge using RED WHITE & BLUE RACIN’. I thought it was a great idea, and earmarked it as a free card set for the opening of the NASCAR season. When the Olympics buzz started kicking in, it made me even MORE engaged in this idea. I will say that it took a good chunk of time to create this set, but I’m pretty excited about the results! I’m hoping that there will be some gamers who will conduct a full competition, using all eight venues, and will report the results to me via e-mail, or on the PLAAY Games Delphi Forum.

About the venues—they are real racing venues, and in MOST cases they have hosted actual stock car races. Some “poetic license” has been employed, as the Russian and Chinese facilities are really not NASCAR-ready. The German track is an excellent facility, but would have to have some accommodations made for stock car racing.

I used real-life drivers where possible, thus you’ll recognize a number of familiar names. Obviously, many of these countries have zero NASCAR presence, so fictional drivers were invented. However, as has been the case with my other fictional card sets, I’m confident the fictional drivers will quickly take on identities that will make them seem quite real. The mix of real drivers will, I think, accelerate the process.

One area where you’ll need to be creative is RACE WEEK. I didn’t have the time to create a new RACE WEEK guide that would be reflective of international competition, so you’ll have to improvise with the existing booklet. I would suggest incorporating the placement letters as indicated, but altering or ignoring the text references where they don’t make sense. For TV cards, you can simply print the cards a second time on a different colored card stock, or, if you prefer, mark the cards or score sheet to indicate who the TV drivers are.

How you conduct your competition is totally up to you. You could choose to use normal qualifying procedures and a standard points scheme. Or, you could divide the cards into two groups and have two “shootout” type qualifying events, so that everybody gets a chance to drive. Use your imagination!

In closing, I hope you have a lot of fun with this card set. To me, it represents one of the really appealing aspects of our hobby: the ability to take cards, dice, charts and imagination, and combine them to create alternate “what if” sports scenarios and drama. If you have any questions or comments, please let me know. The e-mail address is info@plaay.com.

Keith Avallone
PLAAY Games
February, 2014