

Track
1-2 TOP
3-4 MIDDLE
5 BOTTOM
6 DUEL
Use Track Adjustments

doubles:
1-5 **Xtra Problem**
(beg./end of turn
except last turn is beg.)

DUEL (swap same group)
NO DUEL vs. Leader
Start with odd driver MIDDLE/BOTTOM
Roll on Duel Table/voluntary
R ≤ Gas: win & target rolls **Trouble YF**
Add one PC if win
R > Gas: lose & instigator rolls **Trouble YF**
7 on Duel Table or **doubles on M & M**
Loser goes to Fuming list
DUEL Charge-IF DUEL IN final turn,
Conduct DUEL normally,
but Leader has brake bonus

Pit Stop
1. **M & M** – doubles = Pit Violation OR
Switch drivers within TOP & MIDDLE
2. **BL**
1-2 TOP & Leader
3-4 MIDDLE
5 BOTH & Leader
6 TV drivers & Leader if TV driver

Fast Pit? (start either end)
M+M Fast Pit get one PC
3. TOP/MIDDLE PC drivers switch with
highest non-PC drivers in group by PC(or most PCs)
4. **BL** = one TOP driver challenges Leader (no Brake defense)
If **R** > challenger's Gas = switch positions with Leader, but Leader can use PC

Early Pit after Yellow (within 3 turns end of race)- Leader can send field in for early Pit & Leader can roll for Fast Pit no matter what group / all Pit Turns renumbered from this point (every 10 turns)

Double Fast Pit -If driver won pc on Fast Pit, he can attempt Double Fast Pit;
M+M 6 or less= add another pc / 7 or more= lose pc earned in Fast Pit

Pit Skip (within 2 turns end of race) –any TOP driver can Skip Pit and swap positions with Leader/give low fuel card/For multiple low fuel drivers, maintain current order with highest ranked car taking the lead and other low fuel drivers ranked behind. At end of race, die roll 4or 5 =out of fuel; throw two dice= final position in TOP

Challenge (start with lower)
Swap positions in next group
R ≤ Gas challenger win or **R** > Gas lose
Modify Brake (**max. 5**)
* same quality defender/ ** if starred
* in TOP
** Leader
starred * quality-gets 2 chances (same group
or next group if 1st challenge succeeds)

triples=no challenge & find **Problem**
for challenging driver;
then continue challenges
YF on triples=no more challenges

Feuding/Fuming
Check list-roll die for driver
No driver =end of turn
If feud, include driver he is
feuding with; ahead is rabbit,
behind is turtle
M+M on Feud/Fume Results
OUT=out of race
BOTTOM=end of BOTTOM
TROUBLE=for all drivers in
group
If Fuming, that driver chooses any driver/
choose or die for/leading driver=rabbit

YELLOW Flag (TROUBLE)
if cars collected=**YF** comes out
1-2 cars = 1 **YF** Turn
>2 cars = 2 **YF** Turns
If **YF** on pit turn, conduct pit turn
*Race cannot end on **YF** turn/add
one turn*

Performance Chips (PC)
- win challenge or duel
- fend off challenge or duel
- avoid **Trouble** (NOT Problem)
- Leader to maintain status in
Pit Stop challenge
Both have: Odd=use, Even=retain
One driver has more PC, then use
No pc in BOTTOM/Multiple PCs OK
- add 1 PC if lead 10 turns in row

Fill A Gap –**group drivers to front**
If **YF**, then move next group drivers
If **no YF**, **R** ≤ Gas top driver=fills gap

Problem
Roll on Driver Finder, then
on Problem Finder
Rare
Roll on Rare Results, then
on Driver Finder
Note different parts of race for
repairs for Problem/Trouble
Problem triggers Fill a Gap
and if **YF** resulted, one **YF** turn

Trouble (start with leading)
M+M for each driver in group
M+M ≤ Escape = avoid
M+M > Escape =collected & #**YF**
M+M ≤ Pit repair=repaired /
end of BOTTOM
M+M > Pit repair=no repair/OUT
Use Track Adjustments

The Big One- If 3 or more TOP
drivers collected or 6 or more
continue next group below