Sample Gameplay

The game involves many nuances. At its core, two dice are rolled on the Race Chart of a track. The "action" especially happens when a 6 or an 8 is rolled.

When a 6 is rolled, each driver moves according to their current Pace. Pace is a flexible rating that can change during the race, depending on how the tires perform.

When an 8 is rolled, a fixed rating of the driver is used depending on the track, for example, a High Speed Corner. The track thus determines which skills are crucial. Every track is different.

The excitement comes from whether a 6 or an 8 is rolled. It can happen that one driver has a higher current Pace value, while another driver has a higher rating for High Speed Corner.

The dice therefore determine in which direction the race develops.

Race Chart

	Laps/ Event	Movement
2	1 lap On-Camera Chart	
3	1 lap Weather change?	
4	1 lap + ✖ -Check	
5	3 laps	
6	1 lap Pace Chart	Pace Chart
7	1 lap **Tires Check**	
8	1 lap Track Chart	Track Chart
9	1 lap + ✳ -Check	
10	2 laps + ✏ -Check	
11	1 lap Driver Chart	
12	1 lap Penalty Chart	

Pace Chart

If the dice roll is 6 on the Race Chart, the black die indicates if there is an overtake chance!

1	Pace, check Overtake!
2	Pace, check Overtake!
3	Pace, check Overtake!
4	Pace, Overtake!
5	Pace, Overtake!

For 3 or more spaces, the Driver overtakes!

Track Chart

If the dice roll is 8 on the Race Chart, the black die indicates which part of the track had a significant impact and which ability is involved.

2	▶▶- High Speed Corner! Check Overtake!
3	▶▶- High Speed Corner! Check Overtake!
4	▶▶- High Speed Corner! Overtake!
5	🚗 X/ Top Speed Setup! Check Overtake!
6	🚗 X/ Top Speed Setup! Overtake!

For 3 or more spaces, the Driver overtakes!

<u>Tires Check:</u> Do not re-roll: Black die 1 <u>Pace -2</u>, 2-3 <u>Pace -1</u>, 4-5 <u>Pace +1</u> and 6 <u>Pace +2</u> for Random Driver!

Another key aspect of the simulation is the in-race decision-making that drivers face in various race situations — for example, during a Pit Stop. Here, the driver has the option to accept a slower Pit Stop in order to increase their Pace.

Each race presents you with a few of these decisions in various situations.

Time!

12	Solid Pit Stop! 0 Spaces!

Tires!

<u>Choice:</u> -1 Space and +1 Pace!