


## Game Setup

- **Board:** Choose a circuit to play. For the first game, play USA, with just 1 lap.
- **Players:** Choose a color, and take the board, car, gear stick, 12 Speed cards (3 x 1-4), 3 Starting Upgrade cards.
- **Heat/Stress Cards:** Check the circuit to determine how many cards to add to the engine & drawing deck.
- **Player Board:** Shuffle deck (Speed + Upgrade + Stress), place it face down on the left. Place Heat cards on the engine, in the middle. Place the gear stick on 1st gear.
- **Grid:** Randomly place cars in the grid.
- **Hand:** Draw 7 cards.


## Legends Module (also for solo mode)

- **# Legends:** Use Legends to complement the suggested minimum of 4 players, adding at least 2 if any at all.
- **Setup:** Add chosen Legend cars to the grid, shuffle the 10 Legends cards and place them face down on their mat.
- **Difficulty:** To increase the difficulty, add +1 or +2 to the Legends' Top Speed.
- **Remarks:** Legends never slipstream, use Heat or Cooldown.
- **Gameplay:** Each round, after the player(s) complete steps 1 & 2, when it's the turn of the first Legend this round, flip over a Legend card, which will be used by all Legends this round. Each Legend has a *Top Speed* (number inside the helmet) and a *Diamond Value* (number in the Diamond above their helmet).
  - **A) Clearing Corners:** if Legend has crossed the Legends Line, move their car **<next curve limit + Diamond Value>** spaces. Legends don't cross 2 corners on same move, so if that's about to happen, place Legend on the first space before the 2nd corner. **Aggressive Legends Variation:** Legends can cross 2 corners on same move if starting from space with 
  - **B) Approaching Corners:** if Legend has not crossed the Legends Line, they move at their **Top Speed** if possible (i.e. if they do not cross next corner), or move directly to the **<Diamond Value>** space before the curve.

## Tournament Mode

- No one adjusts gear on Step 1, but everyone still plays cards without revealing how many there are.
- Once getting to the Reveal & Move step, reveal cards and adjust gear accordingly.
- If shifting gears by 2, immediately pay Heat during the Reveal & Move step.
- If accidentally shifted 2 gears without having Heat to pay for it, adjust the number of cards: if the mistake happened while shifting up, discard 1 card at random; if it happened while shifting down, draw 1 speed card as if doing a Boost. Then, adjust gear accordingly.

## Garage Module

- **Starting Upgrade cards:** Put aside the 3 starting Upgrade cards (0, 5, Heat), to be replaced by 3 others.
- **Upgrade Levels:** Decide if you want to use Basic  and/or Advanced Upgrades
- **Drafting:** Shuffle Upgrade cards and draw 3 cards + 1 per player. Do 3 rounds of drafting, in reverse player order for rounds 1 & 3, and normal player order in round 2.
- **Upgrades:** When you reveal your cards, always start by resolving Boost Symbols (wherever they come from) as usual. Other symbols are resolved in the React step.

## Weather and Road Conditions Module

- **Weather:** Shuffle 6 Weather tokens, draw one and place it on the board, adjusting requirements for Heat and Stress cards
- **Road Condition:** Shuffle 12 Road Condition tokens, and draw one for each corner. If the token shows an arrow, it modifies the next sector, otherwise it modifies that corner. Put the token on the corresponding tent.
- **Car Upgrades:** Determine the Weather first, then do Upgrades, to adapt the car to the weather conditions.

## Championship Module

- **Championship:** Choose a season to race, finding the corresponding event and track cards. Remove players' starting Upgrade cards, and place Weather tokens, Upgrade & Sponsorship cards on the Championship mat.
- **Before Each Race:** Set up the grid randomly for 1st race, then follow championship order from the scorepad (in case of ties, last race order decides). Place the event card for the race on the Championship mat. Go through the steps on the right, top to bottom, in order:
  - **Build your car:** Do one round of drafting as described in the Garage Module to choose one Upgrade card per player, in reverse grid order. After all players have one card, the last player in the grid may exchange one of his Upgrade cards with one of the cards left from the drafting. Upgrade cards go in the deck.
  - **Sponsorship:** Players draw the indicated amount of Sponsorship cards to their hand.
  - **Press Corner:** Place a Press Corner standee on the curve indicated by the Event card. Find the location of the curve on the track card.
  - **Weather:** Draw the topmost Weather token from the pile, and place it on the board as usual.
  - **Players:** Read Event card aloud to all players, and draw up to 7 cards (counting Sponsorship cards) as usual.
- **Press Corner:** to get more Sponsorship cards, pass in front of the Press Corner slipstreaming or exceeding the curve limit by 2, and without spinning out!
- **After Each Race:** Record podium results on the scorepad, totaling accumulated points. Players keep the Upgrade cards and unused Sponsorship cards for the next race. Reshuffle cards and tokens used back in their piles.

# Round Structure



all players at the same time

## 1. Shift Gears

- Stay in the same gear, or
- Shift 1 gear up/down for free, or
- Shift 2 gears up/down paying 1 Heat now (if heat is not available, can't shift 2 gears)



all players at the same time

## 2. Play Cards

- Play <gear number> cards from hand.
- Heat cards cannot be played (only leave hand by *cooling down*)
- **Cluttered**: if there's not enough cards for current gear, the car will not move this turn. Discard all playable cards, discard heat from hand to cover the difference, move gear to 1, and go straight to step 9.



## 3. Reveal & Move

- Resolve any **+** from played cards now: draw from the top of the deck until drawing a Speed card (original 1-4 cards), discarding any non-speed card.
- Choose value for any cards with multiple values (e.g.: *Brakes*)
- Add all card values and move exactly that amount, stopping closest to the Racing Line.
- Other cars can be passed. If last space is blocked, move back to closest available space.



optional for last (2 last if 5+) players

## 4. Adrenaline

- The last car (and 2nd last, if 5+ players) get an optional +1 Speed and/or +1 Cooldown.
- Effects will be resolved in step 5.



optional & mandatory extra symbols

## 5. React

- Resolve any remaining symbols played on cards or gained, in any order wanted.
- Mandatory symbols must be resolved, and optional symbols only if activated.



**Cooldown**: gained from Adrenaline, gears 1/2, and Upgrade cards. For each symbol, return 1 heat card from hand to the engine.



**Heat**: gained from Boost (in any gear for 1 Heat, optional), and Upgrade cards. For each symbol, move a Heat card from the engine to the discard pile. (exception: heat from shifting 2 gears was already resolved in Step 1)



**Boost**: gained from any gear for 1 Heat (optional), and Upgrade cards. For each symbol, draw from the top of the deck until finding a Speed card (original 1-4 cards), discarding any non-speed card. Complete the move for each symbol independently, one after the other (so the car might be blocked at each step). (exception: **+** from revealed cards was already resolved in Step 3)



optional but never across the finish line

## 6. Slipstream

- Once all movement is done, if the car is behind/next to another, it may slipstream. If it does, it must slipstream the full 2 spaces, unless blocked (then move it back to closest av space).
- It does not increase speed, but will trigger **Check Corner** if it pushes car over a corner line.
- A car cannot slipstream to cross the Finish Line, or after crossing the Finish Line.




## 7. Check Corner

- If any corner line was crossed this turn, check speed versus corner limit for each, in order.
- If the limit was exceeded, pay 1 Heat for each excess. If there's not enough, **Spin Out**.
- **Spin Out**: move all Heat in hand to discard; move car to the first open space before the corner line; take 1 stress card (2 stress cards, if in gears 3 or 4) in hand; move to 1st gear.



optional

## 8. Discard

- You may discard from hand any cards without the crossed trash icon. 
- **Tunnels**: while car is inside a tunnel, player cannot discard from hand. **Cooldown** (not a discard, since it goes to motor) and **Scrap** (from draw deck, see Symbols) are still OK.



## 9. Replenish Hand

- Take all cards from the play area and put them on the discard pile.
- Then, draw back up to 7 cards. (when a card is needed and the draw deck is empty, reshuffle the discard pile to form a new draw deck. If it happens during the turn, the cards in the play area are not reshuffled together - they are only added to the discard in step 9)

# Base Game, Heavy Rain & Tunnel Vision Symbols



## Mandatory Symbols



### Heat

Move # heat from engine to discard.  
If you accidentally played a card you can't pay the heat for, discard it and replace it using the same process used for +



### Scrap

Flip # cards from the draw deck to discard.



### Adjust Speed Limit

If corner(s) are crossed this turn, the speed limit is changed just for the player.



### One-Time Use

Remove from the game at the end of the turn.

## Optional Symbols



### Cooldown

Move up to # heat from hand to engine.



### Slipstream Boost

If slipstreaming in step 6, may increase the (mandatory) 2 spaces by #.



### Reduce Stress

May immediately discard up to # stress cards.



### Refresh

May place this card back on top of the draw deck at the end of React (step 5).



### Direct Play

May play this card from hand. If you do, it applies as if you played normally, including Speed and mandatory/optional icons.



### Salvage

May look through discard pile and choose up to # cards, then shuffle them into the draw deck.



### Accelerate

May increase speed by +1 for every + symbol used this turn (Upgrades, Stress, Boost, etc). If you do, you must increase it for all flipped cards.



**Super Cool:** May look through discard and move # heat cards back to the engine.



**Draft:** May use in step 5 to move up to # spaces ahead. All spaces (so both spots) moving into / through must be free. Once it stops, there must be a car in the space in front. Doesn't add to speed, but triggers **Check Corner** if pushes car over a corner line. It's not Slipstream, so can be used to cross the Finish Line. 2+ Draft symbols can be combined or used separately.



**Extra Slipstream:** May use in step 6 to slipstream again every time the previous one puts the car in a new slipstream position. Round bonuses for slipstream can be applied again for each new one: Slipstream Boost, Sector Effects, etc.

## Car Setup



Add/Remove 1 stress card from the deck.



Add/Remove 1 heat card from the engine.



Shuffle 3 of your heat cards in the draw deck.



Place 3 of your heat cards on the discard pile.

## Weather Effects



Same as **Slipstream Boost**, if the car is located in this sector before slipstreaming.



No Slipstream from this sector (can still slipstream into it).



+1 Cooldown in this sector during React step.



No Cooldown in this sector during React step.

## Corner Effects



### Adjust Speed Limit

Speed Limit is 1 higher.



### Adjust Speed Limit

Speed Limit is 1 lower.



### Overheat

If speed is higher than speed limit when crossing this corner, (total) cost in heat is +1.



### Aggressive Legends

If Legend starts moving from this space, it may cross more than one corner at once.

## Sector Effects



Same as **Slipstream Boost**, if the car is located in this sector before slipstreaming.



Don't pay heat for Boost, if car is located in this sector before boosting. Still max 1 Boost.



Weather effect applies to this sector.

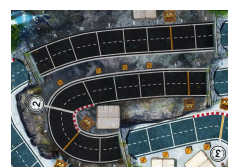
## Track Features



**Flooded Spaces:** If you start the Round on a flooded space, shifting down a gear in Step 1 costs 1 extra Heat.



**Chicanes:** Consecutive corners with the same speed limit and same Weather token. If selected as Press Corner in Championship, place it after 2nd corner.



**Tunnels:** While a car is inside a tunnel, player cannot discard from hand (for instance, during step 8). But

**Cooldown** (not a discard, since it goes to motor) and **Scrap** (from draw deck, see Symbols) are still OK.



**Gravel:** At the end of the turn (step 9), if the car is in a spot with gravel, you must spend 1 Heat if available (if no heat available, ignore this effect).