

Grand Prix

RULES OF PLAY



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1. OVERVIEW

Grand Prix is a game for two to eleven players. Players control racing teams competing to score the most points in a single race or a series of races. *Grand Prix* provides a strategically challenging experience that seamlessly blends simulation and fun!

1.1 COMPONENTS

- 4 Race Tracks
- 1 Sheet of race cars
- 1 Sheet of markers
- 80 Race Cards
- 32 Event Cards
- 12 Team Cards
- 1 Draw Bag

1.2 OBJECTIVE

The player that best manages both of the cars on their team will win the game. Each car receives points for finish position (10.2: Scoring). Remember, although you control a team of cars, your ability to control Non-Player Cars (NPC) could be the key to victory.

1.3 TRACKS

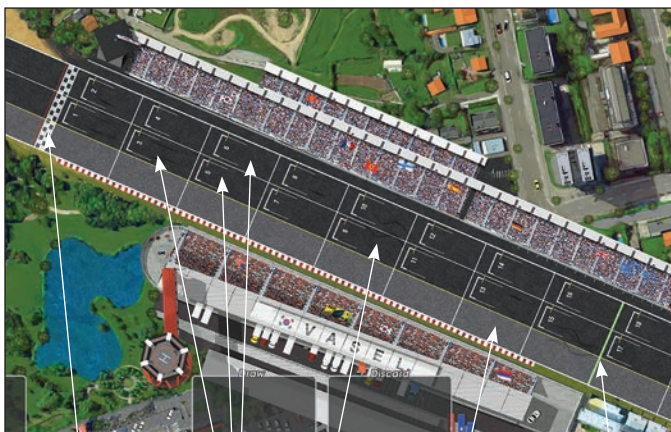
All tracks use the following track descriptions:

Spaces: Each enclosed rectangle is a space. Only one car may occupy a space unless the car is in an active Safety Zone (8.3) or the Pit Lane.

Pit Lane: The Pit Lane is the lane that runs along the inside of the track. The Pit Lane may only be entered while pitting during the End of the Turn Sequence. Multiple cars may occupy a single space in the Pit Lane by stacking them in their position order. The car at the bottom of the stack is the car currently in first position.

Lanes: A lane is a number of spaces combined to form a longitudinal path. Corners on the track may cause lanes to separate or merge.

Outside Wall: The outside wall is the boundary line that encloses the track.



Start/
Finish Line Starting
Grid Spaces Pit Lane Race to the
Finish Line

Sectors: Sectors are a group of two to five spaces reaching from the inside Pit Lane to the Outside Wall that are the same distance from the start/finish line.

Start/Finish Line: The start/finish line is the line that cars line up behind at the start of the race and the line cars pass to complete laps and finish the race. It is also the line that the lead car must cross, after completing a specified number of laps, to finish the race.

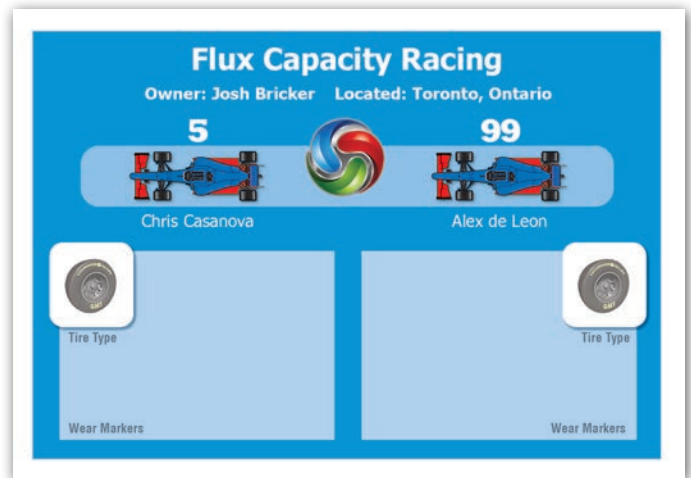
Starting Grid: The starting grid is the spaces behind the starting line used to set up the cars before play begins.

Restart Lanes: The restart lanes are the inner two (or one) lanes on the track used to restart the race.

Race to the Finish Line: The Race to the Finish Line is the green line the lead car must cross on the last lap to ignore a race restart caused by a double yellow or red flag.

1.4 TEAM SHEETS

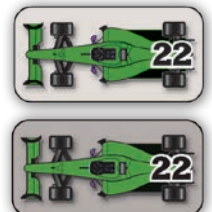
The Team Sheet provides a quick reference for the status and information of a team's cars. When a car receives a Wear Marker or a Close-Call Marker, the marker is placed on the box associated with the car located under the tire type box. The tire type box on the sheet provides the player with a spot to hold the currently used tire type marker as well as previously used ones stacked underneath.



1.5 CARS

Cars are represented by counters which show an overhead view of a race car. Car counters are double-sided. One side has a light background, while the other side has a dark background.

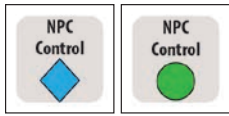
All cars should start a turn with the background turned face-up matching the color of the First Player Marker's background. As cars are activated, they are flipped to their opposite side, to represent that they have been activated this turn.



PLAYER CARS (PC): All Player Cars have a unique number. In addition all Player Cars are full-size on the counters. Only the player controlling the team associated with these cars may activate them during the Action Phase.



NON-PLAYER CARS (NPC): NPC counters have diagonal stripes and have a colored icon on the counter to indicate the controlling player. Although players control NPC cars during the race, NPC cars are not part of the player’s team and therefore do not receive Wear Markers or earn points for the player at the end of the race. There are two types of NPC cars: Team NPCs and Neutral NPCs.



Team NPC’s have a colored icon on the car counter (blue diamond, green circle, etc.) that matches the colored icon on the control marker given to each player (when 2-5 players play). They can only be activated once per turn by the controlling player.

EXAMPLE: In a 4-player game one player would control three grey star NPCs, one player would control three blue diamond NPCs, etc. A total of 12 Team NPCs would be in the race.

Neutral NPC’s have icons that either do not match those used by the players in the game or they have no icon at all. Neutral NPC cars can be activated by any player as long as the counter has not been activated that turn. Essentially they are first-come, first serve.

EXAMPLE: In a 4-player game there would be two Neutral NPCs in the race.

Important: There will always be 22 cars that start the race. Each player has only two Player Cars, so the remainder is composed of the Non-Player Cars—either Team or Neutral. The number of each Team and Neutral Non-Player Cars used in each race is indicated in the Cars and Card chart below.

EXAMPLE: In a 4-player game there would be 8 Player Cars (2 for each player), 12 Team NPCs (3 for each player) and 2 Neutral NPCs.

Cars and Cards Chart

Number of Players	Number of Player Cars*	Number of Team NP Cars*	NPC icon	Number of Neutral NP Cars	Hand Size**
2	2	4	☆◆	10	12
3	2	3	☆◆●	7	8
4	2	3	☆◆●■	2	6
5	2	2	☆◆●■▲	2	5
6	2	0		10	4
7	2	0		8	4
8	2	0		6	3
9	2	0		4	3
10	2	0		2	3
11	2	0		0	3

*per player

**also the number of cards each player starts with.

☆◆●■▲ = Icons used for the Team NPCs.

2. SETUP

1. Select a Track: Select one of the four tracks included in the game and place it in the center of the table. If you desire more track options, the tracks from *Thunder Alley* are compatible with *Grand Prix*.

2. Select a Team: Each player selects a Team Sheet and takes the cars matching the team’s colored symbol.

3. Gather Your Non-player Cars: If playing with 2-5 players, assign an NPC symbol (green circle, blue diamond, etc.) to each player. Each player then takes the applicable number of NPCs (as determined by the Cars and Card Chart) with that symbol.

EXAMPLE: If playing with two players each player would have four Team Non-Player cars to control.

4. Prepare Card Decks: Shuffle the Event Card and Race Card decks separately and place them on the designated spaces on the board.



5. Place Weather Token: Start the race with the “Dry” side of the Weather token face up. If the players wish you may start the race in Wet Weather or randomly determine the starting weather.

6. Place Cars on Track: Put only one Player Car for each team involved in the race into the draw bag. Draw these cars one at a time and place them on the starting grid in position order. Place the first car drawn from the draw bag in position one, the second in position two, continuing this order until all Player Cars from the draw bag are placed on the starting grid. Next, place the remaining Player Cars on the starting grid in reverse order of the earlier draw starting at position 12 on the grid. There will be empty spaces remaining between the groups unless you are playing a full 11-player game. Finally, put all the required NPC cars for the current player count into the draw bag. Draw cars one at a time and place them on the starting grid in position order filling the vacant slots in order. Place all car counters with their light background side up to start the race.

7. Choose Tires: Each player places a Tire Token on the Tire Type box of each car’s corresponding Team Sheet, hiding that choice with their hand. Wet tires may only be selected if the weather is “Rain”. When all cars have a Tire Token, reveal the Tire Tokens simultaneously. Players will not choose tires for NPCs.



8. Place Markers: Place the Position Markers tokens in order from first to tenth place along the side of the board.

Give the player with the car in the first position on the starting grid the First Player Marker (light side up) and place the Current Leader Token on the first position car. Place all of the Wear Markers somewhere accessible to all players. Place the Current Lap Marker in the 1 box of the Lap Track.

9. Deal Cards: Deal out a number of Race Cards according to the Cars & Cards Chart shown to the left.

Let’s Race!

3. SEQUENCE OF PLAY

3.1 TURN VS ACTION SEGMENT

A full Turn consists of players activating all of the cars on the track once. An Action Segment is each individual car's activation.

3.2 SEQUENCE OF PLAY FOR EACH TURN

1. Fill Hands (3.3)
2. Perform Action Segments (3.4)
3. Perform End of Turn Sequence (3.5):
 - a. Draw and resolve one Event Card (3.5.1). *This step is ignored if any cars have finished the race.*
 - b. Perform Pit Stops (3.5.2)
 - c. Determine First Player (3.5.3)
 - d. Remove Lapped Cars (3.5.4)
 - e. Discard Unwanted Race Cards (3.5.5)

3.3 FILL HANDS

At the beginning of every turn, each player draws enough cards from the Race Deck to fill their hand. A player's hand size is determined by the Cars & Cards chart (Setup: 2.0). For example, in a five player game each player fills their hand to five cards. Car elimination does not reduce a player's hand size, so all players will have the same number of cards in their hand at the start of every turn. Players fill their hands in turn order, starting with the first player and continuing clockwise around the table. If at any time the Race Deck is empty and a card needs to be drawn, reshuffle all the Race Card discards to form a new Race Deck.

3.4 ACTION PHASE

The Action Phase consists of a number of Action Segments. Action Segments are performed in turn order, starting with the player with the First Player Marker and then proceeding clockwise around the table. The Action Phase is over once all cars have been activated for an Action Segment or no legal plays remain. It is possible that a player could spend their cards moving NPCs and have no cards remaining to move their own cars. If this happens, the player must pass.

STRATEGY ADVICE: Be careful to balance your NPC movement with your hand size. You don't want to be left with no cards to move your own cars!

The Active Player must perform one of the following actions during the Action Segment:

1. **Race Card:** Play one race card for a selected Team NPC, NPC, or PC counter and move the car based on the card's speed, movement type, and text (Race Cards: 5.0 and Basics of Movement: 6.1). Place a Wear Marker in the car's holding box on the Team Sheet if necessary. Flip the car over when movement is complete.
2. **Pass:** Pass a turn by selecting a PC counter that is out of the race. Turn the passing player's car counter over and end that player's Action Segment. NPCs cannot be activated once they leave the board.

3. **Elimination:** Eliminate a PC car with six or more Wear Markers that has yet to be activated from the race (Losing a Car: 4.3). When you place it on the team mat be sure to flip this car as it cannot be used to Pass with later in the same turn.

4. **Voluntary Elimination:** Voluntarily Retire a non-activated PC counter. Remove that car from the track and place it on the Team Card. (Losing a Car: 4.3). Players cannot retire NPC counters. Turn it over to indicate it has been activated this turn.

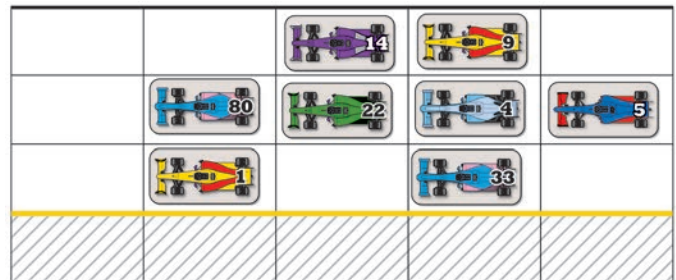
NOTE: A player must do one of the 4 actions above if possible. If a player is unable to do any of the 4 actions above, he does nothing and play proceeds to the next player.

3.5 END OF TURN SEQUENCE

(3.5.1) Draw and Resolve One Event Card: The first player draws the top card of the Event Card deck and reads it aloud. Resolve the event. Do not draw an Event Card if a car has finished the race. (Event Cards: 8.0)

(3.5.2) Perform Pit Stops: In turn order, players decide if they want to pit their cars (Pit Stops: 9.0). NPC Pit Stops are handled by the numbers on the token in conjunction with the event card being played and are not done by player choice. Any NPC whose car number last digit matches the Pit Number on the event card must pit and go back 5 spaces (8.4).

(3.5.3) Determine First Player: Give the First Player Marker to the player whose car is in the lead. If two cars are in the same sector, give the First Player Marker to the player whose car is on the inside lane (closest to the Pit Lane). Flip the First Player Marker to the color side that matches all cars' current background color.



In this example, cars #1 and #80 are both leading and are in the same sector. Car #1 will receive the First Player Marker because it is in the inside lane.

(3.5.4) Remove Lapped Cars: Remove lapped cars from the track and possibly award them the lowest remaining Position Marker based on their current running order. If there has been a Double-Yellow Flag or Red Flag, there will be no cars with Lap-Down Markers on them (Lapped Cars 4.2).

(3.5.5) Discard: Players may discard any or all unwanted Race cards in their hand.

4. IMPORTANT CONCEPTS

4.1 CURRENT LEADER & RUNNING ORDER

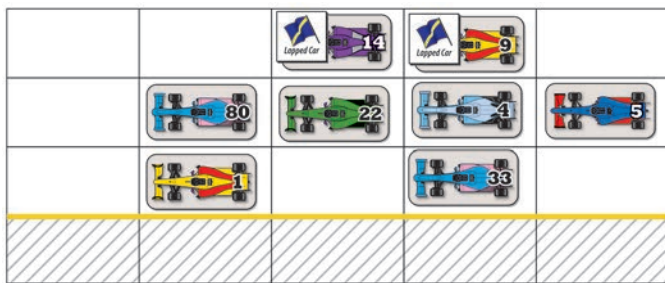


The leading car is the car that has completed the most laps and is the fewest sectors from the Start/Finish line. To keep track of the current leader, place the Current Leader token on the car counter in the lead. Whenever a new car takes the lead, move the Current Leader token onto the new car counter. If multiple cars are tied for the lead, place the Current Leader token on the car closest to the inside track.

Determining Running Order is important when multiple lapped cars are removed on the same turn and at the end of the race when assigning Position Markers. The same procedure as determining the race leader is used to determine running order. Cars in the Pits are considered behind cars on the track that share the same sector but cars in the Pits can still be considered ahead of other cars if they are closer to the Start/Finish line.

4.2 LAPPED CARS

Lapping occurs when a car possessing the Current Leader marker moves into the same sector as a car that has not completed as many laps. Place a Lap Down token on the lapped car. If a lapped car moves into a sector ahead of the leader, remove the Lap Down token. Remove car counters with Lap Down tokens from the race during the End of Turn Sequence and award removed cars a Position Marker token if they are in the top 10.



In this example, it is the End of Turn Sequence and car #1 is the leader. Cars #14 and #9 have been passed and still have their Lap Down tokens. Both cars are removed. Car #5 receives the lowest Position Marker remaining and #4 receives the next provided no more than 10 cars remain on the track.

4.3 RETIREMENT OR ELIMINATION

Players may voluntarily retire a non-activated Player Car they control during their turn. To retire a car, activate the car and remove the car counter from the track. Award the retired car a Position Marker if applicable. Place it on the player's Team Sheet. Retired Player Cars can still be activated from the Team Sheet to pass the player's turn. Players do not play a Race Card to retire a car.

If a car with six Wear Markers is activated, the car is eliminated from the race. Remove the car counter from the track and award the car a Position Marker if applicable.

Players receive the same number of cards at the start of the next

turn regardless of how many cars they have on the track.

STRATEGY ADVICE: In rare occasions it may be advantageous to voluntarily retire a car, since players with fewer cars on the track have more options when choosing a Race Card.

4.4 TEAM DRAW

When a random action is required, and all other indicators are equal, a Team draw is called for among the tied players or for determining the Starting Grid.

To make a team draw, take the draw bag and place the tokens representing the teams that are tied for an action. Each TEAM gets one token even if both of their cars are eligible. One player, preferably one that does not have cars involved in the draw, should draw one token out of the bag. The team drawn is the affected team.

Important! Once the team is determined, the affected car must come from that team's Player Cars. If both cars on that team qualify equally, the owner decides which car is affected.

4.5 CORNERS

4.5.1 In General: Besides usually having fewer lanes, there are no special rules about corners. Cars may change lanes, displace cars and perform Pit Stops while in corners.

4.5.2 Entering Corners: At some point on each track, the straight-aways will funnel down to fewer lanes going into the corners. These are called Converging Lanes. If there is a choice of lanes that cars can enter, the active player decides which lane is moved into when entering the corner. See rule 6.9.1 if the active car is part of a line.

4.5.3 Exiting the Corners: When exiting a turn, some lanes have two eligible spaces ahead of them, These are called Diverging Lanes. If there is a choice, the Active Player decides which lane is moved into when exiting the corner. See rule 6.9.2 if the active car is part of a line.

4.5.4 Single Lanes: Certain portions of the tracks narrow down to one lane. These can also be created by an event resulting in a Safety Zone. During regular racing these lanes are simply tighter and act as a funnel for traffic.

4.6 LAPS

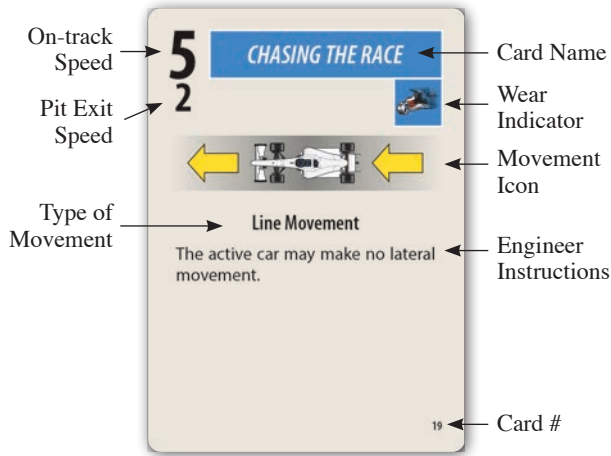


Every time a car passes the Start/Finish Line it completes a lap. The number of laps for each race is indicated by the Lap Track located near each race track. Keep track of the current lap with the "Lap" marker. Every time the leader of the race crosses the start/finish line, move the lap marker one space higher. If the leader crosses the finish line and there is no higher number to move to, the race is over (10.1).

The lap tracker is not moved on the first time the leader crosses the Start/Finish line at the start of the race.

5. RACE CARDS

Race Cards are the heart of *Grand Prix*, since they move the cars around the track.



Card Name: The Card Name provides a quick and flavorful description of the card. A colored text-box indicates a Wear Marker is present on the card.

On-track Speed: The card's Movement Point value.

Pit Exit Speed: The card's Movement Point value if used for exiting the Pits. This movement is always considered Solo Movement, regardless of the movement type indicated on the card.

Movement Icon: The type of movement an activated car will use.

Wear Indicator: The Wear Indicates the specific Wear Marker the activated car receives. Cards with a white name background do not have a wear indicator as the card does not cause the activated car to incur any wear if the active car was a Player Car.

Engineer Instructions: Some cards have special effects. If any rules in this book are contradicted by the Engineer Instructions, the Engineer Instructions take precedence.

See the back of this manual for a complete list of Race Cards.

6. MOVEMENT

6.1 Basics of Movement

When a player activates a car on the track and plays a Race Card, the car receives a number of Movement Points (MP's) equal to the card's On-Track Speed value minus any Speed Penalty caused by Wear Markers (7.4).

Cars may move forward or laterally (i.e. sideways) depending on the restrictions of the race card played. Cars may not move diagonally unless the Engineer Instructions on the played Race Card specifically allow it. The activated car may not move backward or enter the same space twice during an Action Segment. The activated car must spend all its available MPs.

PLAY NOTE: This rule prevents a player from intentionally burning MP's by moving left, then right, then left, then right between two spaces. Players are expected to maintain a spirit of racing while playing.

Movement Cost: It costs 1 MP for the active car to enter each space on the track. It costs 2 MP's to move laterally into an occupied space and the active car receives a Close Call Token (see Lateral Displacement [6.8]).

	Not Allowed	2 MPs	
	1 MP	1 MP	
	Not Allowed	1 MP	

Restrictions: The activated car must spend all its available MP's. It may spend MP's on Lateral Displacement. It may elect to move laterally even if a clear lane is available.

DESIGN NOTE: Unlike Thunder Alley, all cards allow for forward Movement at 1 MP each. It never costs more than 1 MP to move forward if the space is occupied or not.

Choices: There are never any choices for non-active cars regardless of movement type. All choices are made by the active player.

There are four types of movement in *Grand Prix*:

- Solo Movement
- Line Movement
- Pursuit Movement
- Lead Movement

All of these movement types utilize a concept called Linking.

6.2 Linking

Cars that are adjacent to one another in the same lane and racing nose-to-tail may become Linked. A Link can consist of any number of cars and can include cars in corners as well as straight-aways. When a Linked Active Car moves, the cars linked to the Active Car move as well. Only the active car spends MPs. Generally, once a link is created it remains linked for the entire activation.

All of these cars are nose-to-tail and have the potential to be linked depending on the cards played.

GENERAL NOTE: If you can affect the car ahead or behind, you can affect any number of linked cars as well.

6.3 Conditional Linking

A Conditional Link can only be created when a car is using Solo or Lead Movement. Cars may link with cars in front of them and push those cars one space forward per movement point. Unlike ordinary linking, the active car in a conditional link may choose to stop pushing the cars in front of it and change lanes. Cars

behind the active car are never conditionally linked. Conditional Linking may be started or stopped at any time and any number of times during a car's movement.

6.4 Solo Movement



The active car moves alone but has the option of Conditional Linking with cars directly in front of it. No cars behind it will be moved at all.

6.5 Line Movement

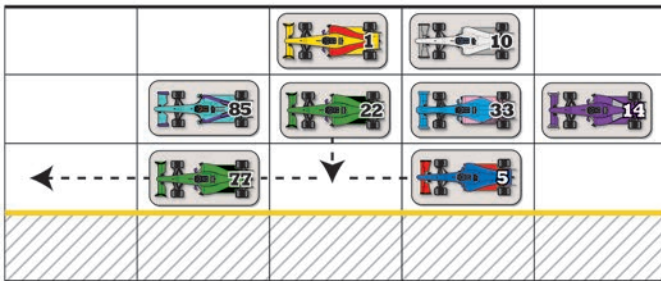


Line Movement is the most common method of movement in *Grand Prix*. When a car using Line Movement moves forward it links with the cars directly behind and in front of it. The whole line of linked cars move as a Racing Line. If a Racing Line encounters more cars in its path, the cars become part of the Racing Line and move with it for the remainder of the action segment. Racing Lines cannot change lanes or be broken until the end of the active player's Action Segment. **Cars using Line Movement cannot use Conditional Linking (6.3).**

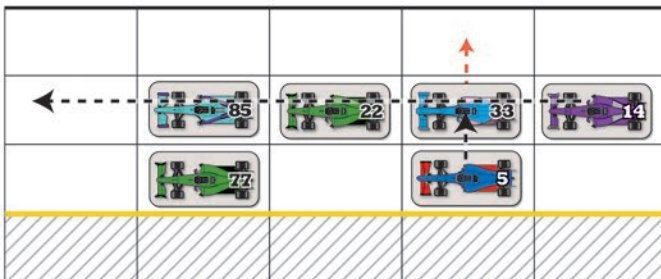
A car activated with Line Movement may move laterally and displace cars as much as the active player desires before beginning forward movement with cars linked either in front or behind. During the active player's initial lateral movement, cars ahead or behind are not considered linked. Once the activated car moves forward cars link and lateral movement is no longer allowed.

A car activated with Line Movement that is not linked moves in the same manner as a car using Solo Movement, until it is linked and moves forward. A car using Line Movement that starts in a line with other cars may choose to move laterally before being considered linked.

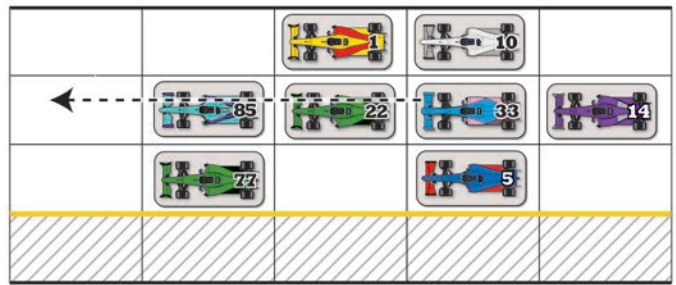
A car may be at the front of a line, in the center of a line, or at the rear of a line, and use Line Movement.



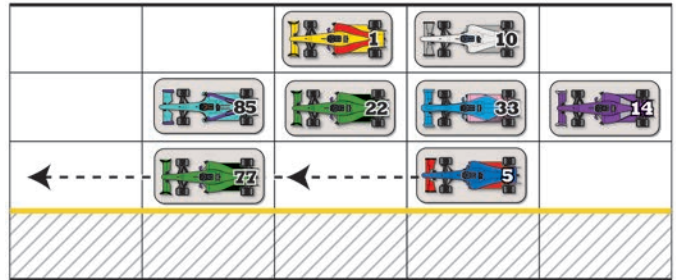
Car #22 could change lanes first then pick up #77 and #5 and move forward with them in a Racing Line.



Car #5 could be activated, and laterally push #33 before moving forward and linking the center line.



Car #33 decides to move forward and forms a Racing Line with #85, 22 & 14.



Car #5 activates and moves ahead one space and picks up #77. Both cars continue moving forward.

Line Movement in Corners: See 6.9.

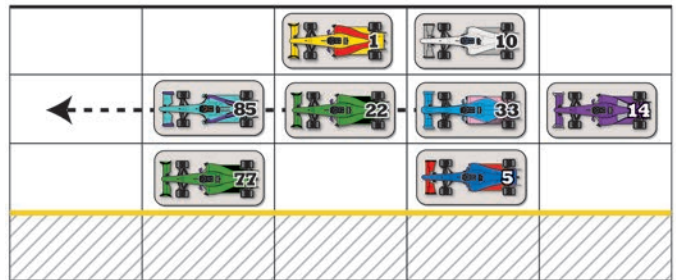
6.6 Pursuit Movement



Pursuit Movement works similarly to Line Movement except cars behind the Active Car are never considered linked and are never pulled along with the Active Car when it moves forward. The active car in Pursuit Movement can move laterally freely until it moves forward and links with another car directly in front of it. Once an active car in Pursuit Movement becomes linked it cannot change lanes during the remainder of its Action Segment. All cars encountered in a lane during forward movement form a Racing Lane with the active car. Like Line Movement, the Active Car moves like Solo Movement until it links with a car in front of it, and moves forward.

Like Line Movement, once it is linked and moves forward, it may not change lanes again until the end of its movement.

Cars using Pursuit Movement cannot use Conditional Linking (6.3).



Car #33 activates using Pursuit movement and pushes car #85 and #22. Car #14 is left behind. Alternatively, #33 could use Lateral Displacement to change lanes to the right, then move forward pushing cars #10 and #1.

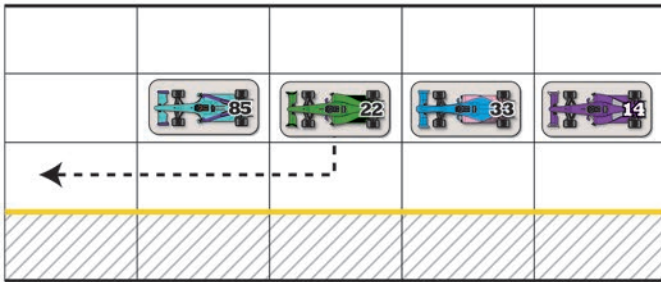
6.7 Lead Movement



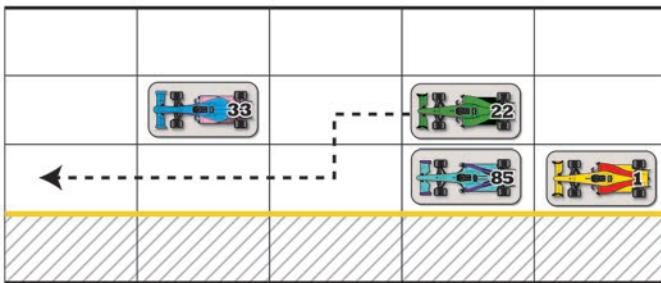
Lead Movement is like Pursuit Movement, except instead of pushing cars, the active car pulls cars. An active car moved using Lead Movement causes any cars already linked behind the active car to follow. When the active car moves, the car linked behind it will move into the space it just left, and a car linked behind that car moves into the now vacant space it left behind, etc., to the end of the line. In other words the active car “pulls” any cars that started behind it. Unlike Pursuit Movement, the active car using Lead Movement can move laterally at any time.

Circumstances Unique to Lead Movement

1. Linking is only determined at the start of a movement and is never reassessed. The active car will never pick up cars behind it that were not Linked with the activated car at the beginning of its activation.
2. Lateral movement will not unlink cars behind the activated car. When the activated car moves laterally, the linked cars follow.
3. If there are no cars behind the activated car at the beginning of the activation, this card works exactly like a Solo Movement card.



Car #22 activates using Lead Movement. Cars #33, and #14 follow directly behind #22. Car #85 is not affected by the movement.



Car #22 activates with a Lead Movement card. No cars are linked behind it so no cars move with it. Car #22 moves forward and then changes lanes in front of #85. Car #22 continues moving forward without taking #85 or #1 with it.

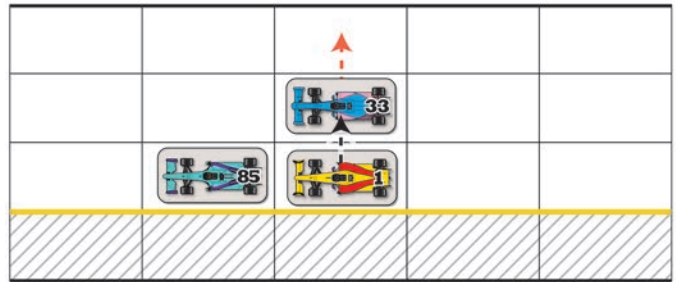
6.8 Lateral Displacement

Lateral displacement occurs when the active car spends two movement points to move sideways into an occupied space. The original occupant of the space is displaced and is pushed in the same direction to the next available space. If the displaced car is already against the outside or the inside of the track, the displaced car moves forward one space. Displaced cars cannot be pushed into the pit lane or off the track.

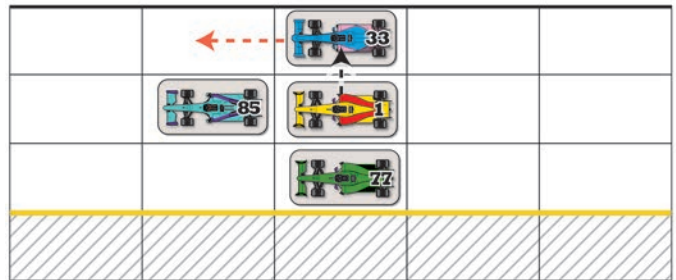
If a displaced car is pushed into a space already containing a car, that car also becomes displaced and is pushed in the same direction. Lateral displacement may be used multiple times during an action segment, continually displacing the same car or different cars as the active player desires. Each Lateral displacement costs two movement points, no matter how many cars are displaced.

Unlike *Thunder Alley*, when a car is pushed into the inside or outside of the track and has no place to go it is moved forward (maybe moving multiple cars forward) as opposed to back.

Lateral Displacement Penalty: Every time an active Player Car uses lateral displacement, the active car receives a “Close Call” token and places the token on the active car’s team sheet. The lateral displacement penalty is not applied to an active Player Car exiting the pits. NPCs and Team NPCs do not receive “Close Call” tokens.



Car #1 spends two MP’s to displace car #33. Car #1 receives a “Close Call” token. If car #1 decided to push car #33 again this turn, car #1 would receive another “Close Call” token.

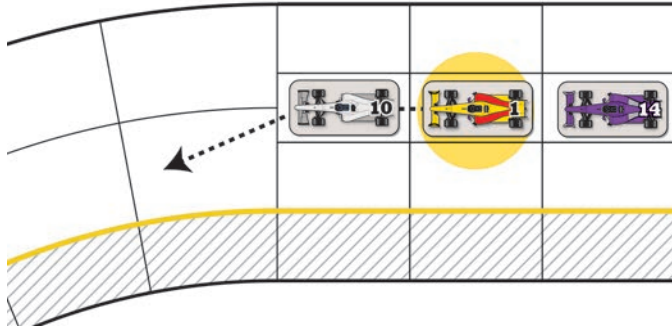


Car #1 spends two MP to displace car #33. This time car #33 moves forward one space since it is against the outside wall. Car #1 receives a “Close Call” token.

6.9 Racing Lines and Corners

(6.9.1) Racing Lines into a Corner:

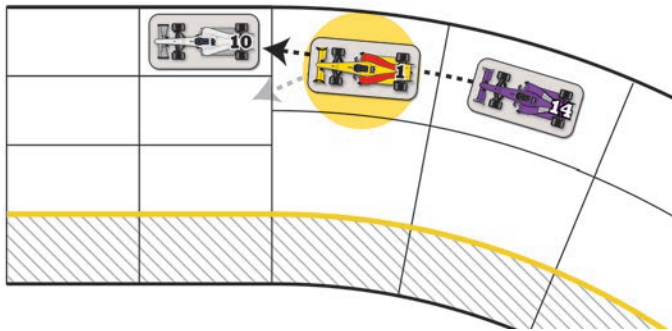
When a Racing Line enters or exits a corner and there is a choice of which lane to enter, the active player chooses which lane the Race Line enters. All cars in a Race Line must move into the same lane. You may not split some cars off into other lanes. If a race card, such as Inside Line, indicates that an active car must choose a certain lane (the inside lane in that case), that rule follows through for every car in the line of cars.



Car #1 activates with Line Movement and pushes car #10 into the corner. The active player chooses the inside lane of the corner. Car #14 joins the Race Line.

(6.9.2) Racing Lines out of a Corner

When a Racing Line exits a corner and has an option of multiple lanes to enter, the active player decides which lane the line will enter. Once a lane is selected all cars that make up the line must enter that lane. You may not split some cars off into different lanes. If a race card, such as Outside Line, indicates that an active car must choose a certain lane (the outside lane in that case), that rule follows through for every car in the line of cars.



The active player activates car #1 and chooses to move forward and form a Racing Line with car #10. The active player could have moved into the empty lane below car #10. Car #14 follows because car #1 is moving forward.

(6.9.3) Anomalies with Diverging and Converging Lanes

If a line of cars linked to the active car extends forward or backwards, out of or into a curve, and there is a choice as to which lane of cars can be considered part of the Racing Line, the active player chooses. This may include an empty lane even if there are cars in the other lane. This choice may be overruled by the play of Inside/Outside line card.

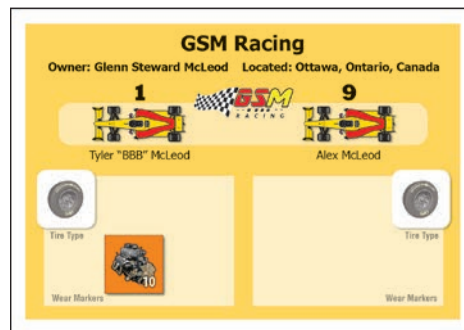
7. WEAR MARKERS, CLOSE CALL TOKENS & INFORMATION TOKENS

The accumulation of these markers represents the general wear and tear placed on the Player Cars throughout the race.

7.1 The Basics of Wear Markers

Wear Markers are acquired when Race Cards are played or Event Cards are resolved. The Wear Indicator on the card dictates what type of marker the player receives when the card is played. The Wear Marker is placed in the active car's holding box at the end of the car's Action Segment after the car has been moved. Race Cards with a white text-box do not cause the active car to receive a Wear Marker.

Players are not limited by the number of Wear Markers available in the box. Wear markers received from an event are placed immediately.



Car #1 receives an engine Wear Token, which goes in the Wear Marker box for car #1.

7.2 Six Wear Markers

Activated cars with six or more wear markers are retired from the race. Place the retired car on the Team Sheet and award the lowest Position Marker possible. Remember, cars are only eliminated if they are activated.

PLAYNOTE: A car is not removed upon acquiring the 6th marker, but the next time it activates and has 6 Markers on it already. Remember Close Call Markers are not counted when determining the number of wear markers on a car. They are a separate system.

7.3 Removing Wear Markers:

(7.3.1) When: During the Turn End Phase, players that have pitted (9.0) may remove any number of Wear Markers (not Close Call Tokens) from their cars in the pit. Players must pay the Duration cost of all the removed markers as indicated below. Players are not required to remove all of their wear markers.

(7.3.2) Duration Cost: The duration cost is the amount of spaces a car must move backwards when it pits. All wear tokens have an associated duration cost. Players add the duration cost of the wear tokens they discard when they pit and move their cars backwards the total added value. For example, if a player removes two tire wear tokens (duration 1) and one brake wear token (duration 5), the player would move their car back seven spaces.

LIGHT WEAR (DURATION 1)



Black-Tires

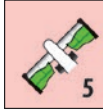
Blue-Suspension

TIRE CHANGES (DURATION 2)



White – Hard
Red – Soft
Blue – Wet

MODERATE WEAR (Duration 5)



Pink – Wing
Yellow – Brakes

HEAVY WEAR (Duration 10)



Lavender – Transmission
Orange – Engine

CATASTROPHIC WEAR (Cannot be removed-X)



Red – Body Damage

7.4 Speed Penalties

Activated cars with three or more Wear Markers suffer a speed penalty. The Wear Marker Effects Chart below illustrates the effects of Wear Markers on a car's On-Track speed.

Wear Marker Effects Chart

0 markers =	No effect
1 markers =	No effect
2 markers =	No effect
3 markers =	-3 to speed
4 markers =	-4 to speed
5 markers =	-5 to speed
6 markers =	Eliminated from the race

Speed penalties may never reduce an activated car's On-Track speed below zero. If an activated car's speed penalty reduces its On-Track speed to zero, the activated car still receives the Wear Marker token indicated on the played Race Card, despite not moving. Cars exiting the Pits use the Pit Speed value of a played Race Card and do not suffer speed penalties.

Speed penalties only affect the activated car. A car moved during another car's activation does not receive a speed penalty, even if the non-activated car has more than three Wear Markers.

7.5 Close Call Tokens



Activated Player Cars receive close call tokens whenever they laterally displace other cars, from Race Cards and some Event Cards. Close Call tokens do not affect a car's movement speed. There is no limit to the number of Close Call tokens a car can acquire as they are not Wear Markers and have no affect on speed. Many events target the car with the most Close Call tokens. The only time Close Call tokens are removed is if a car is the target of an event triggered by Close Call Tokens. At that point all of the Close Call Tokens from that car are removed. Karma has caught that driver for the day.

7.6 Tire Type Tokens

(7.6.1) **In General:** To simulate the strategic importance of tire selection in Formula 1 racing, *Grand Prix* offers three distinct tire types:



Hard



Soft



Wet

Hard tires provide no performance bonus but wear less. Soft tires provide faster speed at the cost of extra tire wear (Soft Tire Bonus: 7.6.1). Wet tires are necessary in "Wet" weather. Some Event Cards affect cars with certain tire types.

(7.6.2) **Mandatory Tire Change:** Every Player Car is required to change its tire type a minimum of one time during the course of the race. For example, if a car starts the race with soft tires, it must change its tires to hard or wet at some point during the race. Any on track Player Car that fails to meet the minimum tire change requirement by the end of the race is disqualified and does not receive a position marker token. Cars eliminated or retired before the end of the race still receives a position marker token, unless the car is eliminated or retired on the same turn as the end of the race.

To indicate that a player has changed their tires for the minimum amount required, place the new tire type token on top of the previous tire type token

Switching to wet tires only fulfills the minimum tire change rule if the weather token is "Wet" side up. If the weather is "Wet" for the full duration of the race, cars are exempt from the minimum tire change rule and may keep the wet tires on their car for the full duration of the race. Players may not choose to switch to wet tires on a turn when the weather token is "Dry" side up. Players may not choose to switch to soft or hard tires when the weather token is "Wet" side up.

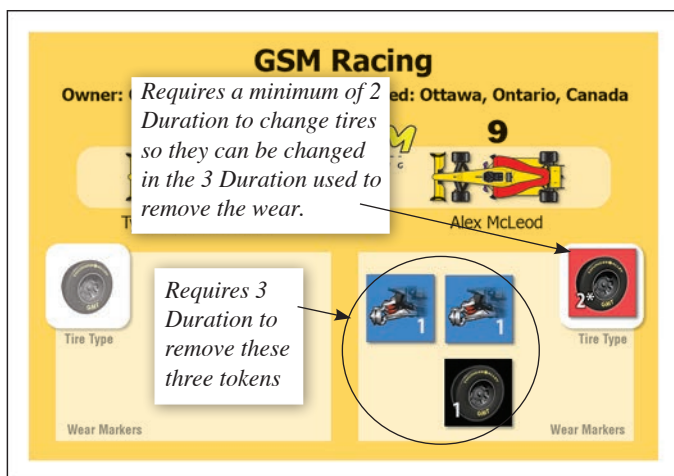
(7.6.3) **Duration Cost:** Players can select a new tire type during pitting for a minimum of **two duration cost** (see 7.3.2). If the car has other wear that can be removed during that time it may come off as well without spending more points to remove.

EXAMPLE: A car spending 5 duration to fix brakes would be able to swap tires as part of that brake time and no extra duration is incurred.

(7.6.4) Soft Tire Bonus

Player Cars with the soft tire type can use their tire token to receive additional movement at the cost of a tire wear marker. If a player wishes to use their soft tire type to gain an extra movement after their regular movement is complete and after the wear token is taken:

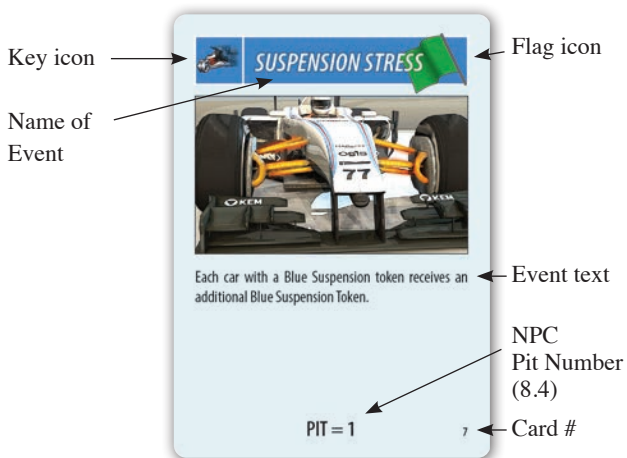
1. Flip the soft tire token over to its "used" side.
2. Use the Pit Speed Value of the Race Card as an immediate secondary movement. Treat the secondary movement as a Solo Movement (6.4). The secondary movement is not subject to the same Speed Penalties as a regular movement.
3. Receive a tire Wear Marker; this could conceivably be a 7th Wear Marker for a car.



EXAMPLE: A player removes two suspension wear markers and a tire wear marker from their car for a total Duration cost of three and then changes their tire type. The player must move their car backwards three spaces to pay for the Duration cost. If the player changed tires (2 Duration) and removed only one tire wear marker the Duration cost would be two and the player would move their car back two spaces.

8. EVENT CARDS

8.1 Event Card Basics



At the start of every End of Turn sequence in which the race did not end by a car or cars crossing the Finish Line, an Event Card is drawn. Read the card aloud and apply its effects. If no car meets the requirements listed on the card, treat the card as a non-event and continue the race under a green flag, still pitting the indicated NPC's. If multiple cars owned by different players all equally qualify for an event, use the Team Draw rules (4.4) to resolve the tie. If a team has more than one car eligible for an event, the owner chooses the car.

If the card affects certain cars depending on the tokens previously accumulated, the key icon on the upper left corner of the card will show which marker is important to resolving that card.

Some Event Cards have three distinct colored zones that correspond to the tires used by each car (for example the Weather Event card). Starting with the current leader and progressing

through the pack to the last car, execute the actions for the card on a case-by-case basis for each Player Car depending on the tires currently on that car.

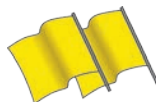
8.2 The Flags



Yellow: Events with a single yellow flag affect an area of the race track, causing the designated area to become a Safety Zone (8.3).



Yellow and Red: Events with a yellow and red striped flag affect an area of the race track, causing the designated area to become a Safety Zone (8.3).



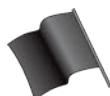
Double Yellow: Two yellow flags force a rolling restart. Line the cars up for a restart using the Double Yellow restart rules (9.3.1).



Green: One green flag indicates no effect. Play continues as normal.



Red: One red flag indicates a standing restart (9.3.2). Once cars are reset they remove all wear that has a duration value.



Black: One black flag indicates that the affected car will be retired from the race immediately.



Black and Orange: One black and orange flag indicates that the affected car must pit and pay double the repair duration cost (7.3.1) required to fix all wear. The affected car may change tires.

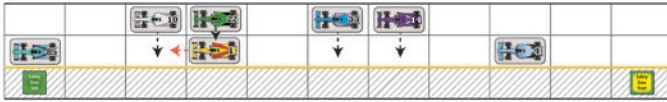
8.3 Safety Zones



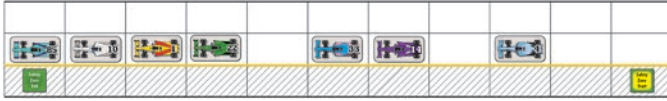
(8.3.1) In General: A Safety Zone is an area of the track that requires players to exercise caution. Safety Zones are determined by Event Cards. Only Event Cards that have a Yellow Flag or a Yellow and Red striped flag will create a Safety Zone. To indicate a Safety Zone, place the Safety Zone End marker five spaces in front of the affected car and the Safety Zone Start marker five spaces behind the affected car. The Safety Zone will encompass 11 sectors total. The affected car is defined as the car that receives the first result on the card.

(8.3.2) Effects: All sectors between and including the two Safety Zone makers are considered to be in one lane. As soon as the Safety Zone is created start with the cars closest to the End of the Zone and begin shifting them into the innermost lane. In each sector begin with the car closest to the inside Pit Lane, then move out towards the Outside Wall. Proceed sector by sector towards the Start of the Safety Zone.

Any car that is moved down and would occupy a space currently occupied by another car will displace the car currently in that space forward. No Close Call Token is given for this displacement.



EXAMPLE: The situation before shifting.



The situation after shifting.

Cars may not use an Overtake move from a Racing card as part of a move while in a Safety Zone. This includes the cards Overtake and Late Braking. These cards may be used for the movement type but the special overtaking is not allowed if the active car or the target car is inside the Safety Zone.

Any car exiting the pit into a safety zone that has a car already in the sector simply displaces the car forward for 1MP before continuing to move.

Remove the Safety Zone markers at the beginning of the next End Turn Sequence, before an Event Card is drawn.

(8.3.3) Movement into a Safety Zone

If a car enters the Safety Zone in any lane other than the inside lane, the movement to the inside lane is free and automatic. If there is a car in that space in the Safety Zone it is Displaced Forward at no extra MP cost. No Close Call token is incurred for this displacement.

(8.3.4) Movement through a Safety Zone

Cars moving through a Safety Zone must use the inside lane.

(8.3.5) Movement out of a Safety Zone

Once the activated car leaves the Safety Zone, it may de-link from the Racing Line and move normally. This may be moving laterally or forward (possibly pushing other cars).

An active car in Line, Pursuit or Lead movement may not de-link from cars that it was linked to by rule while inside the Safety Zone (6.5 & 6.6).

(8.3.6) Movement Types into a Safety Zone

Solo: Immediate drop to the inside lane (no MP cost). If necessary displace any car occupying that space forward.

Lead: Immediate drop to the inside lane (no MP cost). If necessary displace any car occupying that space forward. Any cars linked to the active car stay in their current lane, but remain under the influence of the Lead Car until that car finishes its movement. Each space the active car moves will pull the linked line ahead one space and as new cars enter the Safety Zone they immediately fall into line behind the Active Car.

Line: Immediately drop to the inside lane (no MP cost). If necessary displace any car occupying that space forward. Any cars following the active car stay in their current lane, but remain under the influence of the Active Car until that car finishes its movement. Each space the car moves will pull the linked line ahead one space and as new cars enter the Safety Zone they immediately fall into line behind the Active Car. This same rule is

used for all cars pushed into the Safety Zone ahead of the Active car that are part of the Line Movement.

Pursuit & Solo: Immediate drop to the inside lane (no MP cost). If necessary displace any car occupying that space forward. This same rule is used for all cars pushed into the Safety Zone ahead of the Active car that were part of the Pursuit Movement.

8.4 NPC Pit Numbers

The number at the bottom of each Event Card indicates a pit stop for one or more NPC cars. All NPCs on the track whose last digit matches the Pit Number must pit and go back 5 spaces.

9. PIT PROCEDURES

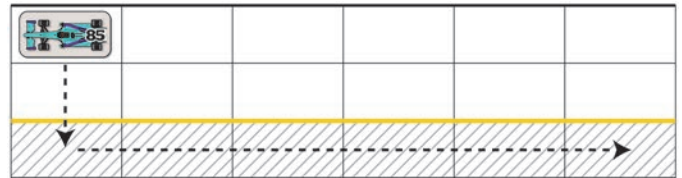
9.1 Entering the Pits

Pitting occurs after an Event Card resolves. In player order, each team may choose to pit. Cars cannot enter the pit once the race is completed.

To pit a car, place the car in the Pit Lane space of the currently occupied sector.

Players may choose to remove any number of wear tokens from any number of their pitted cars. Once the wear tokens are removed, each car must move back a number of spaces equal to the sum total of the duration cost (7.3.2). Close Call tokens are not removed.

If multiple cars end up occupying the same sector in the Pit Lane, stack the cars in the order of arrival (leading car will be on the bottom of the stack) on the same sector in the Pit Lane.



Car #85 elects to pit under the green flag. The car drops straight to the Pit Lane and then moves backward five spaces to remove a Brake Wear Token.

9.2 Exiting the Pits

After a Green Flag event, the active player must return their car to the track during the action segment on the next turn. The car exiting the pits uses the “Pit Exit Speed” value of the Race Card and must make a lateral move onto the track before beginning forward movement, even if that space is already occupied. If the activated car comes out of the pits and laterally displaces another car, the activated car does not receive a Close Call Marker. The Movement Type, wear marker, and text on the Race Card are ignored. Cars exiting the pits always use Solo Movement rules (6.4). Speed penalties from wear markers do not impact the activated car’s movement when exiting the pits.

During a double yellow or red flag event, follow the appropriate restart procedure to exit the pits (9.3 and 9.4)

DESIGNERS NOTE: While the variations of rolling start versus standing start is clear in real racing, the application of such nuances is beyond the limits of Grand Prix. Both types of restarts involve grouping the cars back up into a pack and then turning them loose. Either the Safety car pulls off or the lights go out. Since pitting can be done either in limited quantities or directly on the track, the ability to pit in the game was retained.

9.3 Restarts

If an Event card has a red flag icon or two yellow flag icons, the race will be restarted with the cars following the instructions below in order. This should look like the grid at the start of the race except that it will begin at the sector on the track that the current leader has reached and is not required to be placed back at the original start-finish line.

(9.3.1) The Double Yellow Restart Procedure

To restart after a double yellow flag:

1. Place the current leader in the inside restart lane of the same sector the current leader occupied.
2. Place the rest of the cars in order of their track positions. For example, the second place car is placed on the outside lane beside the current leader and the third place car is placed behind the current leader. Place all cars with a Lap Down marker at the end of the group in their respective order. Any cars that need to be placed in a single lane section of track are simply left alone with no other car to the outside. As soon as the single lane is cleared, resume placing cars side-by-side two wide per sector.
3. Remove Lap Down markers from cars still on the track. No car is currently considered lapped.
4. Conduct Pit Stops as shown in 9.1.
5. Move all cars that did not pit forward to replace the vacant spots left by cars that decided to pit.
6. Place the pitted cars back on the track at the end of the group. Use the cars position in the Pit Lane to determine their order on the track. If two or more cars share a Pit Lane space, the bottom car is in the lead.

(9.3.2) The Red Flag Restart Procedure

To restart after a red flag:

1. Follow steps 1-3 from the Double Yellow Restart Procedure (9.3).
2. Remove all wear markers from cars on the track except for the red catastrophic damage wear markers.

9.4 Race to the Finish Line (Green Line)

If a restart is called for during the last lap of the race and the lead car is eight or fewer spaces from the finish line, resolve the event but ignore the restart and treat red and double yellow flags as a green flag.

10. ENDING THE RACE & WINNING

10.1 Crossing the Finish Line

(10.1.1) Ending the Race: The first car to cross the Finish Line after completing the required number of laps is the winner. The race ends when the current Action Phase is completed. Do not draw an Event Card.



(10.1.2) Awarding Position Markers: The winning car receives the 1st Place Positional Marker. If additional cars cross the finish line, award them the next highest available position marker as they cross the line and remove the cars from the track at the end of the activation segment. When the Activation Phase is complete, award any car that has not yet crossed the finish line a Position Marker based on Running Order.

(10.1.3) Tire Requirement: Any car that ends the game without having met the tire change requirement (7.6.2) is immediately disqualified and receives no Position Token. Disqualified cars may result in cars that have previously received a Position Token moving a position higher and receiving a different Position Token.

The only exception is if the race begins with wet weather and never changes to dry. In this case it is legal to run the race on only wet tires.

10.2 Scoring

Only cars in the top ten receive Position Tokens.

Scoring Chart

1st = 25 Points
2nd = 18 Points
3rd = 15 Points
4th = 12 Points
5th = 10 Points
6th = 8 Points
7th = 6 Points
8th = 4 Points
9th = 2 Points
10th = 1 Point

Each player adds the values of all the Position Tokens their Player Cars have accumulated. The player with the highest total wins the game. In case of a tie, the player with the Position Token closest to first place wins.

10.3 Scoring for Non-Player Cars

Although both Neutral and Team NPCs can claim Position Tokens, players do not receive the points even if they were controlling an NPC that scored.

11. SEASON RULES

One of the most enjoyable and fulfilling ways to play *Grand Prix* is as a series of races. The following rules should be followed when attempting to conduct a race season:

11.1 Set the Schedule

Decide the number of races that will constitute a season.

Once you've determined the schedule, decide the order of tracks. Tracks may be used more than once. Tracks from *Thunder Alley* are fully compatible with *Grand Prix* and can provide a race with a very unique feeling. Beware that the speedway and short track will make for a very challenging and different-feeling race.

11.2 Scoring

Maintain the scoring total from race to race with the season winner being the player with the most overall points.

If a season is spread over multiple sessions, it is possible that a team (player) will not make it to a race. Here are three possible solutions:

Option #1: A substitute player may take control of a team for a race where there is a missing player. All points scored are awarded to the original player.

Option #2: The team will not race and will receive 2x the average of all points claimed by NPC cars in that race. The minimum in this case is 0.

Option #3: Set a minimum race count and score only that many races for each team. If it is set at 3 of 4, the a player that races in only 3 events will score for each of those events but a team that races in all 4 events will take its top three scores and drop its lowest one.

11.3 Winner Bonus

Starting with race number 2, the winning car from the previous race should be moved up one position after the grid has been set.

12. RULES FOR INTEGRATING THUNDER ALLEY

The tracks from *Thunder Alley* are fully compatible with *Grand Prix* and provide very unusual challenges in this format. If you wish to use those tracks for races, feel free to do so. Just use the rules provided in this book to govern the races. The suggested lap count for each track is listed below

St. Adriana = 3 Laps

Yunta Brothers = 4 Laps

Pullinger's Pyramid = 3 Laps

Verghn's Grove = 3 Laps

You may also play *Thunder Alley* on the tracks included in *Grand Prix*. These will be very challenging. Each track in *Grand Prix* should only consist of two laps for *Thunder Alley* races.

13. OPTIONAL RULES

13.1 Determining Start Order

Set up the first car from each player as indicated in the Setup (2.0). After each team has one car on the track, place all of the NPC cars in the bag with the other PC cars and continue to draw randomly, filling up the grid.

You may also set the game up by placing all of the cars (PC and NPC) in the bag and drawing them out randomly.

13.2 Optional Pit Order

Pit the Player cars in their current running order and not in player order. Start with the leader and work your way through the field.

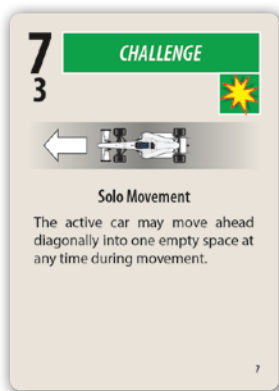
13.3 Optional Running Order

If multiple cars are tied for the lead, assign the Current Leader token to the car closest to the inside line in the next corner. Warning: Since not all corners in *Grand Prix* are marked, players must agree to use common sense, or agree prior to the start on what is the inside line for each sector on the track before starting the race.

RACING CARDS LIST

INDIVIDUAL RACE CARDS EXPLAINED

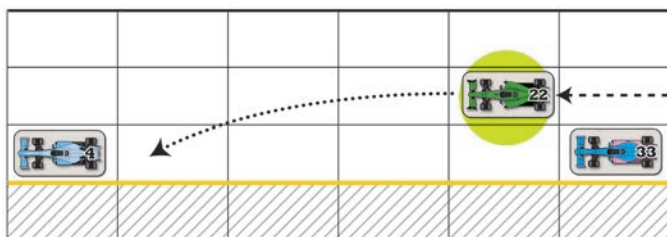
Challenge: The active car may make one diagonal move during their turn. The diagonal move must be into a vacant space and cost only one Movement Point (so you could not displace a car with the diagonal movement, since that would cost two movement points). After movement is completed, the active car receives a Close Call Token.



Charge: After the active car has finished its movement, the Active Car receives one Tire Wear Token.

Chasing the Race: The active car cannot make a lateral movement during its action segment. The active player may still choose which lane to enter after exiting or entering a corner. After all movement is completed, the active car receives a blue suspension wear token.

Clean Air: At the end of movement, if no other car is in the same sector as the active car, pick the active car up and place it linked behind the next car it would come to on the track. This could be any number of sectors and it can end up in any lane. Cars in pit road (on the Pit Lane) are not considered when making this movement. If the active car ends its solo movement in the lead, the special text is ignored.

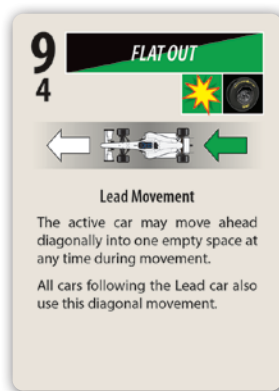


EXAMPLE: Car #22 plays the Clean Air card, passes car #33 and ends movement in an empty sector. Car #22 is picked up and placed in a linked position behind car #4.

Conservative: The active car cannot make a lateral movement during its action segment. The active player may still choose which lane to enter after exiting or entering a corner.

Fast Pace: After the active car finishes its movement, it receives one Tire Wear Token.

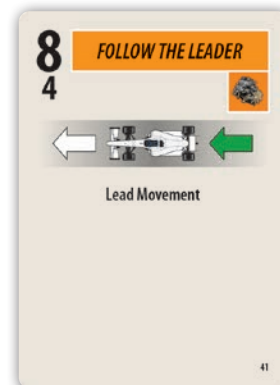
Flat Out: The active car may make one diagonal move during their turn. The diagonal move must be into a vacant space and cost only one Movement Point (so you could not displace a car with the diagonal movement, since that would cost two movement points). The cars being led by the active car all make the same slingshot



move as the active (lead) car. After movement is completed the active car receives a Tire Wear token and a Close Call Token.

Floor It: After the active car finishes its movement, it receives one Engine Wear Token.

Follow the Leader: After the active car finishes its movement, it receives one Engine Wear Token.



Inside Line: The active car may only move to the inside lane, even if it is linked. Outside lane movement is not allowed. If there is choice when entering or exiting a corner, the inside lane must be chosen for both the active car and all linked cars. After movement is complete, the active car receives one tire wear token.

Late Brake: After the Active Car has finished its movement, the car may swap places with one car that is linked in front of it. For specifics of this action see Overtake below. Then give the active car one Brake Wear Token.

Out in Front: After the active car has finished its movement, it receives one Black Tire Wear Token.

Outside Line: The active car may only move to the outside lane, even if it is linked. Inside lane movement is not allowed. If there is choice when entering or exiting a corner, the outside lane must be chosen for both the active car and all linked cars. After movement is complete, the active car receives one tire wear token.

Oversteer: This card behaves like any other Pursuit Movement card, except that after the active car has completed its movement it must move inside one lane. If that lane is occupied or is the Pit Lane, ignore this move. After all movement is completed, the active car receives one Blue Suspension token.

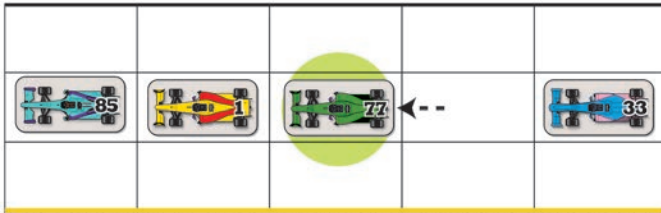
Overtake: If the active car is linked behind another car, the active car may swap spaces with the car directly ahead of it for one Movement Point as many times as the car can afford. The active car receives one Close Call Token at the end of its action segment, regardless of how many times it swapped positions.



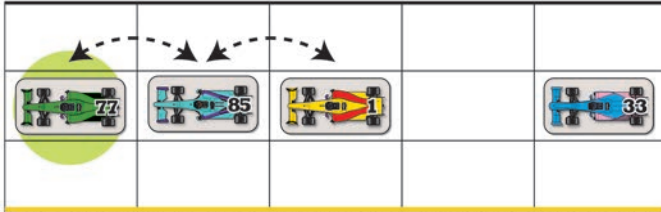
Car #77 is activated using a Overtake Card.



For the first Movement point (MP) car #77 swaps positions.



For the second (MP) car #77 moves ahead leaving #33 behind



For the last 2 MP car #77 swaps positions with car #1 and then #85 to move to the front of the pack.

Power Line: After the active car finishes its movement, it receives a black tire marker.

Set the Pace: After movement has been completed, the active car receives a transmission wear token.

Slingshot: The active car may make one diagonal move during their turn. The diagonal move must be into a vacant space and cost only one Movement Point (so you could not displace a car with the diagonal movement, since that would cost two movement points). The cars being led by the active car all make the same slingshot move as the active (lead) car. After movement is completed, the active car receives a Tire Wear token.

7
3

SLINGSHOT

Lead Movement

The active car may move ahead diagonally into one empty space at any time during movement.
All cars following the Lead car also use this diagonal movement.

41

Solid Line: After the active car has finishes its movement, it receives a black tire marker.

Top Gear: After movement has been completed, the active car receives a Transmission wear token.

Understeer: This card behaves like any other Pursuit Movement card, except that after the active car completes its movement, it must move outside one lane. If that lane is occupied or is the outer lane, ignore the extra move. After all movement is completed, the active car receives one Blue Suspension token.

Weaving: Any lateral movement costs zero movement points. It possible to change more than one lateral lane in a turn and the special move may be used as many times as it is legal and desired. Each time the active car displaces a car, the active car receives a Close Call token in addition to Close Call token received from playing the card.

4
3

WEAVING

Solo Movement

Any lateral movement is free even if entering that space requires you to laterally displace another car.

1

EVENT CARDS LIST

Blown Engine: Retire the car with the most engine wear tokens. If tied, make a Team Draw (4.4). If no Player Cars have Engine Tokens, retire the leading NPC.

Brake Failure: Retire the car with the most brake wear tokens. If tied, make a Team Draw (4.4). If no Player Cars have brake wear markers, retire the leading NPC.

Collision: The car with the most Close Call Tokens collides with adjacent cars. If tied, make a Team Draw. If no Player Car has any Close Call Tokens, the leading NPC is the Originator of the incident. The originating car and all cars adjacent to it receive two Red Body Damage Tokens and lose all Close Call Tokens. Only one car from a player's team is affected, even if a player has two cars from a single team adjacent to the originating car. All NPC's involved in the Collision are retired from the race. A Double Yellow Flag restart occurs. All cars involved in the collision restart at the rear of the pack in their respective Track Running Order and may choose to pit.

Drive-Through Penalty: The car with the most Close call tokens must pit this turn. If tied, make a Team Draw. The car is not required to move backwards any number of spaces when pitting. The car removes all Close Call Tokens. That car may not make any repairs or change tire type. If no Player Cars have Close call Tokens, the leading NPC receives the drive-through penalty.

Engine Problems: The car with the most Engine wear tokens receives an additional Engine wear token. If tied, make a Team Draw. If no Player Car has an engine wear token, the NPC closest to the lead is affected and must make a 15-space Pit Stop.

Gear Box Failure: Retire the car with the most transmission wear tokens from the race. If tied, make a Team Draw. If no Player Cars have Transmission Wear Tokens, retire the leading NPC from the race.

Hard Hit: The Car with the most Close Call Tokens hits all adjacent cars. If tied, make a Team Draw. Give the target car and each car adjacent to it a Body Damage Wear Token and remove all Close Call Tokens from all affected cars. All involved NPC's are removed from play. If no Player Car has a Close Call Token, the leading NPC becomes the target of the card. The

BREAK FAILURE

The car with the most Brake tokens suffers Brake failure. Retire that car from the race. If there is a tie, check the Team Draw. If no Player Cars have Brake Tokens the NPC car closest to the lead is affected.

PIT = 1

13

ENGINE PROBLEMS

The car with the most Engine tokens receives another Engine Token. If there is a tie, all tied cars get the extra token. If no Player Cars have an Engine Token the NPC car closest to the lead is affected.
If target is NPC it pits (15 spaces)

PIT = 3

21

HARD HIT

The car with the most close call tokens strikes all adjacent cars. If there is a tie, check the Team Draw. If no Player Cars have Close Call Tokens the NPC car closest to the lead is affected. If the car is not adjacent to another car, it strikes the barrier and only damages itself.
Give affected cars 1 Body Damage each and remove all Close Call Tokens from those cars.
If the target car is an NPC car, retire it.

PIT = 6

15

sector that includes the originating car is the center of a Safety Zone for the next turn.

Mechanical Failure: The car with the most wear tokens (not including Close Call Tokens) must pit this turn and spend twice the required duration cost to repair all damage. If tied, make a Team Draw. If no Player Cars have any Wear, the leading NPC must pit and move backwards twenty spaces.

MECHANICAL FAILURE

The car with the most Total Wear tokens must pit this turn. That car must remove all wear and spend twice the amount of time in the pit as required. If there is a tie, check the Team Draw. If no Player Cars have any Wear Tokens, the NPC car closest to the lead is affected.

If target is NPC it pits 20 spaces

PIT = 7

NPC Retirement: Retire a random Neutral NPC or Team NPC from the race by drawing the next Event Card from the top of the Event Deck and checking the “Pit” indicator at the bottom. The car closest to the front of the race with the matching last digit is removed from the race. If no match is drawn or an “All Pit” is drawn, continue drawing until a car matching one in the race is drawn.

NPC RETIREMENT

One NPC drops out of the race. Flip the next event card and look at the Pit number on the bottom. The NPC Closest to the lead with a matching last number is retired from the race. If no car matches that number, continue drawing until you get a match.

PIT = 3

EXAMPLE: if a “7” is shown then NPC 7, 17 or 27 will be removed from the race, whichever is closest to the lead. If none of those cars were in the race, draw again and continue to draw until a car that is in the race is affected.

Serious Crash: The car with the most Close Call Tokens that is adjacent to at least one other car causes a multi car crash. If tied, make a Team Draw. The target car and all adjacent cars receive three Red Body Damage tokens and discard all Close Call Tokens. Any NPC cars are retired from the race. Only one Player Car per team can be involved in the collision. If one player has two cars with the most Close Call Tokens it is the player’s choice to decide the car that caused the crash. If no Player Cars have Close Call Tokens, the NPC closest to the lead is affected. Initiate a Red Flag restart. All cars involved in the collision restart at the rear of the pack in their respective Track Running Order. Those cars may then pit under the red flag pitting rules.

SERIOUS CRASH

The car with the most close call tokens that is adjacent to one or more cars, strikes all adjacent cars. If there is a tie, check the Team Draw. If no Player Cars have Close Call Tokens the NPC car closest to the lead that is adjacent to another car is affected.

No team of two cars can have more than one car affected. If a team would have multiple cars affected, the owner chooses which car is affected. Give all cars involved 3 Body Damage Tokens each and remove all Close Call Tokens from those cars.

All affected NPC's retire from the race.

PIT = None

Spin-Off: The car with the most combined Close Call and Tire tokens spins off the track. Place the car off the track at its location. It must reenter the track as if it was coming out of the pits but along the outside wall. Remove all Close Call Tokens from the car. If multiple cars tie, the affected car is the one with the most Close Call Tokens. If still tied, make a Team Draw (4.4). The Sector that the car is just outside of is the center of a Safety Zone for the next turn.

Spin around: The car with the most combined Close Call and tire tokens Spins around. Place the car in the Pit Lane. Place the Spin-Around token on the car and remove all Close Call Tokens from the car. If multiple cars tie, the affected car is the one with the most Close Call Tokens. If still tied, make a Team Draw (4.4). The car may not benefit from a pit this turn. The sector that includes the car is the center of a Safety Zone for the next turn.

SPIN AROUND

The car with the most combined close-call & tire tokens spins on the track. If there is a tie, check the Team Draw. If no Player Cars have tire or Close Call tokens, the NPC car closest to the lead is affected.

Remove all Close Call Tokens from that car and place the Spin-Around token on this car. Then place it in the same sector but in pit lane. This car may not benefit from pitting this turn. It must use Pit Exit Speed next turn.

PIT = 0

Strike the Barrier: The car with the most Close Call Tokens collides with the barrier. If tied, make a Team Draw (4.4). Remove all Close Call Tokens and give the car one Body Damage token. If no Player Cars have Close Call Tokens, the NPC closest to the lead is affected. The Sector that includes the car is the center of a Safety Zone for the next turn.

Suspension Difficulties: Each player must award a Blue Suspension token to one of their two Player Cars currently in the race.

Suspension Stress: Every Car with a Blue Suspension token takes an additional Blue Suspension Token.

Stop & Go Penalty: The car with the most close call tokens must remove all Close Call Tokens and make a 4-space pit stop this turn. The car cannot remove wear tokens or change tires. If tied, make a Team Draw (4.4). If no Player Cars have Close Call Tokens, the NPC closest to the lead is affected.

STOP & GO PENALTY

The car with the most Close Call Tokens commits a rules violation. If there is a tie, check the team Draw. If no Player Cars have Close Call Tokens, the NPC car closest to the lead is affected.

Remove all Close Call Tokens from that car and that car must pit this turn and goes back 4 spaces. That car may not benefit from this pit to lose any wear or Change Tires.

PIT = 1

Tire Test: Check each Player Car and compare the tire type to the current weather:

- **Red Tires:** In rainy weather, cars with red tires receive two Close Call Tokens and one Tire Wear Marker.
- **White Tires:** In rainy weather, cars receive one Close Call Token and one Tire Wear Marker.
- **Blue Tires:** In dry weather, cars receive two Tire Wear Tokens.

TIRE TEST

If the weather is rain, take 2 Close Call Tokens and 1 Tire Wear Token.

If the weather is rain, take 1 Close Call Token and 1 Tire Wear Token.

If the weather is dry take 2 Tire Wear Tokens.

PIT = 9

Tire Wear: Each player receives a Tire Wear Marker for one of their two Player Cars currently in the race.

Traction Hazard: Place a safety zone centered on the leader’s sector.

Transmission Problems: The car with the most transmission tokens receives an additional transmission token. If tied, make a Team Draw (4.4). If no Player Car has a transmission token, the

NPC closest to the front is affected.

Weather Change: Flip the weather token over. The new weather is now in effect for the race. Check the tire type of each car in the race to determine the effects of this card.

- **Red Tires:** If the new weather is rain, the controller of that car must either pit and change to Blue (Wet) Tires or take two Close Call Tokens for that car.
- **White Tires:** If the new weather is rain, the controller of that car must either pit and change to Blue (Wet) Tires or take one Close Call Token for that car.
- **Blue Tires:** If the new weather is dry, the controller of the car must either pit and change to either White or Red Tires or Take one Tire Wear Token for that car.

Wheel Rub: The car with the most close call tokens and all adjacent cars receive one black tire token and remove all close call tokens. If no car is adjacent, the rub is against the wall and only the affected car receives a token. If no Player Car has a Close Call Token, the originator of the event is the leading NPC.

Wing Damage: The car with the most Close Call Tokens receives a Wing Damage Token and removes all Close Call Tokens. If tied, make a Team Draw (4.4). If no Player Car has a Close Call Token, the leading NPC is affected.



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A NOTE FROM THE DESIGNER

The game is intended to be quick and easy once certain concepts are mastered. It is quite possible to agonize over every decision, but much of the game is out of your control and long-term planning is very difficult without experience gained through repeat play. Optimizing your gains and maximizing the losses you hand out to other players on any particular turn is a key to Grand Prix strategy. After a couple of plays, clear strategies will emerge and you should begin to be able to formulate more in-depth play styles that can span multiple turns.

GLOSSARY

Action Segment – This refers to a single car activation by a player. A car is activated when the current player plays a card and announces which car will be activated. Each car may only be activated once per Turn.

Activated Car/Active Player/Current Player – The Active Car (Player) always makes decisions on which lane to use for all moving cars when entering/exiting corners.

Adjacent – Cars that share the same sector and are in adjacent lanes, or are directly linked in the front or back.

Car (or Race Car) – The basic playing piece of the game. Each team is made up of 2 cars. The cars are placed on the track, and information about the Player Cars are kept on the Team Sheet.

Event Cards – Event Cards are drawn at the end of each Turn, per the Sequence of Play. These represent things that happen during the race, and may affect one or more cars on the track.

In Line – Cars in the same lane and adjacent to one another are considered In Line. These cars may become Linked during movement.

Lap – A Lap is counted for each car individually. Whenever a car crosses the Start/Finish Line it is considered to have completed one Lap. Most races in Grand Prix consist of three Laps. Because cars that get passed by the leader are removed at the end of a turn, the lap counter on the track is only adjusted when the car currently leading the race crosses the Start/Finish Line. For the purposes of counting laps, the first time you cross the Start/Finish Line at the start of the race does not count as completing a Lap.

Linking (In-Line) – Linking is a very important concept, and is handled under Movement. The active car may be “linked” to cars it is “In Line” with, depending on the movement type being played. When linking occurs, the eligible In-Line cars become linked with the active car, and will move forward with it. Linking is not voluntary for the non-active cars, and once “linked,” the active car may not unlink for the remainder of this Action Segment unless Conditional Linking is used.

NPC (Team) – A number of cars controlled by a specific player. No other player may activate them. These cars can score point tokens at the end of the race but their points will not be added to a player’s total.

NPC (Neutral) – A car that can be controlled by any player as long as it has not been activated by anyone yet on the turn. These cars can score point tokens at the end of the race but their points will not be added to any player’s total.

Pit Lane – The Pit Lane is the yellow lane on the inside of the track. Cars may not enter the Pit Lane, except to pit or as indicated on specific Event Cards.

Pit Stop – A Pit Stop is a point in the game where a car will leave the race track and remove all of the desired repairable Wear markers. There is an entire section of rules covering the how-to of “Pitting” below. For game purposes you need to know that the only way to clear any of the wear markers off of your car is to eventually take advantage of a Pit Stop.

Player Car – One of the two large cars that match the cars on a specific team card. These are the only cars that will score players points in a race.

Pole Position – The car that starts on the inside of the first row at the start of the race. This will be the very first car placed.

Position Markers – As cars complete (or drop out of) the race, if they are one of the last 10 cars on the track, they are given a Position Marker, representing their finishing order. Points for each position are indicated on these markers. Only places 1-10 score points and will get Position Markers.

Race Cards – Race Cards are held in the player’s hand, and are used to activate and move cars on the track. Each player usually plays one Race Card each segment when it is their turn. This Race Card may move one, some, or possibly even all cars in the race.

Sector – A Sector is a series of side by side spaces on the track, extending from the apron to the outside wall. For positioning purposes, cars on the inside of a Sector are considered to be ahead of cars outside of them in the same Sector, except a car in the pits is always behind all other cars in its Sector.

Starting Grid – The Starting Grid consists of the spaces numbered 1-22 that begin next to the Start/Finish Line and mark where cars will start during a race. It is important to note that all of the cars need to have their fronts pointing toward the Start/Finish Line at the beginning of the game and that is the direction all cars will run for the entire race. If you are using Thunder Alley tracks that only go to 21, continue using the same system to extend it out to 22 just outside of 21.

Team Card – This is the play aid that lists both of a team’s Player Cars, and has boxes for Damage Markers and Tire Type tokens for each car.

Team Draw – The method to randomly determine which player is affected.

Track Running Order – Every time a car is moved a new Running Order is created. The car that has both completed the most laps and is the fewest sectors from crossing the Start/Finish line again is considered in the lead. The next spot in the order is then determined by the next car using the same criteria. If there is a tie for running order teams closest to the inside lane in a sector are leading. Cars in the pit apron are always considered behind cars on the track in the same sector. Cars on the bottom of the stack in the pit apron are considered ahead of cars above them.

Turn – A Game Turn (Turn) starts with dealing of cards, and ends once all cars have been activated and moved followed by the End of Turn Sequence. This should not be confused with a player’s “turn,” which is referred to as an Action Segment.

Wear Markers – Most cards played cause wear on a car. The Wear Markers record what kind of wear a car has suffered and how long (in spaces backward) it will take to remove them. The various markers are placed on the Team Sheet to keep track of wear.

Movement Cost Chart

Type	Cost
Forward or Sideways	1 MP
Lateral Displacement	2 MPs

Wear Marker Effects Chart

0 markers	No effect
1 markers	No effect
2 markers	No effect
3 markers	-3 to speed
4 markers	-4 to speed
5 marker	-5 to speed
6 markers	Eliminated from the race

Cars and Cards Chart

Number of Players	Number of Player Cars*	Number of Team NP Cars*	NPC Icon	Number of Neutral NP Cars	Hand Size**
2	2	4	☆◆	10	12
3	2	3	☆◆●	7	8
4	2	3	☆◆●■	2	6
5	2	2	☆◆●■▲	2	5
6	2	0		10	4
7	2	0		8	4
8	2	0		6	3
9	2	0		4	3
10	2	0		2	3
11	2	0		0	3

*per player

**also the number of cards each player starts with.

3.2 SEQUENCE OF PLAY FOR EACH TURN

1. Fill Hands (3.3)
2. Perform Action Segments (3.4)

Each player performs one of the actions below:

1. **Play one race card** for a selected Team NPC, NPC, or PC counter and move the car.
2. **Pass** a turn by selecting a PC counter that is out of the race. Turn the passing player's car counter over and end that player's Action Segment.
3. **Eliminate** a PC car with six or more Wear Markers that has yet to be activated. Flip this car as it cannot be used to Pass later in the same turn.
4. **Voluntarily Retire** a non-activated PC counter—remove that car from the track. Turn it over to indicate it has been activated this turn.

3. Perform End of Turn Sequence (3.5):

- a. Draw and resolve one Event Card (3.5.1). *This step is ignored if any cars have finished the race.*
- b. Perform Pit Stops (3.5.2)
- c. Determine First Player (3.5.3)
- d. Remove Lapped Cars (3.5.4)
- e. Discard Unwanted Race Cards (3.5.5)

The Four Types of Movement:

Type	Symbol	Number in Deck
Solo Movement		23
Line Movement		21
Pursuit Movement		15
Lead Movement		19



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