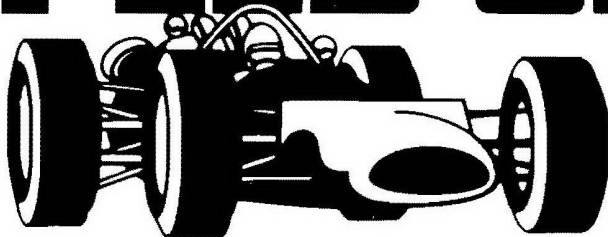


# SPEED CIRCUIT



## 1. INTRODUCTION

SPEED CIRCUIT lets you drive a grand prix racer, built to your exacting specifications, over world-famous courses. Only drivers with superior skill and nerves of steel will survive the pressures of this rigorous competition which features all the hazards of the "real thing" - spinouts, collisions and crashes - as drivers attempt to skillfully brake for the corners after going flat out on the straightaways. All the fun and excitement of this dynamic competitive sport come alive in this scientifically-designed road racing game.

## 2. PREPARE FOR PLAY

**2.2** All players mutually select a course and the number of laps which will constitute the race. When first learning the game, it is suggested players run a two lap race on the Monza course before attempting longer races or more difficult courses.

**2.3** Each player is given a Performance Chart sheet and fills out the agreed upon Course and number of laps to be run in the spaces provided.

**2.4** Each player secretly constructs his race car to his own specifications by applying *Preparation Points* to any of six *Specification* categories found on the Performance Chart. The six categories are:

**START SPEED** – Maximum speed on first turn regardless of Acceleration rating.

**ACCELERATION** – Maximum safe speed increase allowed from previous posted speed.

**DECELERATION** – Maximum safe speed decrease allowed from previous posted speed, without penalty.

**TOP SPEED** – Maximum safe posted speed allowed during a race.

**WEAR** – Maximum number of units allowed for greater breaking ability and cornering at higher speeds.

**SKILL** – Provides a Dice Roll Modifier applied to all die rolls when pushing the normal limits of the car. Negative modifiers are beneficial.

Initially all cars have the same minimum specifications which are listed on the Performance Chart above "0" Preparation Points. Each player may improve his car's specifications by adding a total of 5 Preparation Points to the various categories.

Start Speed						
0 pts	1 pt	2 pts				
40 mph	60 mph	80 mph				
Acceleration						
0 pts	1 pt	2 pts				
20 mph	40 mph	60 mph				
Deceleration						
0 pts	1 pt	2 pts				
20 mph	40 mph	60 mph				
Top Speed						
0 pts	1 pt	2 pts				
140 mph	160 mph	180* mph				
* Roll 1 die, on a 4+, the car's Top Speed is 200 mph						
WEAR (per lap)						
-2p	-1p	0p	1p	2p	3p	4p
2	3	4	5	6	7	8

Skill			
-1 pt	0 pts	1 pt	2 pt
+2	0	-1	-2

### EXAMPLE:

START SPEED	60	1pt
ACCELERATION	40	1pt
DECELERATION	20	0pt
TOP SPEED	160	1pt
WEAR	6	2pt
SKILL	0	0pt
Total		5pts

**2.5** A player may choose to take an inferior result in the WEAR or SKILL specifications in order to gain additional Preparation Points to be expended in other areas.

**2.6** The WEAR specification is recorded in a different manner, as unlike other specifications, which are permanent, WEAR is used in increments and will decrease during the course of a race. This specification is a multiple of the number of laps to be raced. Therefore if a player has allotted no Preparation Points to WEAR, he will receive 4 units per lap raced. Multiply the WEAR Specifications by the number of laps to be raced to determine the total WEAR.

**2.7** Determine Starting Positions. The car with the highest Start Speed Specification gets the preferred inside lane front row position. The next best – middle lane, front row, etc. Players with identical Start Speed specifications roll dice. The lowest die roll gets the most preferential starting position.

## 3. RACING PROCEDURE

**3.1** Check the Performance Chart for

your car's Start Speed and record your initial speed accordingly on turn 1 of the Speed Log.

**3.2** Cars move in order of their position on the board, *car in the lead moving first, etc.* If two or more cars are tied for the lead, the car with the highest recorded speed on the Speed Log for that turn moves first; if there is also a tie for highest speed, the car on the inside moves first. (Inside is relative to the angle of the next corner.)

**3.3** Each car advances *one space for every 20 MPH* posted on the Speed Log for that turn; i.e., 60 MPH equals 3 spaces. Cars must always move forward, either straight or diagonally and may change lanes at any time.

**3.4** A car may *never* move horizontally, or move onto or through a space occupied by another car (*see (8) Collisions.*)

**3.5** At the start of each succeeding game turn, players must decide whether to:

- A. Accelerate (See 4.),
- B. Decelerate (See 5.), or
- C. Maintain Present Speed

**3.6** After all drivers have secretly recorded their new speeds on their Speed Logs, they simultaneously reveal them, face up on the table. Each player then moves his car in order of their position on the board.

#### 4 ACCELERATION

**4.1** If at the beginning of the turn, a driver decides to accelerate, he first checks the Acceleration column of his Performance Chart to determine the maximum acceleration range.

**4.2** The driver may then add the desired amount of acceleration (in multiples of 20 mph) to his previous speed and secretly records the new speed on his Speed Log.

**4.3** A driver may exceed his maximum *Acceleration and Top Speed* Specifications by 20 mph, but in so doing risks possible engine damage. On every turn a driver exceeds his maximum capability in either category he must roll two dice and consult the Test Engine Table:

ENGINE TEST TABLE	
Die Roll	Result
2-9	OK
10-12	ENGINE DAMAGE: Reduce <i>TOP SPEED AND ACCELERATION</i> by 20 mph immediately and alter this Turn's speed if necessary.
Remember to apply the SKILL Dice Roll Modifier	

**4.4** If a driver exceeds his Top Speed and maximum Acceleration in the same turn he must roll twice on the Test Engine Table.

**4.5** If at anytime during the course of the race, the driver rolls Engine Damage a second time, he has an engine failure and is removed from the race.

#### 5 DECELERATION

**5.1** If, *at the beginning of the turn*, a driver decides to decelerate, he first checks the Deceleration column of his Performance Chart to determine the maximum deceleration range.

**5.2** The driver may then subtract the desired amount of deceleration (in multiples of 20mph) from his previous speed and secretly record the new speed in his Speed Log.

**5.3** A driver may exceed his maximum Deceleration but in so doing uses up valuable WEAR units and/or risks possible brake damage. Whenever a driver exceeds his maximum Deceleration he must consult the *Deceleration Chart*.

DECELERATION CHART	
MPH > MAX	PENALTY
20	Use 1 WEAR <i>OR</i> Test Brakes
40	Use 1 WEAR <i>AND</i> Test Brakes <i>OR</i> use 2 WEAR
60	Use 2 WEAR <i>AND</i> Test Brakes
80	Use 2 WEAR, Spinout <i>AND</i> Test Brakes

**5.4** If called upon to *Test Brakes* by the Deceleration Chart the driver must roll two dice and consult the Brake Test Table:

BRAKE TEST TABLE	
Die Roll	Result
2-9	OK
10-12	BRAKE DAMAGE: Use 1 WEAR <i>OR</i> Spinout. ALL future WEAR costs now doubled.
Remember to apply the SKILL Dice Roll Modifier	

**5.5** If at anytime during the course of the race, the driver rolls Brake Damage a second time, he must retire from the race.

**5.6** Under no circumstances may a car decelerate more than 80 mph more than his maximum Deceleration in a turn.

**5.7** Cars may decelerate only prior to the posting of their SPEED LOG. Once posted, they are committed to the posted speed and may not decelerate to avoid a collision.

#### 6 CORNERING

**6.1** A corner is any space containing a posted speed limit. A corner can be composed of any number of *adjacent* corner spaces.

**6.2** To enter each corner space without penalty, the driver must

comply with the posted speed limits of that space.

**6.3** If a car follows the *entire* path of a printed *arrow* through a corner, it may exceed the posted speed by 20 mph without incurring a penalty.

**6.4** If a car prematurely leaves the path of an arrow in a following turn it must retroactively pay whatever penalties it had avoided by following the arrow. If this results in a spinout the car spins out in the last arrow space occupied before attempting to leave the path of the arrow.

**6.5** If a car is unable to complete a corner during a move, it may continue *at the same or slower speed during* the next move with no additional penalty. However, if the move carries the car into a different corner it *would* be subject to any penalties incurred due to excessive speed in the new corner.

**6.5.1** A car which has not completed a corner during a move *and* that is not in the final space of the corner, may not elect to increase its speed in the following turn should that increase exceed posted speed or arrow limits.

**6.5.2** The final space of a corner is the corner exit. A car in a corner exit *MAY* accelerate without paying additional WEAR penalties for that corner. [ASR 2-3]

**6.6** If a driver is unable to reduce his speed to the posted limit *or* if he intentionally exceeds the limit, he must consult the *Cornering Chart*.

CORNERING CHART	
MPH > LIMIT	PENALTY
20	Use 1 WEAR <i>OR</i> Consult the Chance Table
40	Use 2 WEAR <i>OR</i> use 1 WEAR <i>AND</i> Consult the Chance Table
60	Use 2 WEAR <i>AND</i> Spinout <i>OR</i> use 2 WEAR <i>AND</i> Consult the Chance Table

CHANCE TABLE	
Die Roll	Result
2-7	OK
8-9	Spinout
10-12	Crash
Remember to apply the SKILL Dice Roll Modifier	

**6.7** WEAR units used while Cornering do *not* decrease speed as in Deceleration, but allow the car to traverse corners at a faster speed.

**6.8** When all WEAR units are exhausted, the car may not enter a corner more than 20 mph faster than the posted speed.

**6.8.1** When all WEAR units are exhausted, all chance rolls must be made twice, with the worst result being applied. [ASR 2-3] See also: 22.1.4

## 7 SLIPSTREAMING

In auto racing, slipstreaming occurs when one car comes up directly behind the lead car and is “sucked” into the vacuum created by the lead car's speed. This gives the driver in the car behind an added advantage in Acceleration and WEAR.

**7.1** At the beginning of a turn, any car directly behind another on a *straightaway* may elect to slipstream the front car. Slipstreaming is not possible if either car is on a space in a corner at the beginning of the turn.

**7.2** Slipstreaming may not take place if a car would enter a corner *solely* as a result of the slipstream bonus.

**7.3** Slipstreaming may *not* take place if the trailing car has a posted speed on the Speed Log greater than that of the Lead Car.

**7.3.1** The trailing car's speed must be within plus or minus 40 mph of the lead car. [ASR 2-3]

**7.4** The decision to slipstream must be made while recording the speed for the current turn on the Speed Log. The decision to slipstream is indicated by writing the letter “S” after the desired speed.

**7.5** The slipstreaming car receives a bonus of one space if the front car is traveling at 120mph to 160mph.

**7.6** The slipstreaming car receives a bonus of two spaces if the front car is traveling at 180mph or faster.

**7.7** Slipstreaming does *not* increase a car's speed on the Speed Log; it provides bonus spaces. Therefore, if a car traveling 100 mph slipstreams another going 120 mph it is considered to have moved only 100 mph at the end of the turn despite the fact that it moved 6 spaces. Any acceleration or deceleration at the start of the following turn must be measured from the previous turn's speed of 100 mph, not 120.

**7.8** A slipstream bonus must be taken if written and both cars are in a legal slipstream situation, even if the bonus results in a collision.

## 8 COLLISIONS

**8.1** Drivers must avoid collisions by taking an alternate course whenever possible.

**8.2** If a driver is forced to move into a space which another car occupies, he must stop on the space directly behind this car. The ramming car is considered to have spun out and must begin his next turn at his Start Speed.

**8.3** The car which was hit incurs no damage and continues the race in the normal manner.

**8.4 “Free Collision Rule” [The General 27-6]** - In lieu of Rule 8.2, each car gains one “free” collision. When a car initiates its first collision, the car stops in the last available space and the turn's speed is reduced appropriately.

**8.4.1** For each subsequent collision the car initiates, the driver must roll on the *Chance Table* with a cumulative +1 Die Roll Modifier for each collision initiated beyond the first. If successful, the car is placed on the last available space and speed is reduced appropriately.

**8.4.2** If a car receives anything but “OK” on the *Chance Table*, the car that is rammed must also roll on the *Chance Table* with a special -1 Die Roll Modifier

added to the DRM received from the Skill specification.

## 9 SPINOUTS

**9.1** Whenever a spinout is indicated, the car must stop on the first space with a posted speed.

**9.1.1** The car is placed to the side of the track next to the space where the spinout occurred. [ASR 2-3]

**9.2** On the following turn, the car must begin at his Start Speed as shown on the Performance Chart.

**9.3** On subsequent turns, he may accelerate according to the Acceleration limits.

**9.4** Whenever a Spinout is called for, the player may opt to roll instead on the *Hazard Table* [ASR 2-1]

HAZARD TABLE	
Die Roll	Result
2-5	OK, Spinout averted!
6	Spinout
7	<i>Spinout + Hit Curb</i> – Deflating tire, must pit. May not use WEAR between current location and the pits.
8	<i>Spinout + Nose Damage</i> – reduce Top Speed by 20 mph, reduce all corner speed limits by 20 mph. May pit, lose 2 turns to replace nose.
9	<i>Spinout + Ignition problems</i> – Must pit, lose 2 turns
10	<i>Blown Engine</i> – retired. Oil in first corner space for this turn and next 3. All cars that enter must roll on the Chance Table
11	<i>Brake Failure</i> – Deceleration reduced to 20 mph, pay double WEAR for cornering above speed limit.

12	<i>Multi-car crash</i> – Car is out of the race. All cars directly behind the crashed car also crash. If two or more extra cars crash, the lap is restarted from the S-F line.
Remember to apply the SKILL Dice Roll Modifier	

## 10 INCREASING START SPEED

**10.1** A driver may attempt to exceed his Start Speed when starting the race or resuming from the Pits or a Spinout.

**10.2** The driver plots 20 mph greater than his Start Speed and rolls two dice on the *Test Start Speed Table*

TEST START SPEED TABLE	
Die Roll	Result
2-3	Increase Start Speed by 40 mph
4-8	Increase Start Speed by 20 mph, as plotted
9-12	STALLED, move 0 mph this turn.
Remember to apply the SKILL Dice Roll Modifier	

**10.3** Stalling two turns consecutively results in a retirement from the race.

## 11 WINNING THE RACE

**11.1** The race continues until one or more cars cross the finish line after the agreed upon number of laps. When two or more cars cross on the same turn, the car that travels the farthest across the line is the winner.

**11.2** If there is a tie, the car crossing the line first wins the tie.

**11.3** If necessary to determine a second or third place finisher, continue the race with those cars not yet finished using the criteria put forth in 11.1 and 11.2 to establish order of finish.

## 12 REACTION TIME (see AH Rules)

## 13 EXTRA LAPS (see AH Rules)

## 14 RECORDING WEAR (see AH Rules)

## 15 CIRCUITS

**15.1** Racing a *circuit* (multiple races on different tracks) is a better indication of driving skill.

**15.2** Players may construct new cars before each race, or require all drivers to use the same car on each track. This decision must be agreed upon before building a car for the first race. Damage from previous races is automatically repaired before the start of the next race.

**15.3** On each course, players compete for points as follows:

Finish	Cars in Race		
	9+	6-8	2-5
1 <sup>st</sup>	9 pts	5 pts	4 pts
2 <sup>nd</sup>	6	3	2
3 <sup>rd</sup>	3	2	1
4 <sup>th</sup>	2	1	0
5 <sup>th</sup>	1	0	0
DNF	-1	-1	-1
Crash	-2	-2	-2

**15.4** The player with the most points at the completion of the circuit is the grand winner.

**15.5** In case of a tie for the grand winner, the first tie breaker is Wins, the second tie breaker is 2<sup>nd</sup> place finishes, etc.

## 16 LARGER RACES (see AH Rules)

## 17 SAMPLE GAME (see AH Rules)

## 18 WEATHER [ASR 1-2]

**18.1** Before the race begins and the turn the lead car crosses the finish line on each subsequent lap, roll a die for weather and consult the *Weather Table*. The results are effective immediately.

**18.2** If rain is indicated, reduce all posted speed limits in corners by 20 mph.

**18.3** If a car makes a pit stop to take

on rain tires, that car may proceed at the normal posted speed limits.

**18.4** If rain is indicated before the race begins, all cars may designate they are running on rain tires and incur no penalties.

**18.5** If the weather die rolls indicate dry for two consecutive laps, cars with rain tires are forced to obey a 20 mph corner speed limit reduction in all corners unless they pit for dry tires.

Die Roll	Result
1	Rain
2-6	Dry

## 19 PITS [ASR 1-2]

**19.1** Any time a pit stop is indicated, cars must proceed to the pits at the first opportunity.

**19.2** Cars may enter pit lane at any speed.

**19.2.1** Cars that begin a turn on pit lane (while proceeding into the pits) *MUST* decelerate to 80 mph as quickly as possible. [Heck]

**19.2.2** Cars may enter their assigned pit space with a move of 40 mph or less. [Heck]

**19.3** When leaving the pits, cars must use their Start Speed as shown on their Performance Chart.

**19.4** Cars in the pits must yield the right of way to any cars on the track. If the track is blocked preventing a car from exiting the pits, he must wait until the track is clear.

**19.5** Cars may proceed with normal acceleration following the turn in which they leave the pits.

## 20 QUALIFYING [ASR 1-2]

**20.1** Starting from a dead stop at the start line, drivers individually complete one lap, using their normal specification chart. Count the number of turns required to complete one lap as well as the number of squares inclusive beyond the finish line the car crosses on the last turn. Record that time as NUMBER OF TURNS / SQUARES. Car with the best time is on the pole, second best time outside 1<sup>st</sup>

row, etc. Ties can be decided by die roll, with lowest number getting the better position

EXAMPLE – Car A completes one qualifying lap in 8 turns and ends up the 8<sup>th</sup> turn 4 squares beyond the finish line, for a time of 8/4. Car B qualifies at 8/6 and is awarded the pole because it went farther (6 spaces as compared to 4) in the same number of turns.

## 21 ALL STAR REPLAY OPTIONAL RULES

**21.1 Team Tactics** – The secondary driver receives 1 less Preparation Point for car specifications (ASR 3-1)

**21.2 Qualification Option** – When using a lone lap Time Trial to seed the starting grid, cars using WEAR during the Qualification lap start the race with depleted WEAR. (ASR 3-1)

**21.3 Alternative Formula** – Car specifications for other types of race cars [ASR 2-2]

**21.3.1** Formula Super Vee or Formula 3: 2 Performance Points, SS:40, ACC:40, DEC:40, TOP: 140, WEAR: 4

**21.3.2** Formula 2 or Atlantic Indy Lights: 3 Performance Points, SS:40, ACC:40, DEC:40, TOP:160, WEAR: 5

**21.3.3** Formula 5000 or CAN AM: 4 Performance Points, SS:60, ACC:40, DEC:40, TOP:180, WEAR: 4

**21.3.4** USAC or CHAMP Cars: 4 Performance Points, SS:40, ACC:60, DEC:20, TOP:180, WEAR: 3

**21.3.5** Formula 1: 5 Performance Points, SS:40, ACC:60, DEC:40, TOP:180, WEAR: 5

## 22 ADDITIONAL RULES [Heck]

**22.1 Tires** – Two compounds of tires are available: Hard and Soft.

**22.1.1** Hard tires are designed for a maximum of 3 laps of use. Each time a set of hard tires is mounted, the car's WEAR is reset to three times its WEAR specification units per lap.

**22.1.2** Soft tires are designed for a maximum of 2 laps of use. Each time a set of soft tires is mounted, the car's WEAR is reset to two times its WEAR specification units per lap.

**22.1.3** Soft tires also provide a

temporary benefit to the car's performance. During the first lap mounted with soft tires, the driver gains an -1 Die Roll Modifier, this DRM is cumulative with the Skill Specification DRM.

**22.1.4** When all WEAR units are exhausted, the driver suffers a +1 Die Roll Modifier, this DRM is cumulative with the Skill Specification DRM.