



Do you want to learn how to play without having to consult these rules?

Go to www.racing-cards.com !

You and your friends are managers of a Formula Fun racing team.

The winner is the player who obtains the highest number of points over the various championship races in which he participates.

To take part in a race, one must have first employed drivers and signed contracts for the supply of an engine and chassis and manage the finances from the sponsorship cards.

The finishing order of the cars is determined by adding the value of the chassis, engine and driver cards of each car taking into account any effect shown on the Circuit card.

Your progress in the championship will be subject to various positive and negative Special cards for you and your rivals who will do all possible to put a spoke in your wheels.

STARTING THE GAME

The cards are shuffled and placed in the centre to form the deck.

Each player receives 3 cards and starts with \$20 million. One player will be responsible for keeping the accounts of all players after any transaction is made. Other playing cards or stones, etc. can be used in place of the \$1 million cards.

The player to go first will be decided by a draw and the other players will follow, clockwise.

The player whose turn it is will then decide whether to draw one, two or three cards depending on the investment he wants to make (the more cards he draws, the more likely he is to find the card he needs):

- no investment, he draws one card, free of charge
- payment of \$1 million, he takes two cards
- payment of \$2 million, he takes three cards

He can then play all the cards in his hand, in the order he wants.

There are six types of cards:

DRIVER (), ENGINE () AND CHASSIS CARDS ()

They have a value of 1 to 6. The higher the number, the stronger the card. When a player has these cards in his hand they are not his until they have been placed on the market for purchase.

The market is the central playing area where the player whose turn it is can place, facing him, the driver, chassis and engine cards

he has in his hand so that they can be auctioned off.

Only the player whose turn it is can auction a card on the market (at the starting price he wants) whether it has been placed there by him or not. He can start various actions during his turn but only one card at a time.

All players can participate in the auction of any card. Players make an offer in turn, clockwise.

If a player who wins an auction for an engine or chassis already has one in his hand, he replaces the old one (which he puts back on the market) with the one he has just bought. If a player already has two drivers and he wins an auction for another driver he will choose which one of the two drivers he already has to replace. The driver that is replaced will be returned to the market.

If a player wins an auction but does not have the sum bid, the purchase will be cancelled and the player must pay half the amount bid (rounded up) or if he does not have this amount he will give all the money he has. In this case the auction will be held again less those players without money.

The cards purchased are placed in front of their owner. N.B. Certain drivers have a particularity indicated on the card which is not applicable unless the card is in play: e.g. they are paid after each race where they come in first or second (if the player has enough money) or they pay after each race, etc.

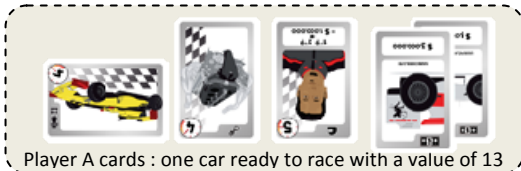
SPONSORSHIP CARDS ()

They give the player who has them in his hand the amount shown on the card when they are played and after each race. They can be played directly (free of charge), one sponsorship card per round. No player may have more than two sponsorship cards in play: they are placed in front of their owner, next to the driver, engine and chassis cards. A player may not replace a sponsorship card in play with one from his hand, unless a Special card is used.

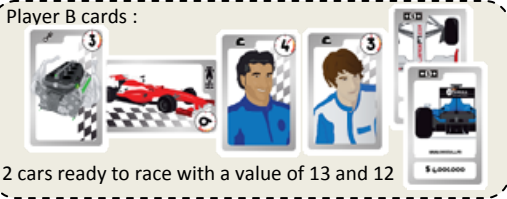
SPECIAL CARDS ()

These are cards that affect the progress and movement of the game. Only the player whose turn it is can play one or several Special cards from his hand, in the order he wants. After having followed the instructions shown on page 3 (please refer to the right drawing), the player places the card on the discard.

N.B.: The instruction "Remove a card from play" means that this card must be placed on the discard.



Player A cards : one car ready to race with a value of 13



Example of a game for 2 players.

CIRCUIT CARDS (🏁)

When a player whose turn it is has a Circuit card and decides to play it, all players who have a chassis, engine and one or two driver cards in play must participate in the race with one or two cars. Engine and chassis cards represent contracts to supply one or two engines and one or two chassis, which can equip one or two drivers.

To determine the order of the cards, the value of the chassis, engine and driver cards will be added up, taking into account any special effects shown on the Circuit card.

From amongst all the cars in the race, independently of to whom they belong, the one with the highest total value is first, and so on. Classification is from highest to lowest of their total value and this gives the finishing positions of the cars.

The table below indicates the total number of points per car for the championship in accordance with its finishing position and the number of cars in the race:

Finishing Position	Number of cars per race					
	1	2	3	4	5	6 or more
1	2	3	4	5	6	10
2	-	1	2	3	4	6
3	-	-	1	2	3	4
4	-	-	-	1	2	3
5	-	-	-	-	1	2
6	-	-	-	-	-	1
7 or more	-	-	-	-	-	-

In the case of a tie between two cars, the player with the most cards in his hand that wins. If both players have the same number of cards then a draw is made.

A player who has two cars in a race will add the points obtained by both cars in order to determine the total number of points.

A Circuit card that has been played will be placed on the discard. A player may only play one Circuit card per race.

If we take the example on the left on a Circuit with the following characteristic: cars with 5 or more win 2.

There are 3 cars which must take part in the race because two players have a chassis and engine contract and there are three drivers in play.

Player A's car has a value of 4+4+5 and with the Circuit card played,+2 giving a total value of 15.

Player B's cars have a total value of 3+6+4= 13 and 3+6+3=12.

Car A finishes first and gets 4 championship points, Player B' cars finish 2nd and 3rd and score 2 and 1 points. Player B has total of 3 championship points.

END OF RACE AND FOLLOWING STAGES

When a player has played all the cards he can, play passes to the player on his left on the condition that he has no more than 3 cards in his hand otherwise he must throw out cards leaving himself with only five.

Driver, engine and chassis cards cannot be thrown out, they must be placed on the market or kept by the player. A Circuit card cannot be thrown out either if the conditions for a race are met (if at least one player can race). In the unlikely event that a player has 4 Circuit cards or more in his hand he shows them to the other players, throws his hand out and takes 3 new cards.

The following player picks up the cards from the market that are facing him (which were placed on the market during his previous turn) and place them on the discard.















When there are no cards left on the deck, the discard is shuffled thus creating a new pack and the game continues.

The championship ends when six circuits have been raced. The number of circuits making up a championship can be modified by Special cards which allow races to be added to the championship. The number of circuits per championship must, however, be between six and eight whatever happens.












Before challenging your friends, one last remark, all exchanges of money happen between the bank and the players. Players cannot exchange money nor owe money to other players.

Enjoy the game!!

SPECIAL CARDS TEXTS (⚠)

	<p>Draw 2 cards or Choose whether the championship should last one more race or one less. If a card makes you show or discard your hand and you have this card in your hand, you lose the points you won after the latest race.</p>		<p>Eliminate a Chassis in play and replace it by another one on the market. If the previous Chassis' value was higher than the new one, the bank refunds his/her owner of the difference + 2 in millions of \$. You cannot play any Circuit card this turn.</p>
	<p>Choose a card in the deck, show it to your opponents and put it into your hand. If it's a Special card, pay \$ 3.000.000. Shuffle the deck.</p>		<p>Eliminate a Driver in play and replace it by another one on the market. If the previous Driver's value was higher than the new one, the bank refunds his/her owner of the difference + 2 in millions of \$. You cannot play any Circuit card this turn.</p>
	<p>Every player shows his/her hand and place on the market every Chassis, Engine or Driver card. In the order you want, every player must buy a card in the market at \$ X millions, where X is the value of the card (if he/she has enough money).</p>		<p>Eliminate an Engine in play and replace it by another one on the market. If the previous Engine's value was higher than the new one, the bank refunds his/her owner of the difference + 2 in millions of \$. You cannot play any Circuit card this turn.</p>
	<p>Every player reveals the amount of \$ he/she owns. The bank offers \$ 4.000.000 to every player but to the richest one.</p>		<p>Choose a Driver in play. His/Her owner picks it up and puts it into his/her hand. You cannot play any Circuit card this turn.</p>
	<p>Eliminate, when it's possible, every player's richest Sponsor (and your one too). If you lose your richest Sponsor this way, you earn \$ 4.000.000. Your opponents don't earn anything. Shuffle the discard into the deck.</p>		<p>Choose an Engine or a Chassis in play. His/Her owner picks it up and puts it into his/her hand. You cannot play any Circuit card this turn.</p>
	<p>Every player discards his/her hand. Shuffle the discard into the deck. Every player draws 5 cards.</p>		<p>Every opponent shows the cards in his/her hand. Every opponent discard every Circuit or Sponsor card he/she has and pays \$ 1.000.000 each.</p>
	<p>In the order you want, every player chooses a card in the deck but a Special one, shows it to his/her opponents and puts it into his/her hand. Shuffle the deck afterwards.</p>		<p>Eliminate a Sponsor in play. Shuffle the discard into the deck.</p>

OTHER CARDS TEXTS

	<p>Add +2 to the value of cars whose Driver is 5 or more.</p>		<p>When you hire this Driver, choose a Sponsor in the deck, show it to your opponents and put it into your hand. Shuffle the deck. You earn \$ 4.000.000 whenever this driver races a Circuit.</p>
	<p>Add +2 to the value of cars whose Engine is 5 or more.</p>		<p>When you hire this Driver, choose a Sponsor in the deck, show it to your opponents and put it into your hand. Shuffle the deck. You earn \$ 2.000.000 whenever this driver races a Circuit.</p>
	<p>Add +1 to the value of cars whose Chassis is 5 or more. Subtract 1 to the value of cars whose Driver is 2 or less.</p>		<p>If this Driver arrives in 1st or 2nd position, pay \$ 2.000.000 to the bank as bonus to the Driver.</p>
	<p>Add +2 to the value of cars whose Chassis is 5 or more.</p>		<p>If this Driver arrives in 1st or 2nd position, pay \$ 1.000.000 to the bank as bonus to the Driver.</p>
	<p>Add +2 to the value of cars whose Engine + Chassis sum is 10 or more.</p>		
	<p>Add +2 to the value of cars whose Driver is 5 or more.</p>		
	<p>Add +2 to the value of cars whose Engine is 5 or more.</p>		