

A status panel for a yellow and purple race car. The car is shown from a top-down perspective. To the left of the car are six colored buttons: a blue button with the number 6 and a tire icon, a green button with the number 3 and a wheel hub icon, a teal button with the number 3 and a gear icon, an orange button with the number 3 and a car icon, a red button with the number 3 and a car icon, and a purple button with the number 2 and a person on a motorcycle icon. Above the car is a grey bar containing a fuel pump icon, a tire icon, two crossed wrenches, and a grey circle with the number 2. Below the car are three tire icons: a standard black tire, a tire with a sun icon, and a tire with a blue water drop icon.

A status panel for a yellow and purple race car, identical to the first panel.

A status panel for a blue and white race car. The car is shown from a top-down perspective. To the left of the car are six colored buttons: a blue button with the number 6 and a tire icon, a green button with the number 3 and a wheel hub icon, a teal button with the number 3 and a gear icon, an orange button with the number 3 and a car icon, a red button with the number 3 and a car icon, and a purple button with the number 2 and a person on a motorcycle icon. Above the car is a grey bar containing a fuel pump icon, a tire icon, two crossed wrenches, and a grey circle with the number 2. Below the car are three tire icons: a standard black tire, a tire with a sun icon, and a tire with a blue water drop icon.

A status panel for a green and orange race car. The car is shown from a top-down perspective. To the left of the car are six colored buttons: a blue button with the number 6 and a tire icon, a green button with the number 3 and a wheel hub icon, a teal button with the number 3 and a gear icon, an orange button with the number 3 and a car icon, a red button with the number 3 and a car icon, and a purple button with the number 2 and a person on a motorcycle icon. Above the car is a grey bar containing a fuel pump icon, a tire icon, two crossed wrenches, and a grey circle with the number 2. Below the car are three tire icons: a standard black tire, a tire with a sun icon, and a tire with a blue water drop icon.

A status panel for a green and orange race car, identical to the fourth panel.

A status panel for a red and yellow race car. The car is shown from a top-down perspective. To the left of the car are six colored buttons: a blue button with the number 6 and a tire icon, a green button with the number 3 and a wheel hub icon, a teal button with the number 3 and a gear icon, an orange button with the number 3 and a car icon, a red button with the number 3 and a car icon, and a purple button with the number 2 and a person on a motorcycle icon. Above the car is a grey bar containing a fuel pump icon, a tire icon, two crossed wrenches, and a grey circle with the number 2. Below the car are three tire icons: a standard black tire, a tire with a sun icon, and a tire with a blue water drop icon.

A status panel for a red and yellow race car, identical to the fifth panel.

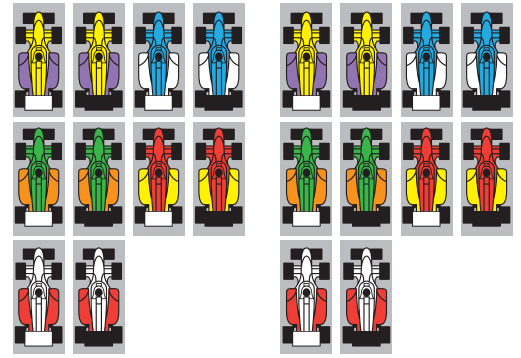
A status panel for a white and red race car. The car is shown from a top-down perspective. To the left of the car are six colored buttons: a blue button with the number 6 and a tire icon, a green button with the number 3 and a wheel hub icon, a teal button with the number 3 and a gear icon, an orange button with the number 3 and a car icon, a red button with the number 3 and a car icon, and a purple button with the number 2 and a person on a motorcycle icon. Above the car is a grey bar containing a fuel pump icon, a tire icon, two crossed wrenches, and a grey circle with the number 2. Below the car are three tire icons: a standard black tire, a tire with a sun icon, and a tire with a blue water drop icon.

A status panel for a white and red race car, identical to the sixth panel.

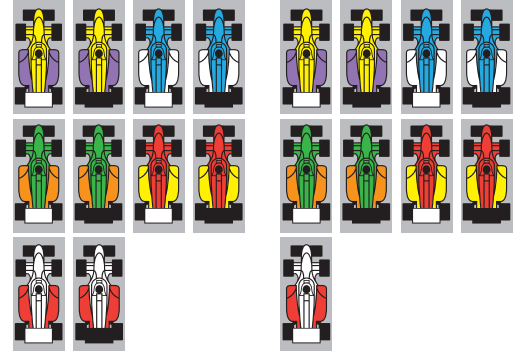
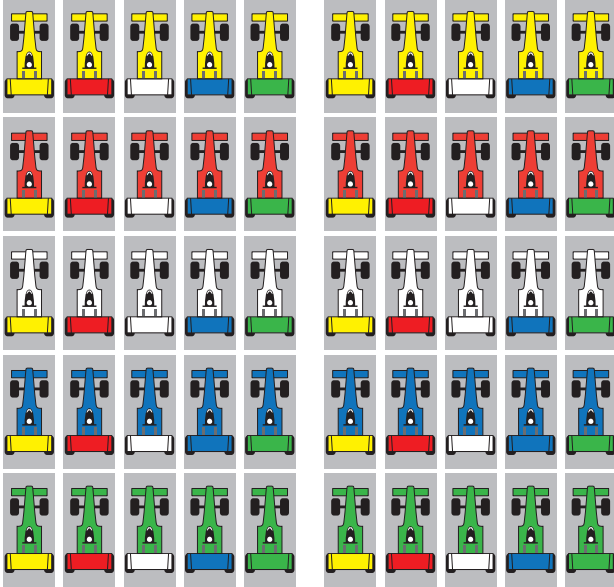
Track condition marker



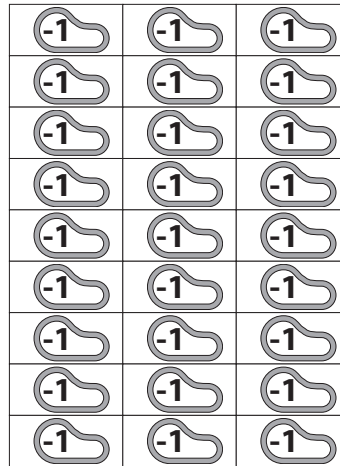
Car/pit markers (Asmodee)



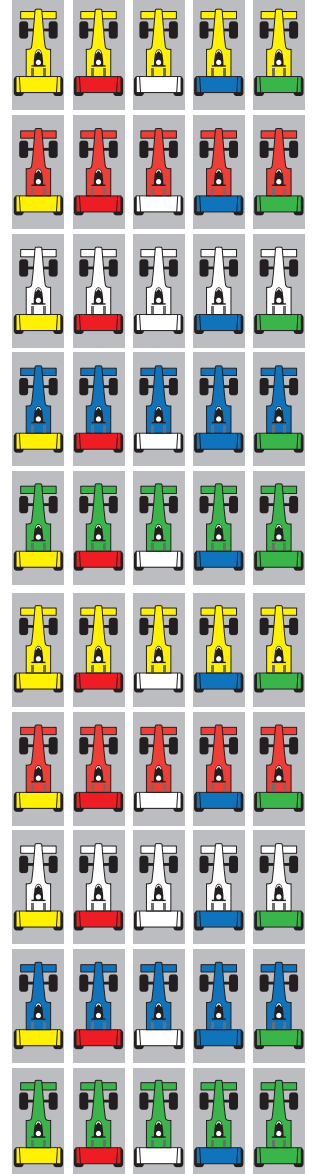
Car/pit markers (Eurogames)



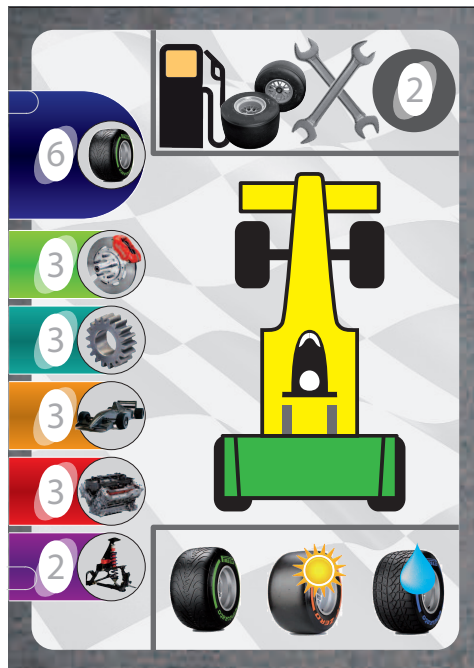
Lapped car markers



Car/pit markers (Eurogames)



Alternative car status panels







1  
 1-4

	x 1	x 2	x 3
	-	-	-
	-	+ 1	-

1  
 1-4

	x 1	x 2	x 3
	-	-	-
	-	+ 1	-

1-2  
 1-3 1-5

	x 1	x 2	x 3
	+ 3	+ 3	+ 1
	-	-	-

1-2  
 1-3 1-5

	x 1	x 2	x 3
	+ 3	+ 3	+ 1
	-	-	-

1  
 1-4

	x 1	x 2	x 3
	-	-	-
	-	+ 1	-

1  
 1-4

	x 1	x 2	x 3
	-	-	-
	-	+ 1	-

1-2  
 1-3 1-5

	x 1	x 2	x 3
	+ 3	+ 3	+ 1
	-	-	-

1-2  
 1-3 1-5

	x 1	x 2	x 3
	+ 3	+ 3	+ 1
	-	-	-

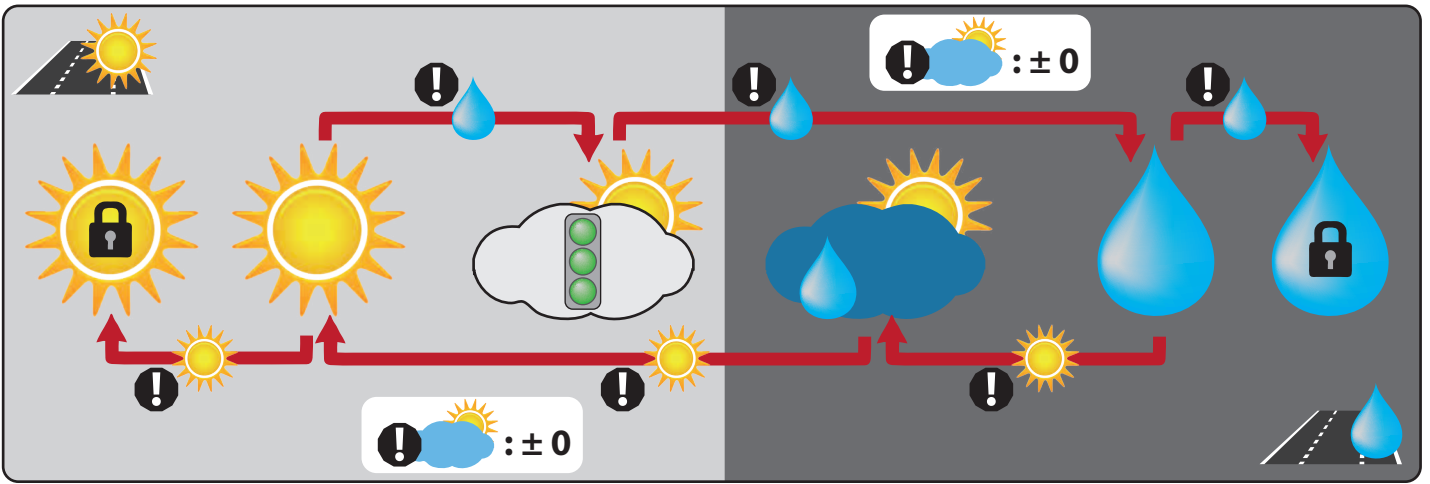


Table of downshift penalties

Table of emergency brake penalties

Sequence of play

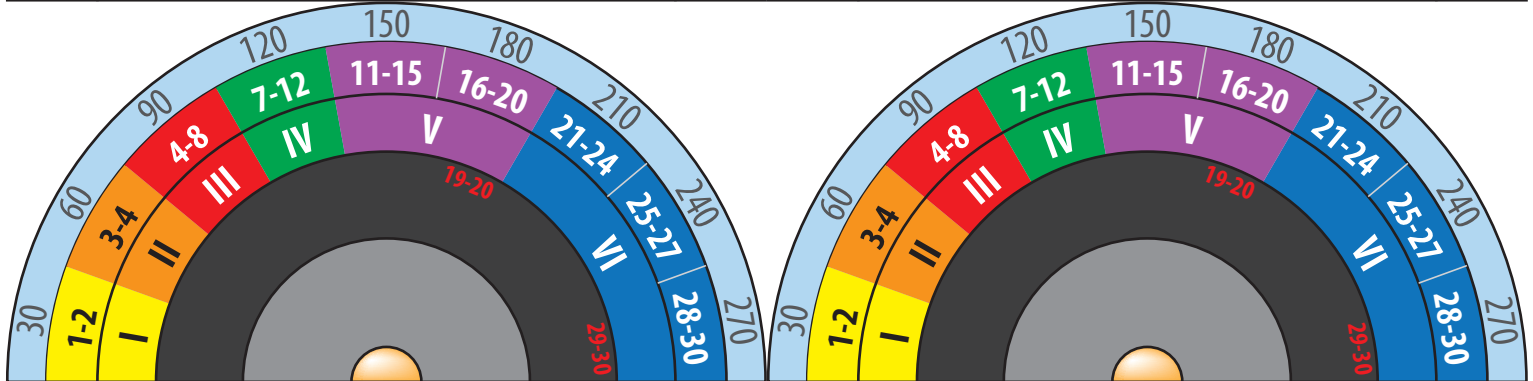
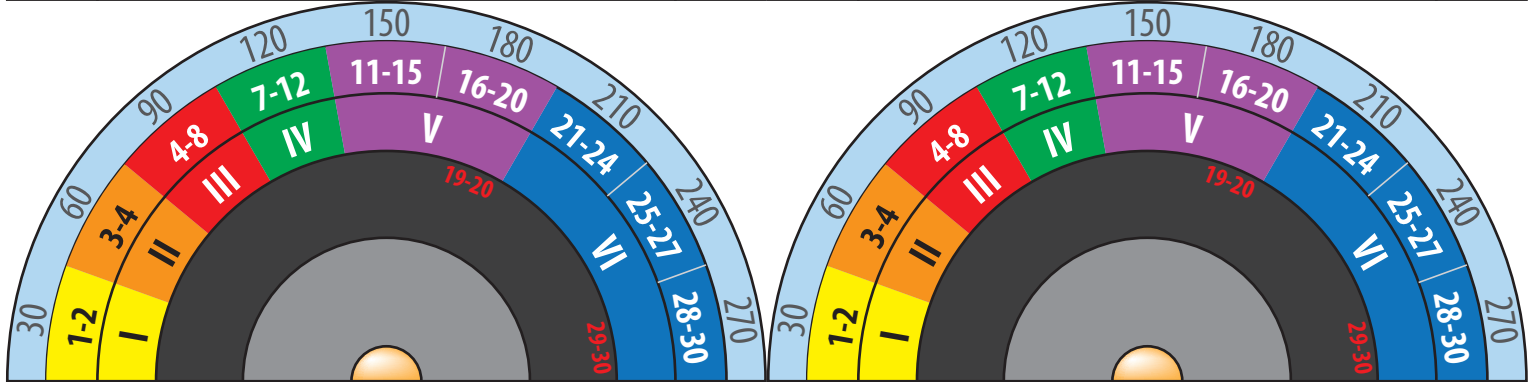
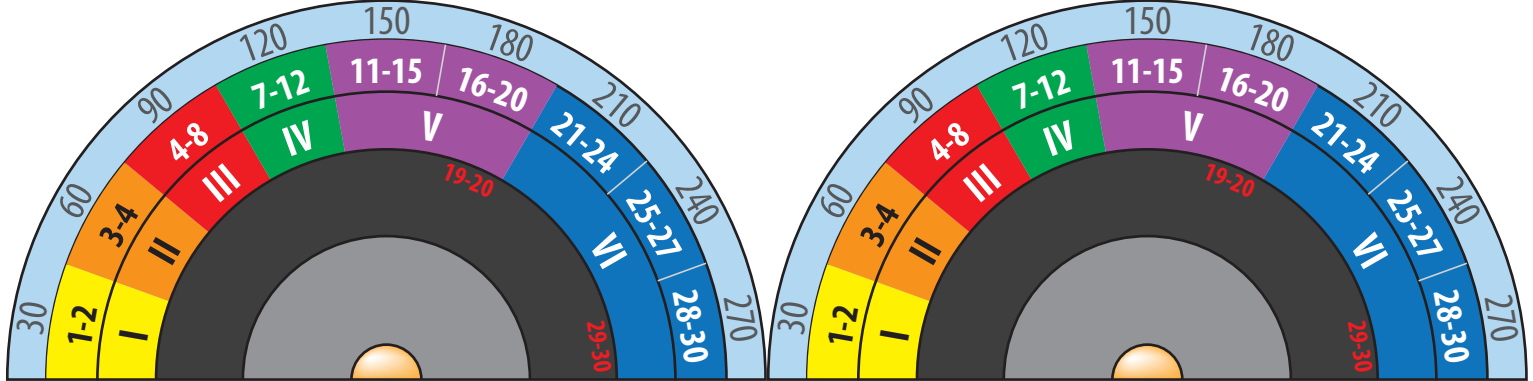
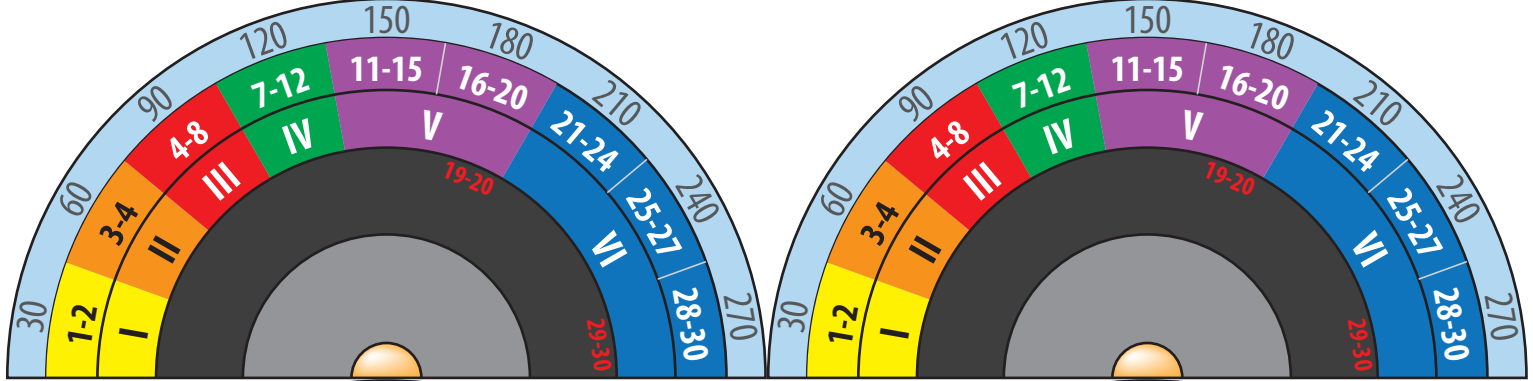
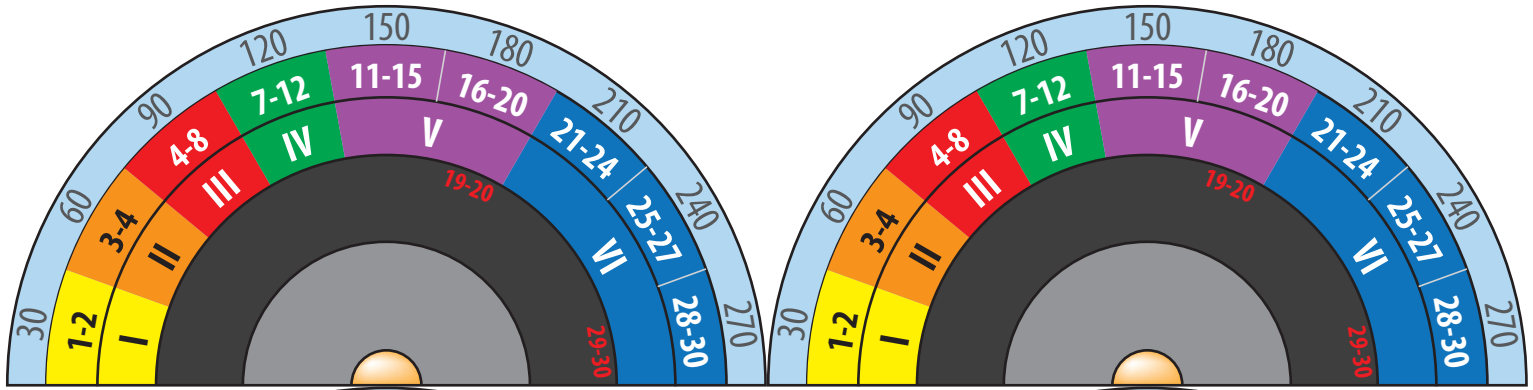
1. → ★
2. → =20/30: (→ 4.)
3. → ? ★ !
- 3a. → ?
- 3b. →
- 3c. 1x / :
4. → =20/30: ★ !

✓

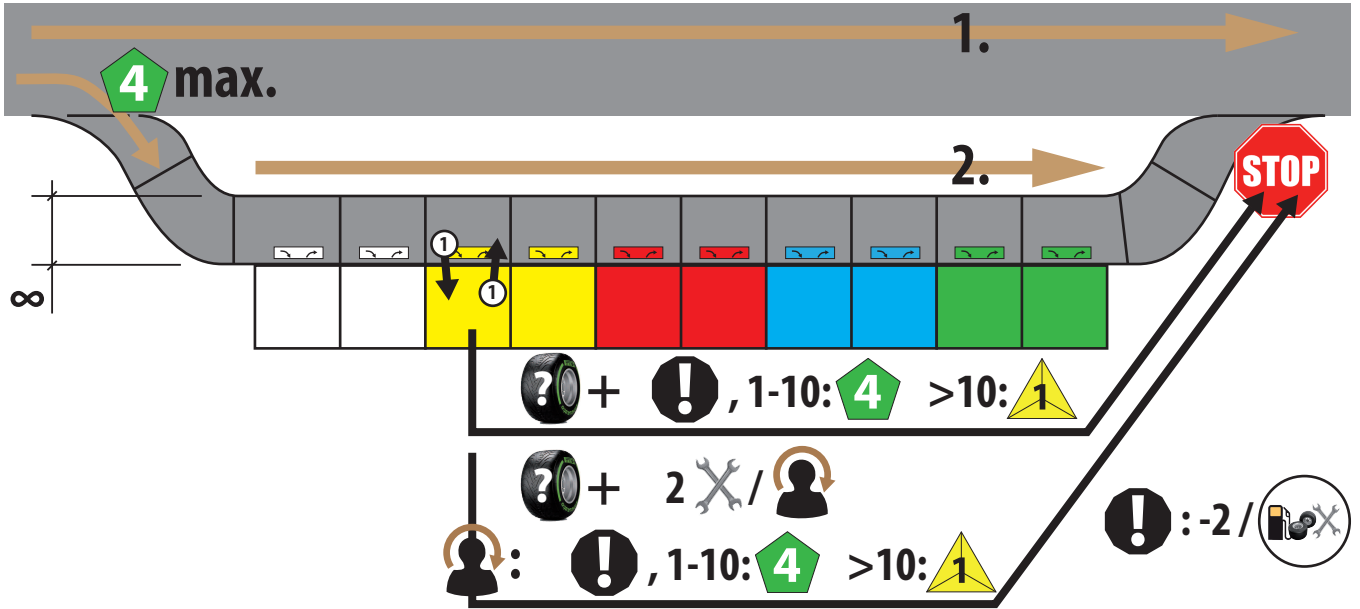
## Bildzeichen / Icons

Hausregel, optionale Regel		House rule, optional rule
Auto, Auto, Auto, Straße/Fahrbahn		Car, car, car, road/track
Fahrer, Spieler, Spielzug		Driver, player, player turn
Karosserie, Bremsen, Motor, Getriebe, Fahrwerk		Body, brakes, engine, gear, suspension
Reifen: normal, weich, Regen		Tires: hard, soft, rain
Startvorbereitung; Start; Startergebnis		Pre-start; starting; start result
Boxen, Boxenstop		Pit, pit stop
Schalten, Gang-Würfel		Gear shift, gear dice
W20 (Gefahren-) Würfel; Straßen-schaden; erhöhte Gefahr		D20 (chance) die; debris; increased danger
Gefahr/Schaden; Aus dem Rennen		Danger/Damage; Eliminated
Wetter: gut, wechselhaft, Regen Straße: trocken, nass		Weather: Good, changeable, rain Road: Dry, wet
Rennstrecke, Runde Nr.; Trainingsrunde		Track/lap #; qualifying lap
Gerade, Kurve, Betonwand		Straight, corner, concrete wall
Bewegung, Bonus-Bewegung		Move, bonus move
Überschießen, Schleudern		Corner overshoot; spin
Rutschen in Kurven bei nasser Straße		Corner slide (wet track)
Windschattenfahrt		Slipstreaming









1. ! / ☁! + ? + Q : [car icon] + [clock icon] + [curb icon]

# mm:ss #

1a. [fuel icon] #: #1 ... #n

2. [traffic light icon] wrenches : [tires icon] + [car icon] + [engine icon] + [gear icon] + [wheel icon] + [jack icon] + [helmet icon] + [fuel icon] = 20

1-14      1-7      1-2

3. ☁! + ?

4. [traffic light icon] 1

5. [traffic light icon] ! = 1: [car icon] → [warning icon]

= 2...19: [car icon] 1

= 20: [car icon] 4