Quick Grand Prix (18 cards 2-4 players)

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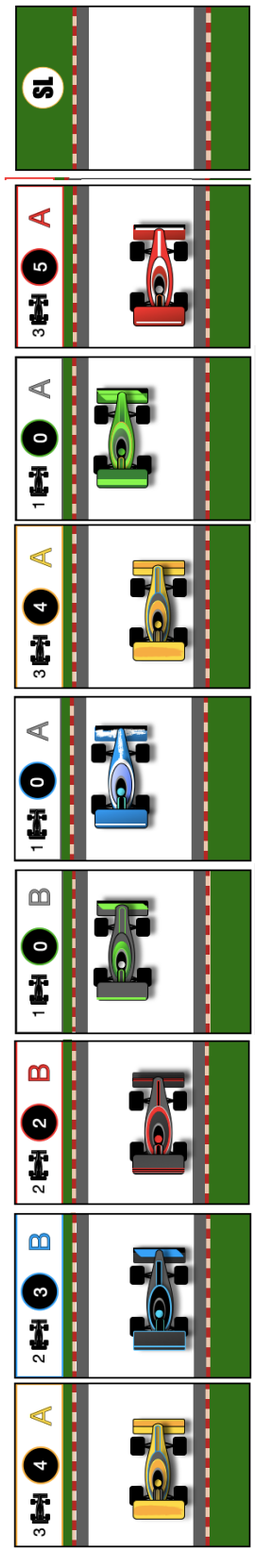


In Quick GP each player races a team of two cars over a season of 4 circuits. The winner is the player with the most accumulated points at the end of the last grand prix. More circuits can be added to vary or extend races and the season.

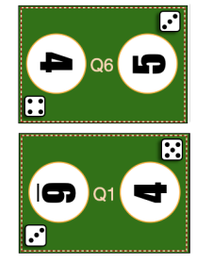
For each race players will set up their cars' performance profile by selecting speed cards guided by the profile of the next circuit. Each player will start the race with two speed cards to be used interchangeably for their two cars. Each speed card has two speeds creating a selection of options though the sections of a circuit. Each car has a different set of base specifications and so some speeds will be more suitable around the different sections of a circuit.

If a car has the highest speed around a section of a circuit compared with its rivals it has a good chance of passing the cars in front of it. However if it has the highest speed AND is exceeding the safety level for the section it may go wide, loose ground and incur damage until a pit stop is made. Judging how to go as fast as you can whist managing the risks from the cards played by your closest rivals is key. Having only four speeds to choose from for two cars can create hard decisions. Pit stops can be in and out without losing position or send you back towards last place.

Getting Started

Each player chooses a racing team (Red Yellow Green or Blue) and takes the two racing car cards in their colour.

Before each race the Speed cards are shuffled and a card is dealt to each player face-down starting with the team with the lowest current score (or other means if it is the first race). One card is also dealt face up to the middle of the table. On receiving a card a player may do one of 3 things:



- Keep it
- Discard it face up; or
- Swap it for a card in the middle.

When everyone has been dealt a card those who discarded without swapping are dealt another card. This time they may only keep or swap it.

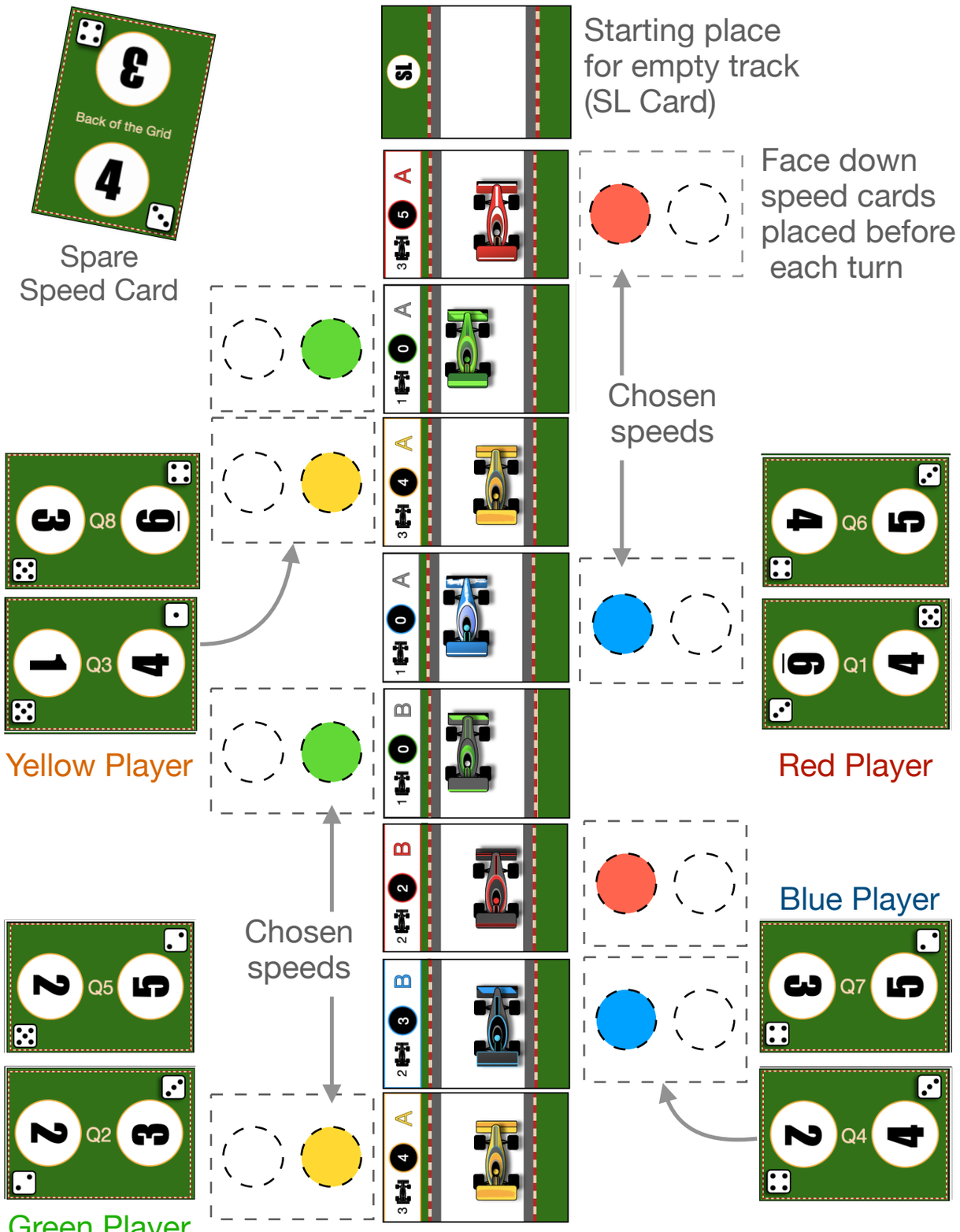
When everyone has one card the rest are placed face up in the middle. In the same order players choose to **take** or **swap** a card from the middle. This continues until everyone has two cards. The remaining card is available to swap during the race after a pit stop (Cards are swapped in race order if multiple cars enter the pits on the same turn).

Cars are placed in a line with their damage side face-down in qualifying order (see QX number on speed cards.) A player with the BotG card starts one of their cars at the back of the grid. The SL card is placed at the head of the line.

Choose one of the circuits whose six section safety limits (SL) are provided. For example "Monaco - 7,6,5,6,8,5". The most experienced player or the most willing should take the race card and fill in the details of the circuit and the grid positions for each car. Players may chose which of their two grid positions to place their A and B cars. The A cars have stronger specifications than the B cars but they can be placed in ether order on the grid. The Qx position of the spare card is skipped.

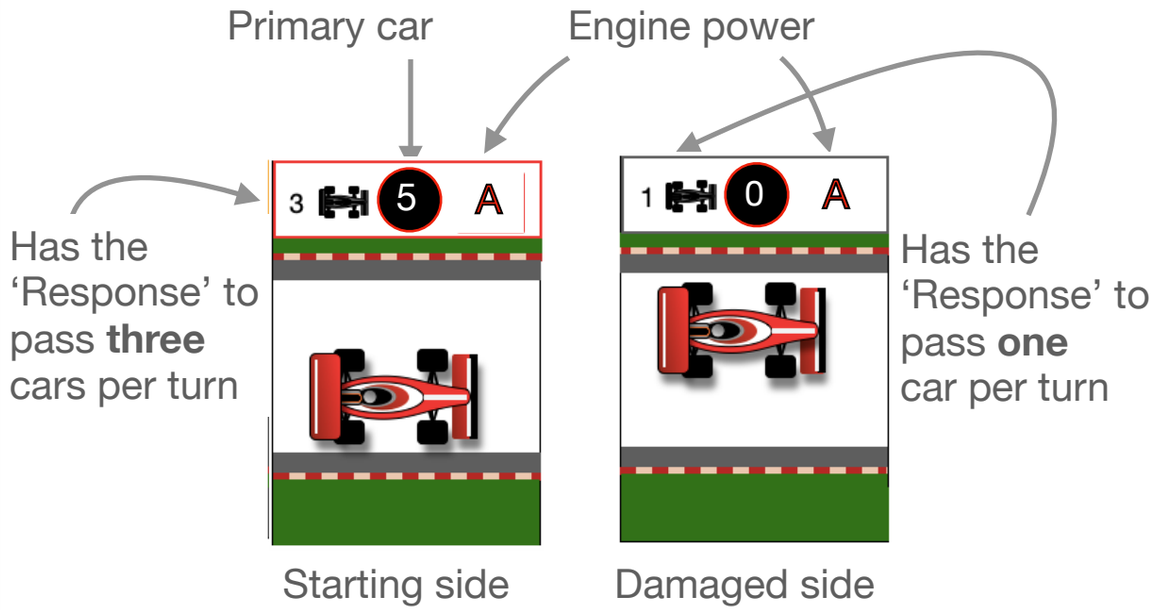
Set up at the start of a race

At the start of each round players place their Speed cards face down and reveal simultaneously.

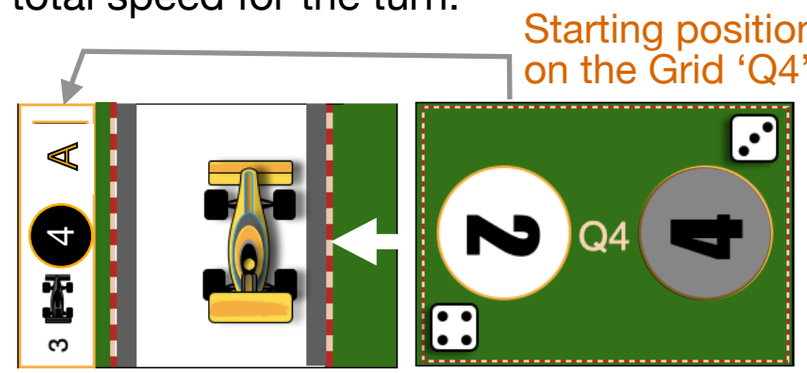


The Cards

There are three types of cards. Eight double sided cards each have the details of one of the eight racing cars. One side has the starting state of the car and the other its damaged state.



The main action of the game each turn is to decide on the total speed of each car for the next section of the circuit by playing a Speed card to indicate the acceleration to be added to the **Engine Power**. Each Speed card has two numbers. The chosen card and its orientation indicates which of these numbers is to be added to the **Engine Power** of the car to calculate the total speed for the turn.



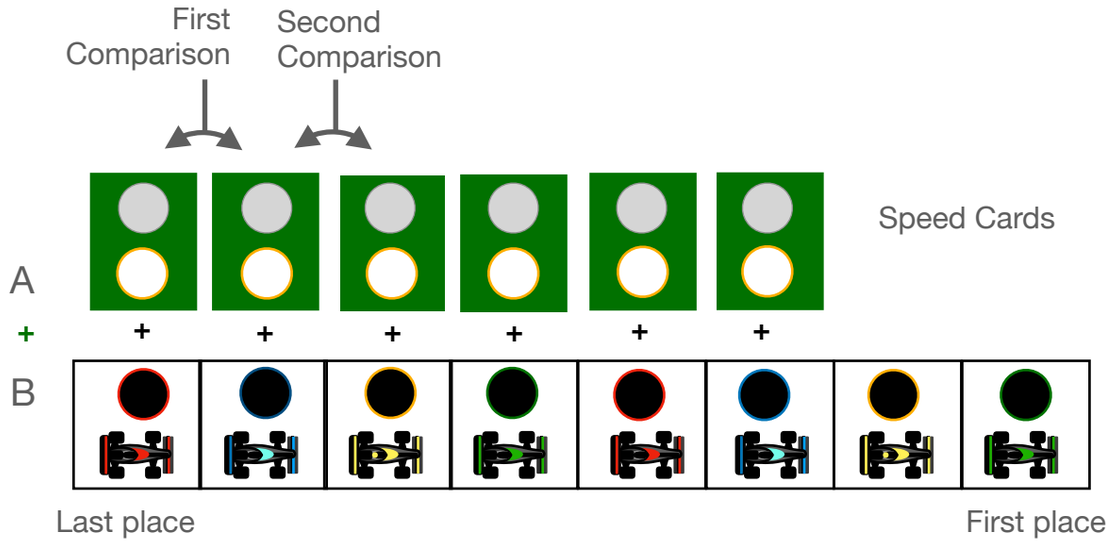
The dice are used to check whether a car directly ahead or behind (with the highest speed and exceeding the Safety Limit) will lose positions and take damage.

The driver has chosen a total Speed of '6' by adding '2' to the car's '+4' Engine Power.

If the Speed card is played the other way around it would add '4'

Moving cars each turn

A Grand prix comprises a number of rounds where speed cards are played and cars are moved based on their relative speeds.



Speed = A + B

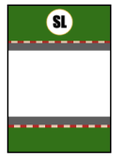
If the car behind is faster than the car in front	Switch their positions and move forward to the next comparison
If the car In front is faster than or equal to* the car behind *(*In a DRS section cars behind pass if they equal the speed of the car in front).*	Turn the Speed card of the car behind face down. Move to the first car in the line with a face-up Speed card and continue comparisons as before.
If a comparison between two cars includes a car with a face down speed card	Turn the face-up Speed card face-down. Move to the first car in the line with a face-up Speed card and continue comparisons as before.
If a car passes a number cars equal to its 'response' limit (x) [x]	Turn its Speed card face down. Move to the first car in the line with a face-up Speed card and continue comparisons as before.
If a car is behind a gap	Treat the gap as a car travelling at the Safety Limit (SL).

A round ends when all the speed cards are face down

Managing the race order

Empty track card ('SL' card)

The empty space 'SL' card starts in front of the first car. SL refers to the value of the Safety Limit of the current section of the circuit (shown at the top of the race card).

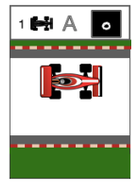


The SL space card is treated as another car travelling a the Safety Limit. To pass it requires a higher speed and remaining capacity to pass in the turn ([3].

The flip side of the SL card is used to indicate a DRS section of the circuit. In a DRS section a car may pass a car directly in front if it is traveling at least as fast as that car (rather than usual the requirement to be travelling faster then the car in front).

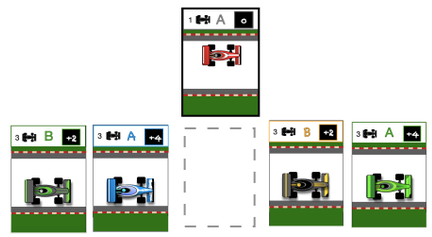
Cars taking damage, Pit Stops, Gaps

All cars with the highest total speed that ALSO exceed the Safety Limit must check the two dice on the speed cards either side of theirs. If the sum of these two dice is above the difficulty number of the circuit (6,7,8) they immediately move back a number of positions equal the difference between their total speed and the safety limit. Flip their cards over to the damage side.Their Engine power drops to '0' and Their passing capability also drops to '1'. The car remains damaged until it makes a pit stop.



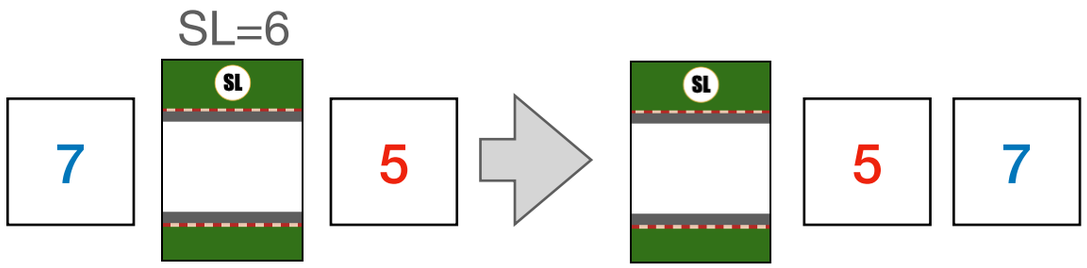
To repair damage and flip a car's card back to its starting side players must make a pit stop. On a turn that a player chooses to do this they don't play a speed card for the car. Instead they slide their car sideways out of the racing line to where their speed card would have been placed.
The car does not take part in the turn.

With luck their car will return back into the gap they created or this gap may close and they will resume further back.



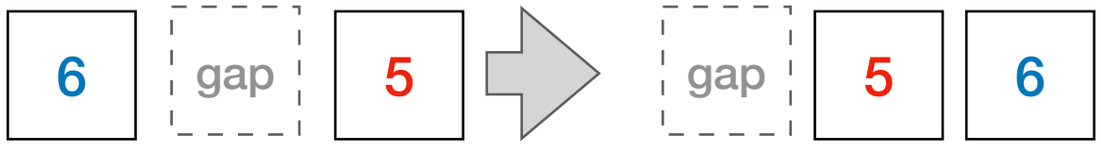
Examples

Passing cars across the (empty track) card

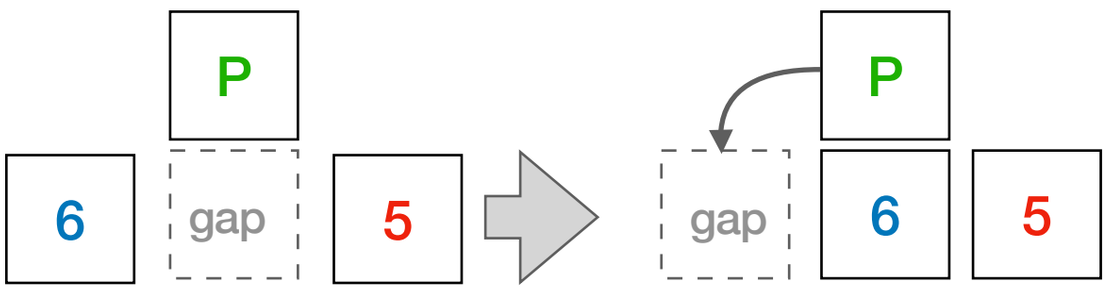


Safety Limit (SL) 6; Blue car total speed 7; Red car total speed 5. If SL had been > 6 Blue car could not cross the SL track to pass. The (SL) track card is treated like another car travelling at the speed of the Safety Limit and counts as a car passed against the passing car's passing limit [x].

Other Gaps can occur between cards due to cars making pitstops. These gap are treated in the same way as the SL Track card and count as a car passed against the [x] passing limit.



Blue car passes the gap and passes with red as usual. The equivalent of passing two cars. As a consequence the gap drifts back one space.



Green car returns from a pit stop in a gap now further back. Gaps filled in this way disappear.

If more than one car is returning from a pit stop the leading car takes the first gap (that is not in front of it). If there are no gaps a car returns to the track at the back of the line.

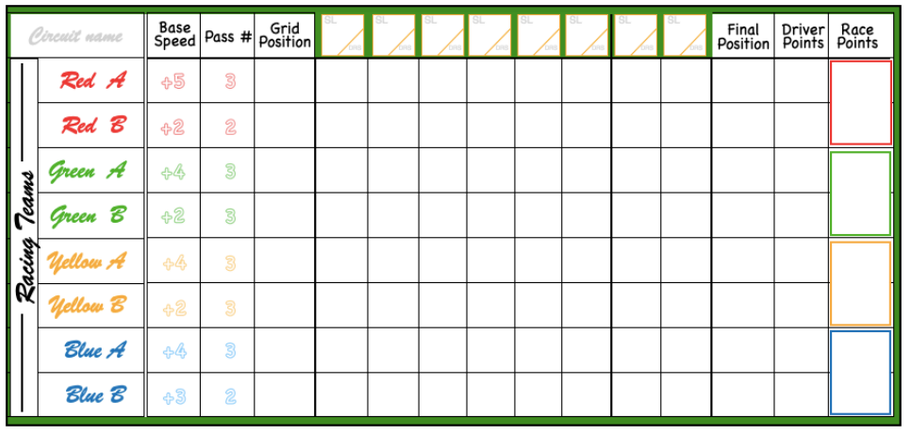
Managing a Grand Prix

Choosing speed cards, Calculating total speed, Noting pit stops and Identifying the car(s) taking damage

Each player places both their cards face down and to the side the of their cars. The speed number chosen for a car should be placed so that it is the closer of the two numbers to the car. Its number will face the track not the player (see 'set up'). For a car making a pit stop **do not** place a card. All cards are revealed simultaneously.

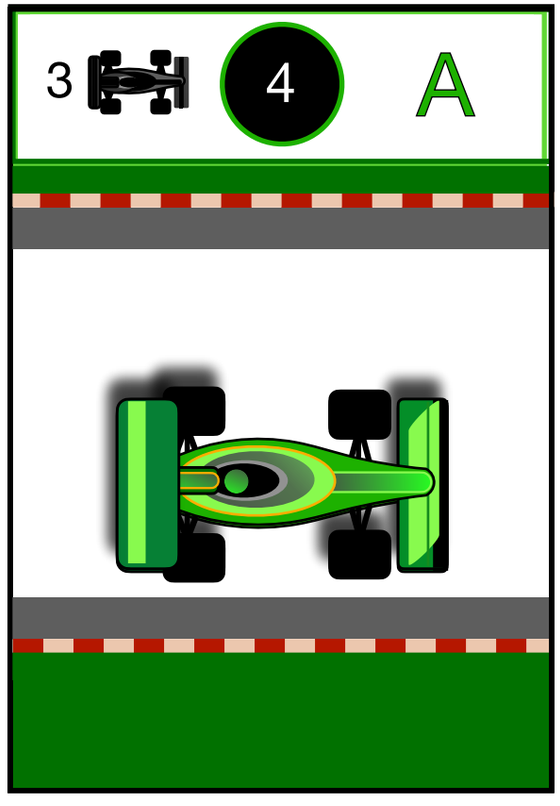
Add a car's engine power [+1 to +5] to the speed number played to calculate its **total speed** value for the turn.

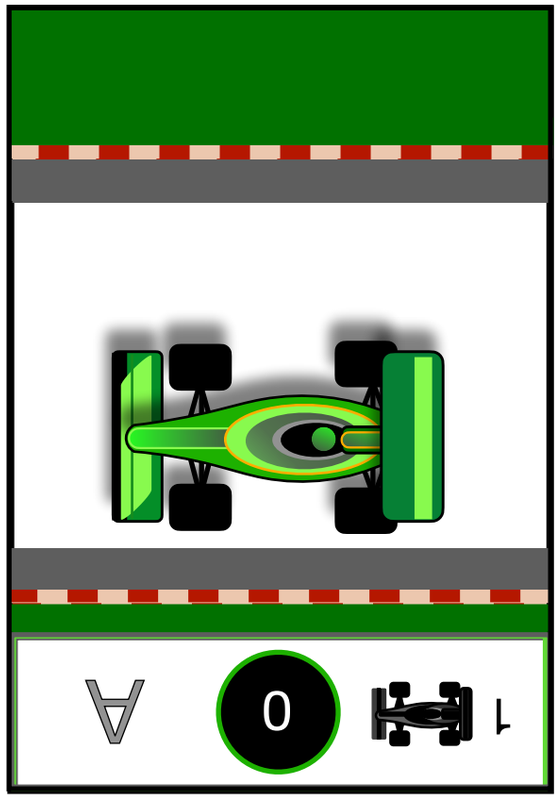
Completing the Race card.

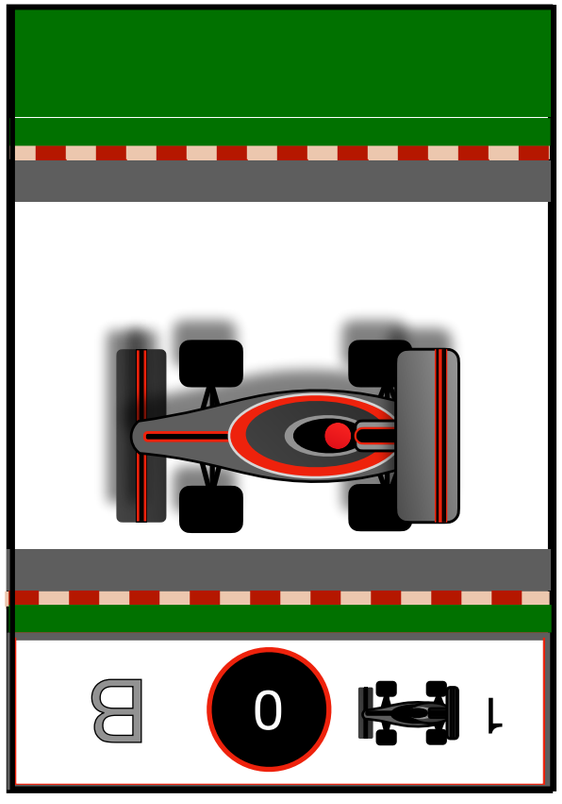


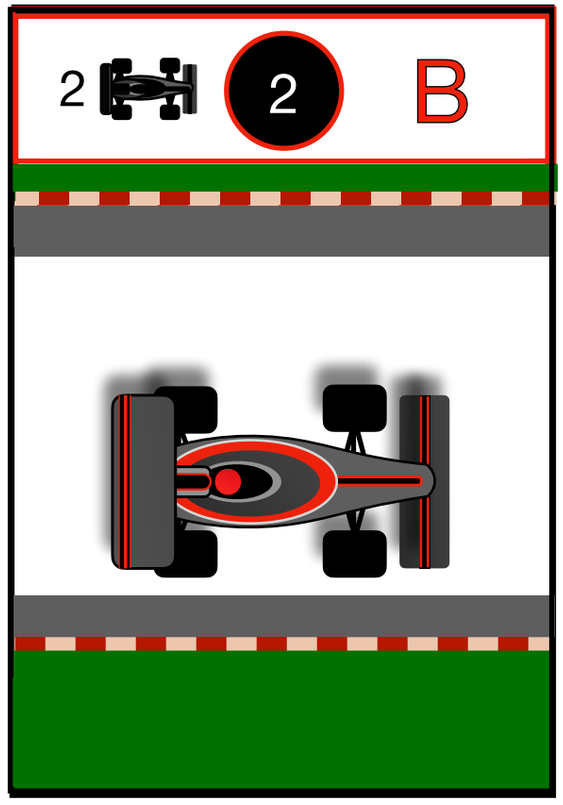
Write the name of the circuit in the top left-hand corner. Note the Grid positions in the column with that heading. At the top of the next six columns write down the sector Safety Limit numbers in the order of the sections of the circuit. Shade in the triangle in the section where DRS is permitted. DRS is a Drag Reduction System used to improve performance and overtake when a car is **directly behind** and travelling at the **same speed** as the car ahead. For these sections an extra step is performed during the turn.

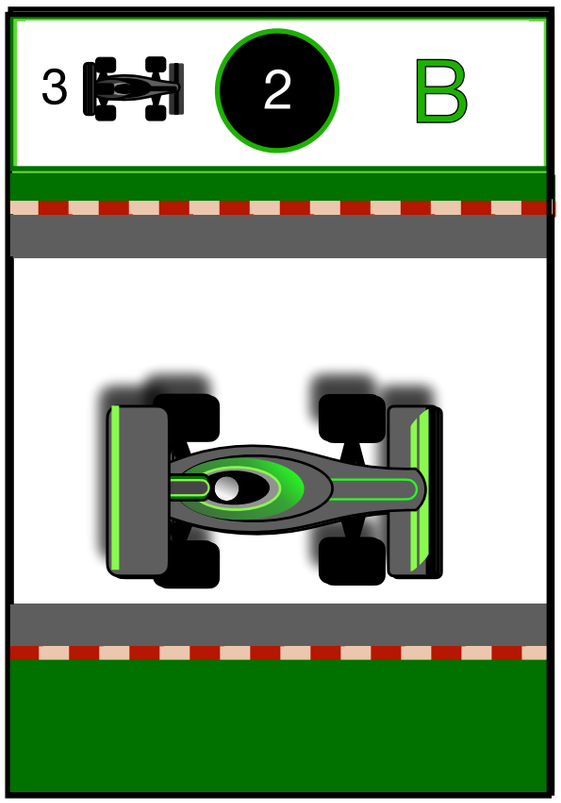
During a race write down the **total speed** of each car in the column for the current sector. Before moving the cars circle the highest speed entry in that column **if its total speed is over the sector's Safety Limit**. For cars making a pit stop note with a 'P' instead of a total speed number.

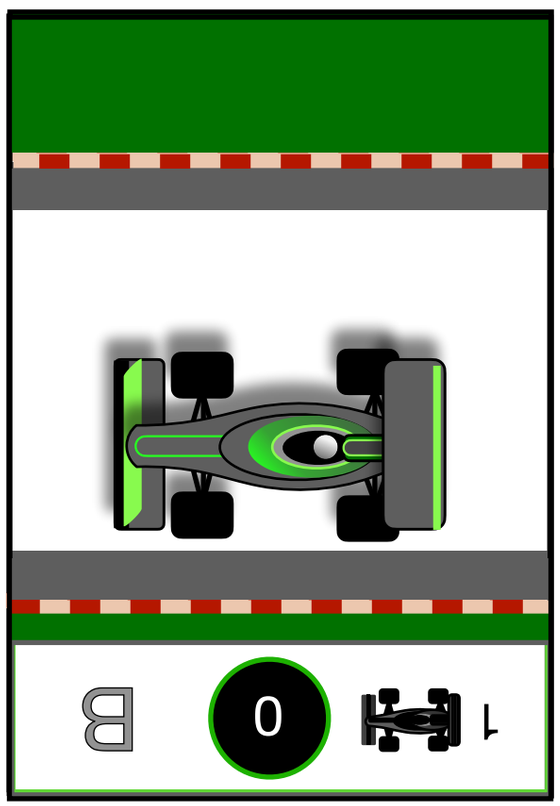


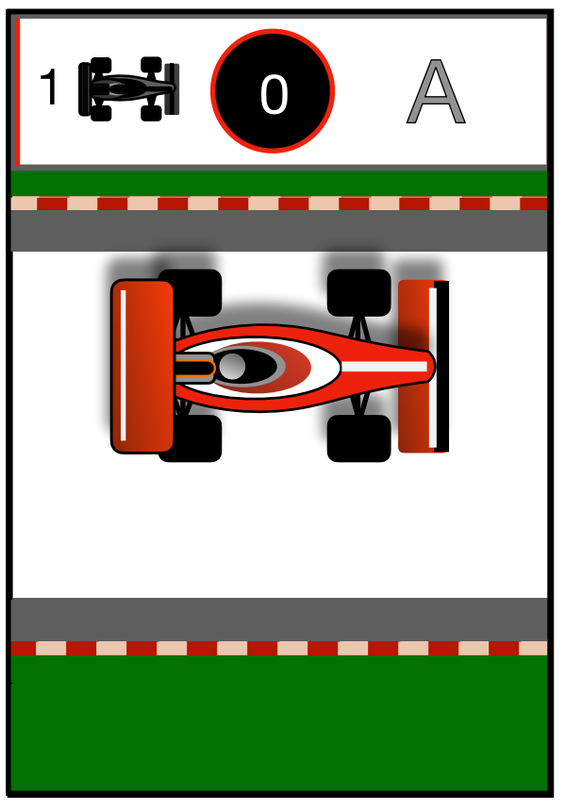


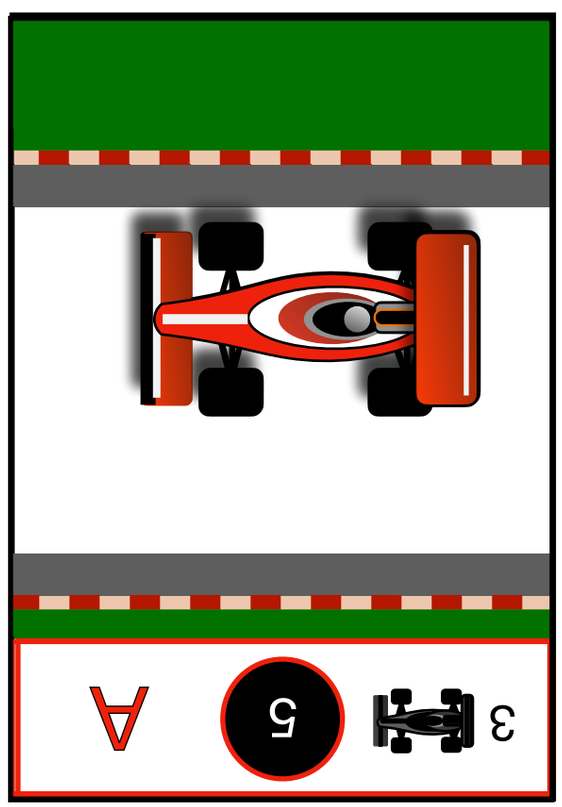










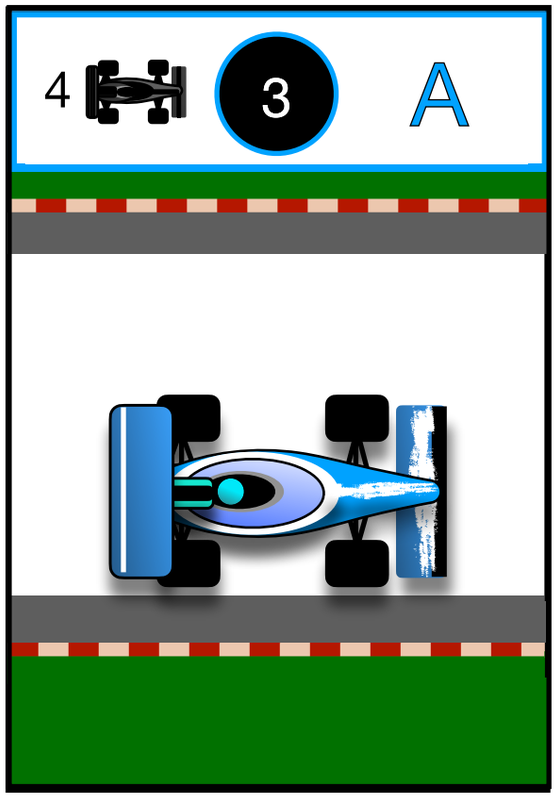


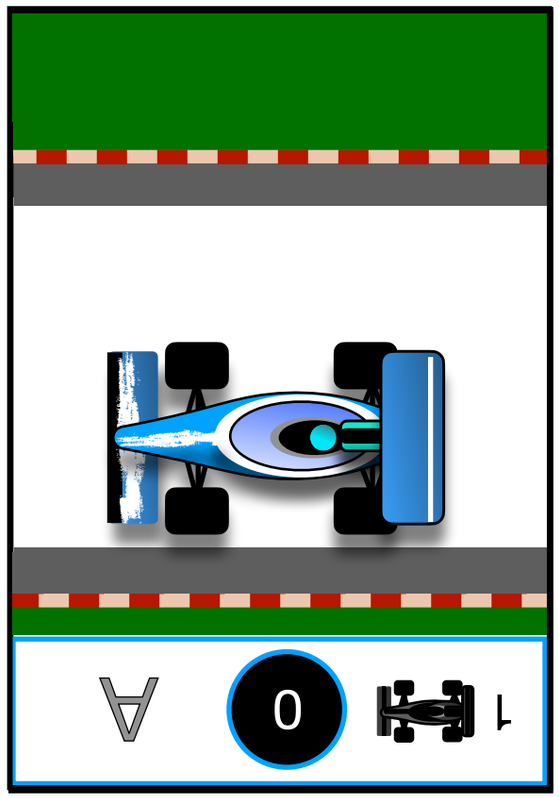
Playing Card

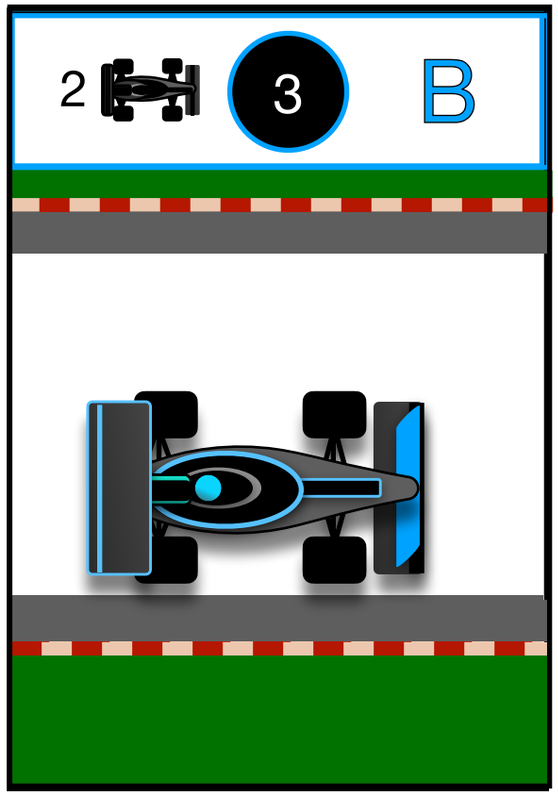
4 Playing Cards

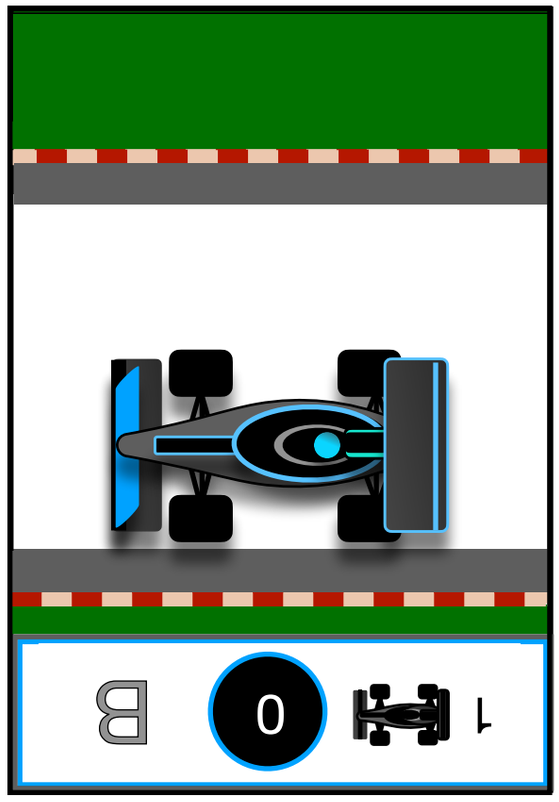
Playing Card

Playing Card

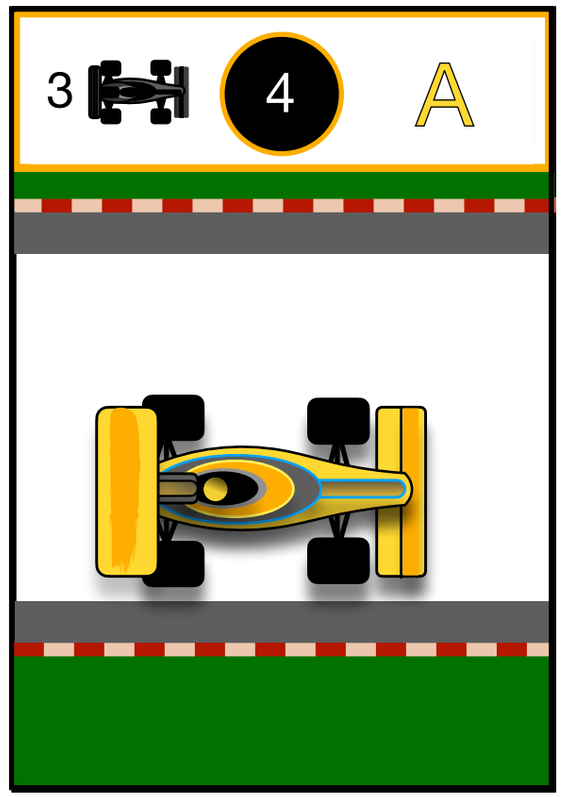


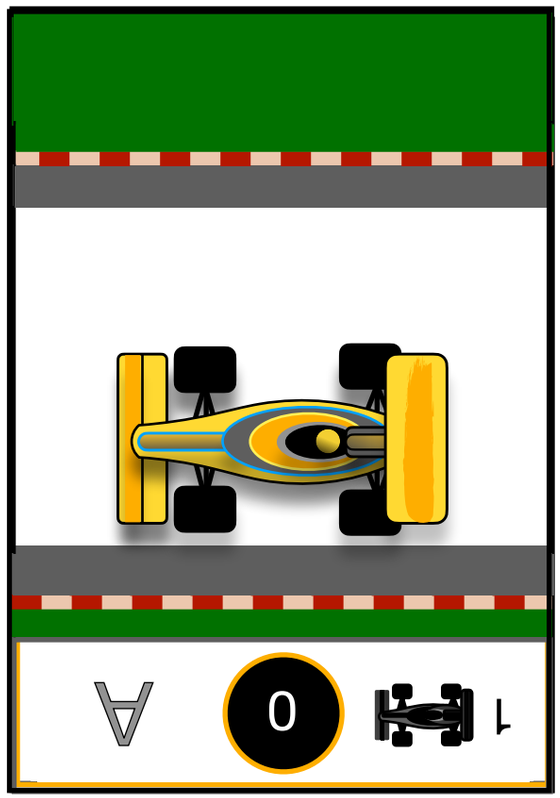


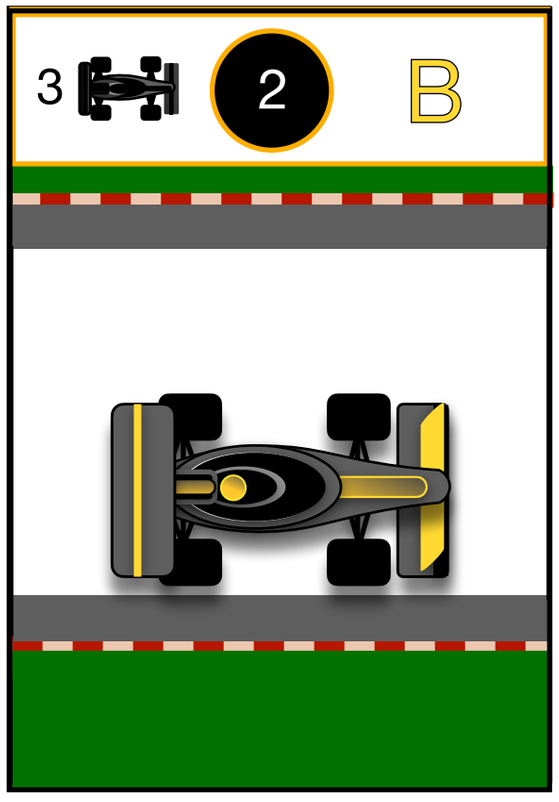


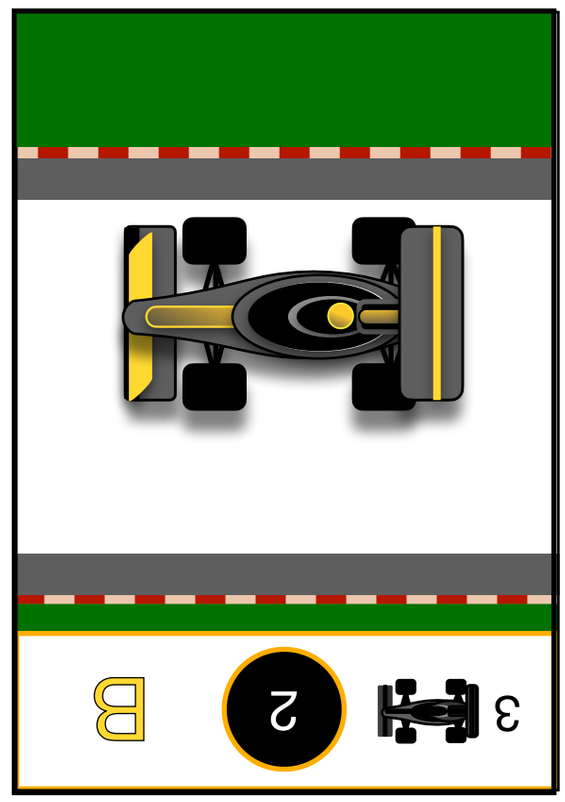


Playing Card









2

Q1

3

3

Q8

$\underline{6}$

2

Q2

4

3

Q3

4

2

Q4

5

3

Q5

5

$\underline{6}$

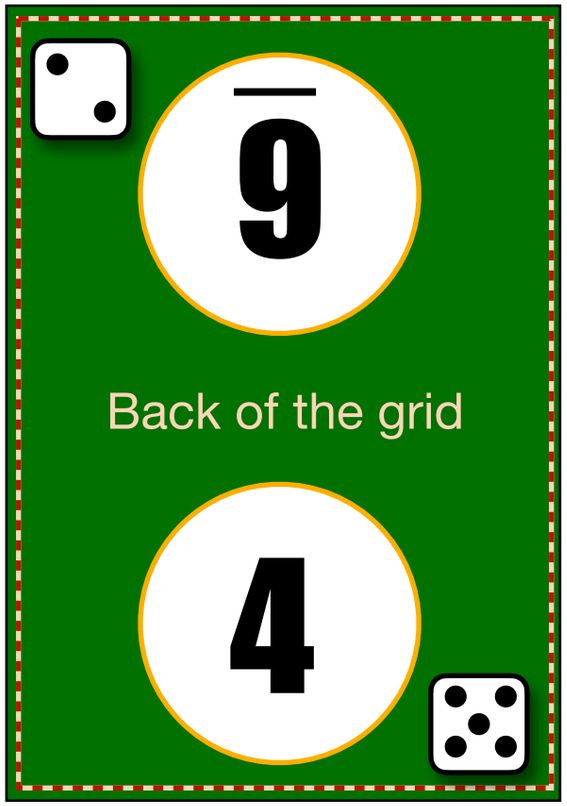
Q7

2

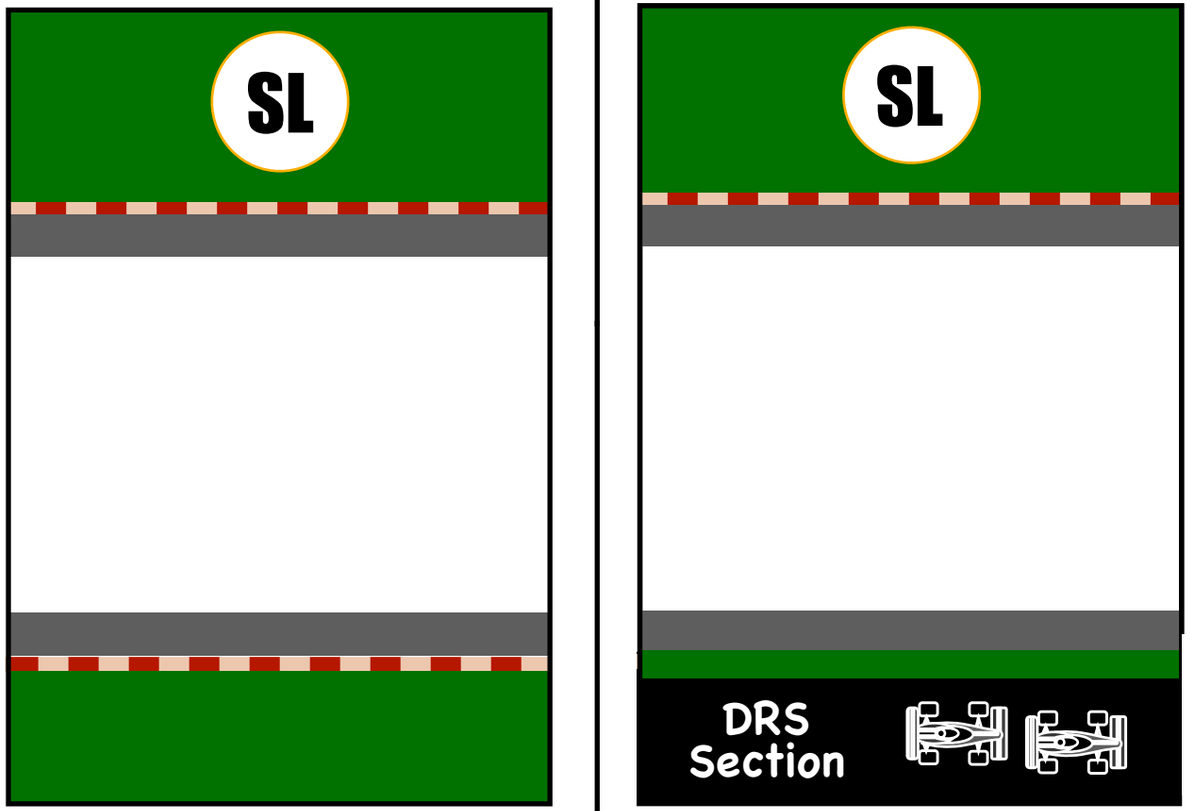
4

Q6

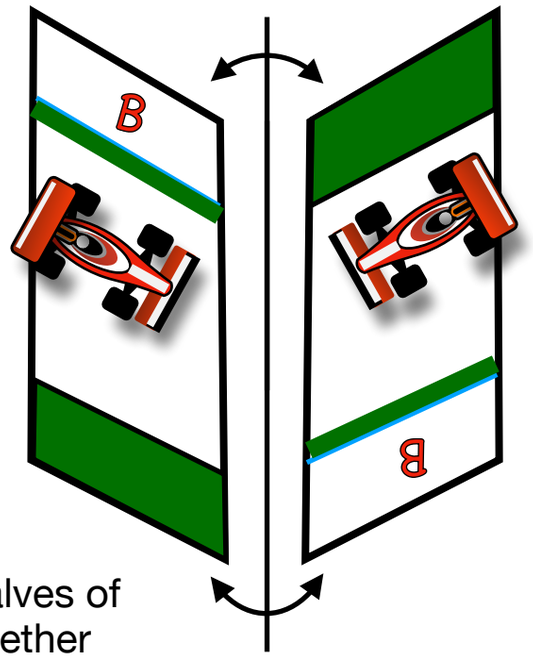
5



The Gap card has two sides put together as shown here. One side is a DRS section where cars anywhere in the section can pass if their speed is equal to the car in front



Car cards are flipped over if a driver goes to fast and runs off the track
or
returns from a pitstop

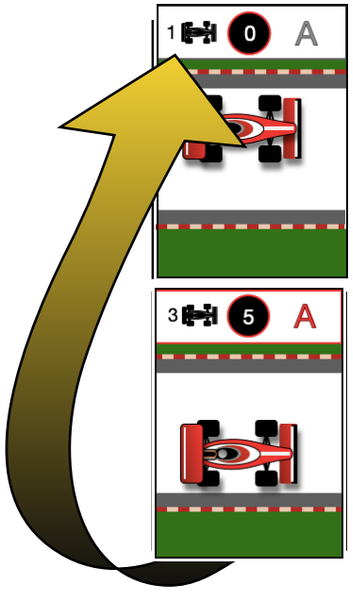


Putting the two halves of the car cards together

The two sides of each car card are attached to either side of a playing card with front aerofoils facing each other.

The two side will be upside down relative to each other when the card is flipped *sideways*.

During a race the car cards will be flipped ***end over end*** from time to time



Circuit	SL / DRS	SL / DRS	SL / DRS	SL / DRS	SL / DRS	SL / DRS	SL / DRS	SL / DRS	Circuit Difficulty
Monaco	8	6	5	4	3	7	8	4	6
Great Britain	7	5	9	3	9	6	7	8	7
Canada	6	8	7	7	6	8	6	9	8
Brazil	8	6	5	4	3	7	8	4	6

Circuit name	Grid Position	TS / DRS	TS / DRS	TS / DRS	TS / DRS	TS / DRS	TS / DRS	TS / DRS	TS / DRS	Circuit Difficulty	Final Position	Driver Points	Race Points
Racing Teams: Red A													
Red B													
Green A													
Green B													
Yellow A													
Yellow B													
Blue A													
Blue B													

Circuit name	Grid Position	TS / DRS	TS / DRS	TS / DRS	TS / DRS	TS / DRS	TS / DRS	TS / DRS	TS / DRS	Circuit Difficulty	Final Position	Driver Points	Race Points
Racing Teams: Red A													
Red B													
Green A													
Green B													
Yellow A													
Yellow B													
Blue A													
Blue B													

General score pad for one season

Racing Teams — Date	Base Speed	Pass #	Race Finishing Position				Championship Points				Final Points Total	Final Team Points
			Race 1	Race 2	Race 3	Race 4	Race 1	Race 2	Race 3	Race 4		
Red A	+5	3										
Red B	+2	2										
Green A	+4	3										
Green B	+2	3										
Yellow A	+4	3										
Yellow B	+2	3										
Blue A	+3	4										
Blue B	+3	2										

Appendix

Eight card deck for Solo play (or adding non-player drivers to make up the numbers)

Larger print instructions