

Solo Automa Speed Cards

Drafting phase

Shuffle all the speed cards and deal one card face up to the player-drivers and a card in the middle.

Each player-driver takes a turn to either keep their card, discard it or swap for the card in the middle. For players that discard deal them another card. For the second round do the same again only this time there is no option to discard (only keep or swap with the now two cards in the middle). When all player-drivers have chosen and have two cards shuffle the remaining cards and deal them to the automa-drivers. There should be one card left for swapping during pitstops.

If you are playing a solo game shuffle the speed cards and deal four to yourself face up. Choose two to keep and return the rest to the deck. Shuffle the deck and deal two speed cards to each the Automata drivers. These will only be used to determine positions on the starting grid. Place the spare to one side for the pitstop card.

Setting up the race.

Place the cars in qualify grid order (Q1-Q8) and note the grid positions in the race table.

Shuffle the 9 solo speed cards before a grand prix and place face down.

Player-drivers choose their speed cards for the first round.sector of the race and and place them by their cars.

Take the top card of the solo cards deck. The numbers show each car's speed relative to the safety limit. Ignore player-driver colours..

Reveal the player speed cards and write down the speed of all 8 cars in the race table.

Running the race

To determine whether the fastest cars of those travelling over the SL take damage shuffle and deal the unused speed cards and place them by each Automa car as if they had been played. However, ignore the acceleration speed numbers. Only take note of the adjacent dice in the usual way. Any highest speeding cars that fail the test (adjacent dice total exceed the circuit difficulty number) lose one position starting with the furthest back in the race line and working forward if there are more than one damaged cars. Flip the car cards of the the damaged cars to their damaged side (engine power = 0). For the race table cross out each damaged car's original entry and enter their new speed as (original speed-undamaged engine power). So a car with engine power 4 taking damage after playing a total speed of 7 will be noted as a speed of 3 (speed card - engine power.) Flipping the card will set the engine power to 0. When comparing speeds for race position this car is treated as moving at a speed of 3)

Automa-divers always make a pitstop when their car is damaged. Automa-drivers never take the spare speed card when making a pit stop as they don't use speed cards.

Continue rounds in this way until the race is finished. Note the finishing positions and the points achieved by each car.

1st = 10	Pts	5th = 4
2nd = 8		6th = 3
3rd = 6		7th = 2
4th = 5		8th = 0

Move on to the next venue!

Solo Automa Speed Cards

Shuffle the 8 cards before a grand prix and place face down. Take the top card only after you have placed your speed cards.

The numbers show each car's speed relative to the safety limit. Ignore your own colour. To determine whether the fastest cars over the SL take damage shuffle and deal the unused speed cards and place them by each Automat car as if they had been played. However, ignore the acceleration numbers. Only take note of the adjacent dice in the usual way. Automa divers always make a pitstop when their car is damaged. These cards and rules can also be used for 2-player and 3-player games.

<i>SL</i>	3. 4. 5.	6. 7. 8.
<i>Red A</i>	0	-1
<i>Red B</i>	+1	0
<i>Green A</i>	+2	0
<i>Green B</i>	+1	+1
<i>Yellow A</i>	0	-1
<i>Yellow B</i>	+1	+1
<i>Blue A</i>	+1	0
<i>Blue B</i>	0	-1

<i>SL</i>	3. 4. 5.	6. 7. 8.
<i>Red A</i>	+1	
<i>Red B</i>	+1	
<i>Green A</i>	+2	
<i>Green B</i>	0	
<i>Yellow A</i>	+1	
<i>Yellow B</i>	+1	
<i>Blue A</i>	+2	
<i>Blue B</i>	0	

	Speed-SL
<i>Red A</i>	+3
<i>Red B</i>	0
<i>Green A</i>	+3
<i>Green B</i>	0
<i>Yellow A</i>	+2
<i>Yellow B</i>	+2
<i>Blue A</i>	+2
<i>Blue B</i>	+1

	Speed-SL
<i>Red A</i>	+4
<i>Red B</i>	+1
<i>Green A</i>	+2
<i>Green B</i>	+1
<i>Yellow A</i>	0
<i>Yellow B</i>	+1
<i>Blue A</i>	+2
<i>Blue B</i>	0

	Speed-SL
<i>Red A</i>	+2
<i>Red B</i>	+1
<i>Green A</i>	+1
<i>Green B</i>	+2
<i>Yellow A</i>	+3
<i>Yellow B</i>	0
<i>Blue A</i>	+1
<i>Blue B</i>	+1

	Speed-SL
<i>Red A</i>	0
<i>Red B</i>	+1
<i>Green A</i>	+1
<i>Green B</i>	0
<i>Yellow A</i>	+2
<i>Yellow B</i>	0
<i>Blue A</i>	0
<i>Blue B</i>	+2

	Speed-SL
<i>Red A</i>	+1
<i>Red B</i>	+2
<i>Green A</i>	0
<i>Green B</i>	+1
<i>Yellow A</i>	+2
<i>Yellow B</i>	0
<i>Blue A</i>	+1
<i>Blue B</i>	0

	Speed-SL
<i>Red A</i>	+2
<i>Red B</i>	+1
<i>Green A</i>	+2
<i>Green B</i>	0
<i>Yellow A</i>	+2
<i>Yellow B</i>	0
<i>Blue A</i>	+3
<i>Blue B</i>	+2

5
Q6
4

7
Q7
6

5
Q5
3

9
Q4
4

7
Q3
3

7
Q2
2

9
Q8
3

8
Q1
2

Solo Automa Speed Cards

Drafting phase

Shuffle all the speed cards and deal one card face up to each of the 4 players (including automa) plus a card face up in the middle. Each player takes a turn to either keep their card or swap for the card in the middle.

Automa will always keep or choose the the card with the lower grid number (Q1 being the most preferred). Keep going round until all drivers have the best grid position possible for them.

For the second round place all the remaining cards face up in the middle. Starting with the las player to receive or swap a card and proceeding clockwise each player take a card from the middle.

Automa will choose a card with the highest numbers that are not included in the card they have.

If this is not possible they will choose the card with the lowest numbers not included in the card they have.

If this is not possible they will choose a card with the highest matching number with the card they have.

When all players have two cards set the extra card aside (available for swap during pitstops).

Setting up the race.

Place the cars in qualify grid order (Q1-Q8) and note the grid positions in the race table.

Shuffle the 8 cards solo cards before a grand prix and place face down.

Player-drivers choose their speed cards and place them by their cars.

Take the top card of the solo cards deck. The numbers show each car's speed relative to the safety limit. Ignore player-driver colours..

Reveal the player speed cards and write down the speed of all 8 cars in the race table.

Running the race

To determine whether the fastest cars of those travelling over the SL take damage shuffle and deal the unused speed cards and place them by each Automa car as if they had been played. However, ignore the acceleration speed numbers. Only take note of the adjacent dice in the usual way. Any highest speeding cars that fail the test (adjacent dice total exceed the circuit difficulty number) lose one position starting with the furthest back in the race line and working forward if there are more than one.

Automa-divers always make a pitstop when their car is damaged. Automa-drivers never take the spare speed card when making a pit stop as they don't use speed cards.

Continue rounds in this way until the race is finished.

Note the finishing positions and the points achieved by each car.

Pts

1st = 10

2nd = 8

3rd = 6

4th = 5

5th = 4

6th = 3

7th = 2

8th = 0

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Shuffle the 8 cards before a grand prix and place face down. Take the top card only after you have placed your speed cards.

The numbers show each car's speed relative to the safety limit. Ignore your own colour. To determine whether the fastest cars over the SL take damage shuffle and deal the unused speed cards and place them by each Automat car as if they had been played. However, ignore the acceleration numbers. Only take note of the adjacent dice in the usual way. Automa divers always make a pitstop when their car is damaged. These cards and rules can also be used for 2-player and 3-player games.

	Speed-SL
<i>Red A</i>	0
<i>Red B</i>	+1
<i>Green A</i>	+2
<i>Green B</i>	+1
<i>Yellow A</i>	0
<i>Yellow B</i>	+1
<i>Blue A</i>	+1
<i>Blue B</i>	0

	Speed-SL
<i>Red A</i>	+1
<i>Red B</i>	+1
<i>Green A</i>	+2
<i>Green B</i>	0
<i>Yellow A</i>	+1
<i>Yellow B</i>	+1
<i>Blue A</i>	+2
<i>Blue B</i>	0

	Speed-SL
<i>Red A</i>	+3
<i>Red B</i>	0
<i>Green A</i>	+3
<i>Green B</i>	0
<i>Yellow A</i>	+2
<i>Yellow B</i>	+2
<i>Blue A</i>	+2
<i>Blue B</i>	+1

	Speed-SL
<i>Red A</i>	+4
<i>Red B</i>	+1
<i>Green A</i>	+2
<i>Green B</i>	+1
<i>Yellow A</i>	0
<i>Yellow B</i>	+1
<i>Blue A</i>	+2
<i>Blue B</i>	0

	Speed-SL
<i>Red A</i>	+2
<i>Red B</i>	+1
<i>Green A</i>	+1
<i>Green B</i>	+2
<i>Yellow A</i>	+3
<i>Yellow B</i>	0
<i>Blue A</i>	+1
<i>Blue B</i>	+1

	Speed-SL
<i>Red A</i>	0
<i>Red B</i>	+1
<i>Green A</i>	+1
<i>Green B</i>	0
<i>Yellow A</i>	+2
<i>Yellow B</i>	0
<i>Blue A</i>	0
<i>Blue B</i>	+2

	Speed-SL
<i>Red A</i>	+1
<i>Red B</i>	+2
<i>Green A</i>	0
<i>Green B</i>	+1
<i>Yellow A</i>	+2
<i>Yellow B</i>	0
<i>Blue A</i>	+1
<i>Blue B</i>	0

	Speed-SL
<i>Red A</i>	+2
<i>Red B</i>	+1
<i>Green A</i>	+2
<i>Green B</i>	0
<i>Yellow A</i>	+2
<i>Yellow B</i>	0
<i>Blue A</i>	+3
<i>Blue B</i>	+2

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SL	3. 4. 5.	6. 7. 8.
<i>Red A</i>	2	0
<i>Red B</i>	+1	0
<i>Green A</i>	+1	+1
<i>Green B</i>	0	+1
<i>Yellow A</i>	+1	+1
<i>Yellow B</i>	+2	0
<i>Blue A</i>	+3	+1
<i>Blue B</i>	1	+1

SL	3. 4. 5.	6. 7. 8.
<i>Red A</i>	+1	+1
<i>Red B</i>	+2	+1
<i>Green A</i>	+2	+3
<i>Green B</i>	+2	+2
<i>Yellow A</i>	+2	+3
<i>Yellow B</i>	+1	+2
<i>Blue A</i>	+1	+1
<i>Blue B</i>	+1	-1

SL	3. 4. 5.	6. 7. 8.
<i>Red A</i>	+1	+1
<i>Red B</i>	+1	0
<i>Green A</i>	+1	+1
<i>Green B</i>	+1	0
<i>Yellow A</i>	0	+1
<i>Yellow B</i>	+1	0
<i>Blue A</i>	+1	+1
<i>Blue B</i>	+1	+1

SL	3. 4. 5.	6. 7. 8.
<i>Red A</i>	0	-1
<i>Red B</i>	+2	0
<i>Green A</i>	0	0
<i>Green B</i>	+2	+1
<i>Yellow A</i>	+1	-1
<i>Yellow B</i>	+3	+1
<i>Blue A</i>	+2	0
<i>Blue B</i>	+1	-1

SL	3. 4. 5.	6. 7. 8.
<i>Red A</i>	+3	+2
<i>Red B</i>	+2	+1
<i>Green A</i>	+2	+2
<i>Green B</i>	+2	+1
<i>Yellow A</i>	+2	+1
<i>Yellow B</i>	+3	0
<i>Blue A</i>	+2	+2
<i>Blue B</i>	+3	+1

SL	3. 4. 5.	6. 7. 8.
<i>Red A</i>	+2	+2
<i>Red B</i>	+2	+3
<i>Green A</i>	+1	+1
<i>Green B</i>	+2	-1
<i>Yellow A</i>	+3	+2
<i>Yellow B</i>	+2	0
<i>Blue A</i>	+2	+1
<i>Blue B</i>	0	+2

SL	3. 4. 5.	6. 7. 8.
<i>Red A</i>	-1	+1
<i>Red B</i>	+1	-1
<i>Green A</i>	+2	+2
<i>Green B</i>	0	+1
<i>Yellow A</i>	+2	-1
<i>Yellow B</i>	+2	+2
<i>Blue A</i>	+1	+4
<i>Blue B</i>	+2	+3

SL	3. 4. 5.	6. 7. 8.
<i>Red A</i>	+1	+2
<i>Red B</i>	0	+2
<i>Green A</i>	0	+1
<i>Green B</i>	+1	+1
<i>Yellow A</i>	+1	+2
<i>Yellow B</i>	0	+1
<i>Blue A</i>	+1	-1
<i>Blue B</i>	0	+2

SL	3. 4. 5.	6. 7. 8.
<i>Red A</i>	+2	+3
<i>Red B</i>	+1	+2
<i>Green A</i>	+1	+1
<i>Green B</i>	0	+3
<i>Yellow A</i>	+1	+2
<i>Yellow B</i>	0	+2
<i>Blue A</i>	+2	+1
<i>Blue B</i>	+2	0

SL	3. 4. 5.	6. 7. 8.
<i>Red A</i>	+2	+3
<i>Red B</i>	+1	+2
<i>Green A</i>	+1	+1
<i>Green B</i>	0	+3
<i>Yellow A</i>	+1	+2
<i>Yellow B</i>	0	+2
<i>Blue A</i>	+2	+1
<i>Blue B</i>	+2	0