

# Tyres Expansion

This expansion requires 28 tokens (counters, buttons, cubes..?).

At the start of a race each racing team is given 7 tyre tokens. These tokens may be used for either of the team's cars.

Tyre tokens are replenished back to 7 during a pit stop.

Tyre tokens can be used to **increase** or **decrease** a car's speed by *up to* the number of tokens played. A car with a speed of 8 can increase its speed *up to* 11 by discarding 3 tokens (or down to a minimum of 5 by doing the same).

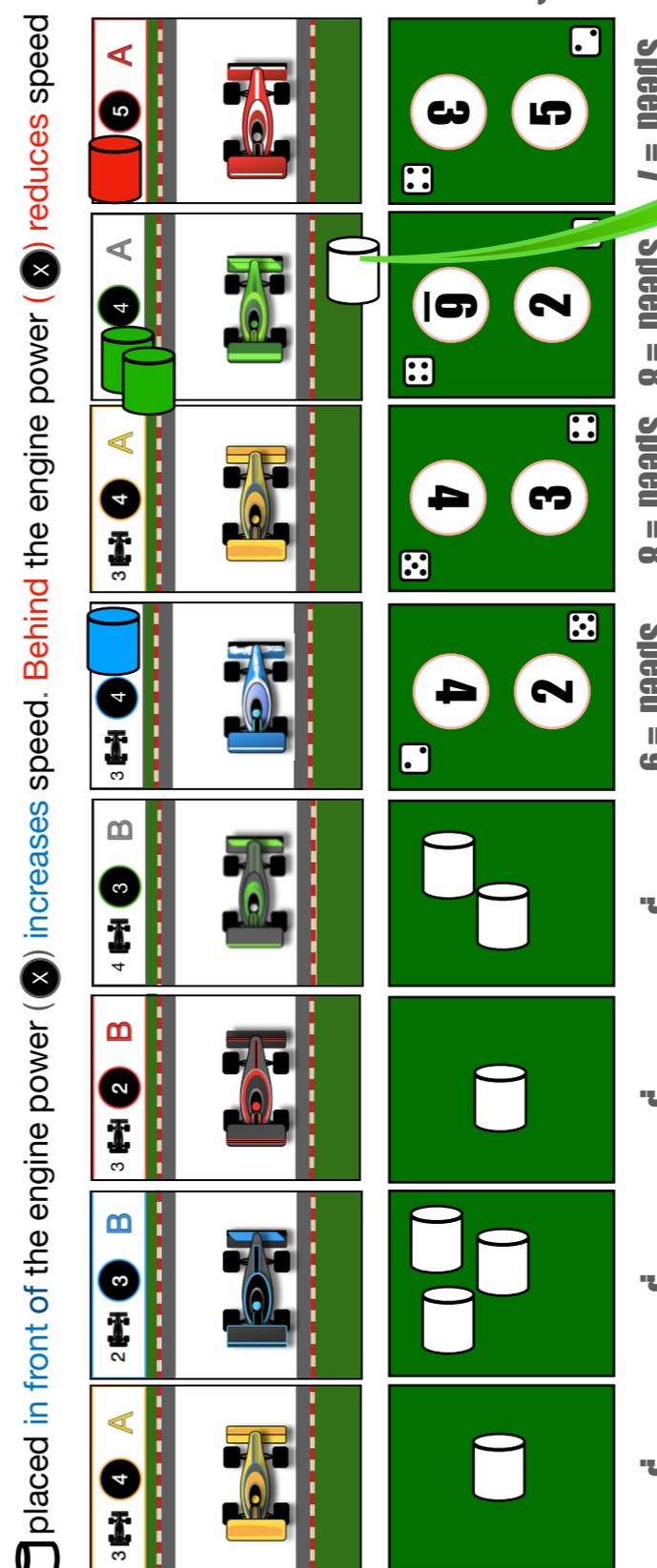
Tyre tokens are also discarded when a car's speed exceeds a section's Safety Limit (**SL**). The number of tyre tokens discarded is equal to the difference between the car's speed and the Safety Limit. *Non-player drivers only use tyre tokens for this purpose.*

## The new order of play for each round

1. **Players** place their speed cards face down by each of their cars as before.
2. **Starting** with the car in first position and then working down the line to the end drivers decide whether to place tyre tokens onto their (face down) speed card and how many to place.
3. **Again** starting with the car in first position drivers reveal their speed card and declare how many of the the tokens on it they will use to increase or decrease their car's speed. These are placed on the the driver's car card as shown opposite. Speeds are recorded on the race chart. Unused tokens are discarded to the general supply. When all drivers have done this all tokens used are also returned to the general supply.
4. **Each** driver discards further tyre tokens equal to the difference between their car's speed and the Safety Limit (**SL**). If a team has insufficient tokens all its remaining tyre tokens are lost and the car takes damage and is flipped over. *Non-player teams who are short of tokens discard all they have without damage.*
5. **Compare** speeds and move cars in order of last place to first as normal. All other rules are the same as the basic game.

## Example scenario mid-way through a round

If SL = 7 & Circuit Difficulty = 8



Placed on **Green A's** face-down speed card but unused so discarded back to the general supply.

At the point in the round illustrated the first four cars have revealed their speed card in turn and declared their use of the tyre tokens they had placed on the face-down card. The other four cars are yet to reveal their final speeds.

**Red A** reduced its speed by one. **Green A** reduced its speed by two only using two of the three tokens placed on the card (the third one will be discarded). **Blue A** reduced its speed by one. **Yellow A** did not use tyre tokens.

Currently **Blue A** is at risk of being the fastest car over the Safety limit. One adjacent die is known (3).

The other is to be revealed by **Green B**. A (3) or above will exceed the **Circuit Difficulty = 8** and **Blue A** will take damage unless one of the remaining cars exceeds a speed of '9' (to become the fastest car over the **SL**). If blue is successful it may pass the three cars ahead of it unless it is overtaken on **Green B's** turn to move.