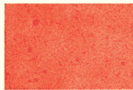
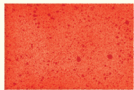
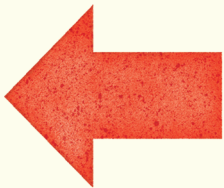


# LACORSA<sup>®</sup>

## GRAND PRIX GAME

LARGE GRID EXPANSION REGULATIONS



## RACING TERMINOLOGY

**race:** One hand. One deal of the cards.

**driver:** Player.

**qualifying:** The method used to determine starting position.

**suit:** Suits are used to divide the cards into groups of thirteen. The suits have no rank.

**challenging:** A racecar battling the racecar directly ahead for position.

**extending:** To move one space forward into an open space by playing an extend card.

**drafting (technical):** To be pulled along by using the draft (the pocket of air behind a moving automobile) of another racecar.

**field:** All the racecars in the race referred to as a group.

**race lap:** The battle for positions from the last racecar to the first racecar. Once the leader is finished, the next race lap begins at the back of the field.

**racecar's turn:** One racecar's movement during one race lap.

*"I've always believed that you should never, ever give up and you should always keep fighting even when there's only a slightest chance." - Michael Schumacher*



## **LARGE GRID EXPANSION by TIM PEPPER**

Do you ever wish you could have eight or more cars racing Lacorsa at once? These regulations, based on gameplay by Tim Pepper, allow you to do just that.

This rule set increases hand size enabling comebacks from the back of a large grid. Tim's club has added additional rules for pit stops, racing incidents and drafting that intensify championship battles - with the occasional DNF.

If you are new to the Lacorsa game, please refer to the complete Sporting Regulations to learn how to play.

## RACE TYPE

### Teams' Championship

**2-6 players:** Each driver operates two racecars. Point totals are combined for both racecars.

### Drivers' Championship

**4-12 players:** Each driver operates one racecar. Drivers may form teams in pairs and combine their point totals. Teammates may discuss their race strategy but not which cards they intend to play.

## INCREASING HAND SIZE

A second deck is required for 6 race cars and above.

**2-4 cars:** Normal hand size of 13 cards. (6 suits total)

**5-6 cars:** Increase hand size to 14 cards. (7 suits)

**7-8 cars:** Increase hand size to 15 cards. (10 suits)

**9-10 cars:** Increase hand size to 15 cards. (12 suits)

**11 cars:** Increase hand size to 14 cards. (12 suits)

**12 cars:** Normal hand size of 13 cards. (12 suits)

## PITSTOPS

After the first lap, a driver can call 'pitstop' on their turn. Calling a 'pitstop' allows the driver to draw a card from the discard pile. A racecar can have one pitstop during the race.

Pitstops require a roll of the die to determine where the car rejoins the race. The racecars behind are moved forward if the car loses track position.

**1-2: Slow pit stop.** Lose 2 spaces on the board.

**3-4: Average pit stop.** Lose 1 space

**5-6: Fast pit stop.** Stay in the same space.

## PITSTOP VARIATIONS

**select pit stop card:** A driver chooses which card they want from the discard pile.

**draw multiple cards:** A driver draws multiple cards from the discard pile to get back to the starting hand size.

## RACING INCIDENTS

If a Redline card was played in a tied challenge, both cars are considered to have been involved in an accident. A roll of the die by the defending driver determines the severity of the accident.

**1: Both cars out due to a collision.** Both racecars are removed from the board. The gap remaining, after the crashed racecars are removed, is closed by moving any following racecars forward. The rest of the race lap is completed ahead of the accident (before the crash).

**2: Defending racecar crashes.** Defending racecar hits the barrier and retires from the race. Racecar is removed from the board. The gap remaining, after the crashed racecars are removed, is closed by moving any following racecars forward. Play resumes ahead of the accident (before the crash).

**3: Challenging racecar hits the barrier and retires from the race.** Racecar is removed from the board. The gap remaining, after the crashed racecars are removed, is closed by moving any following racecars forward. Play resumes ahead of the accident (before the crash).

**4: Both cars spin and are delayed.** Both racecars are removed from the board. The gap remaining is closed by moving any following racecars forward. Both racecars are placed behind the last place racecar in the same order. The rest of the race lap is completed ahead of the accident (before the crash). The involved racecars resume play on the next race lap.

**5: Cars touch and go off track.** Both racecars are removed from the board. The gap remaining is closed by moving one racecar forward two spaces. Both racecars are placed behind the advanced racecar in the original order. The rest of the race lap is completed ahead of the accident (before the crash). The involved racecars resume play on the next race lap.

**6: Drivers avoid a collision.** Tie goes to the defender.

## SPECIAL DRAFTING EXTEND RULE

A Drafting Extend Card (3) can be used to Extend and *then* challenge the next racecar on the same turn.

