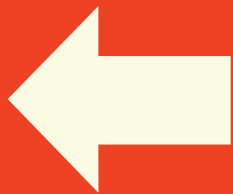


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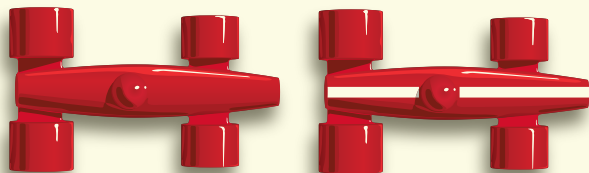
GRAND PRIX GAME

QUICK START GUIDE



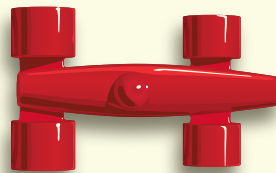
1 Choose race type depending on number of players.

2-3 PLAYERS



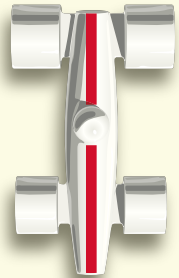
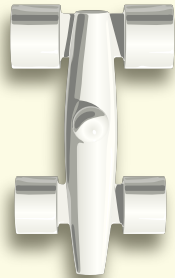
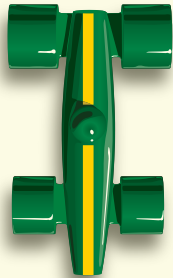
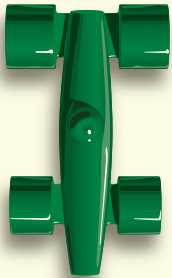
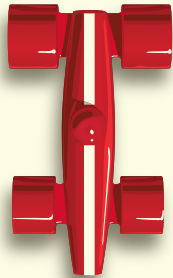
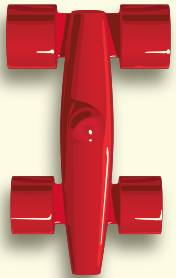
Two cars per player.

4-6 PLAYERS

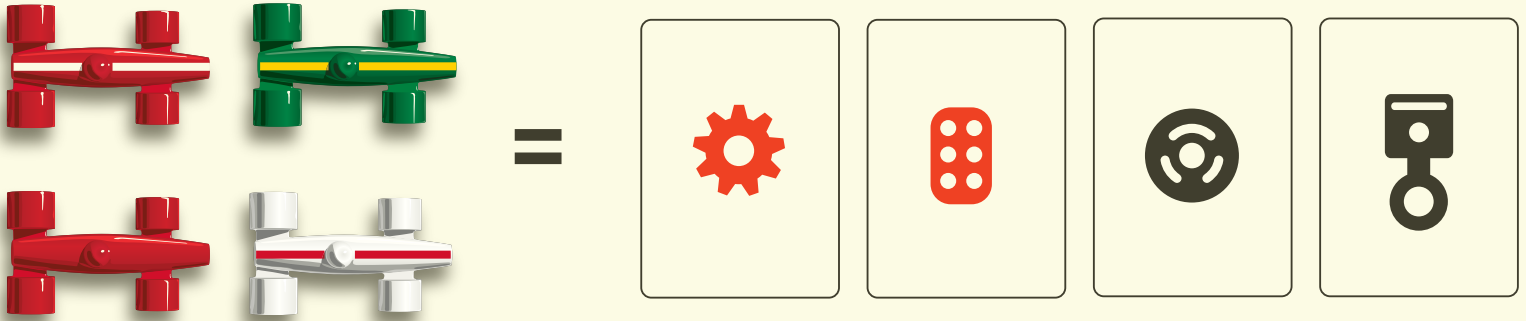


One car each.

2 Pick your racecar colors.

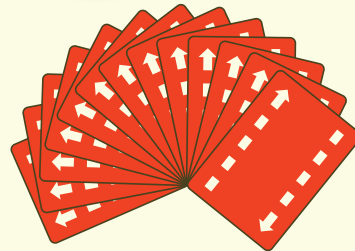
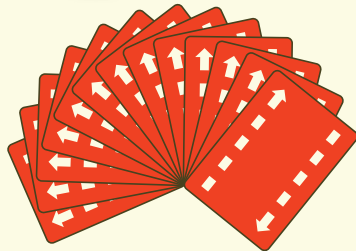
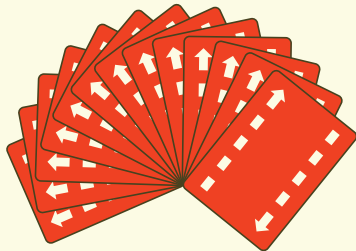
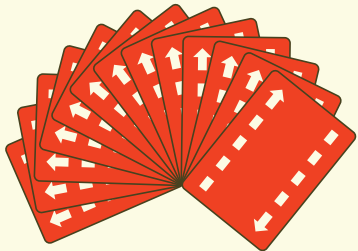
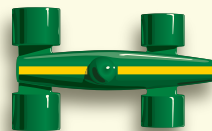
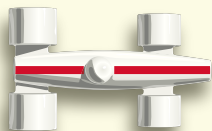
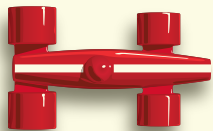
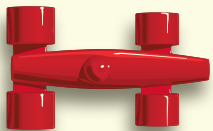


3 Build the correct deck size.



One suit of cards for each racecar in the game.

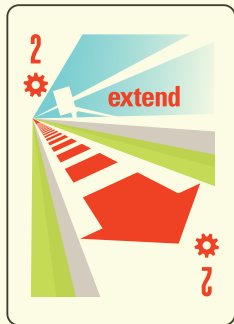
4 Shuffle and deal **ALL** the cards to the racecars face down.



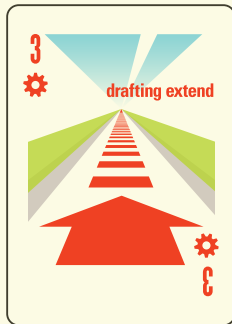
5 The rank of cards.



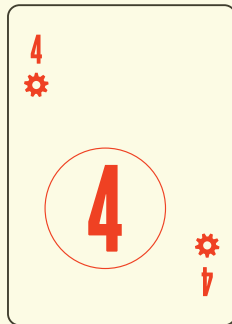
Extend (1)
One space forward.
1 in a challenge.



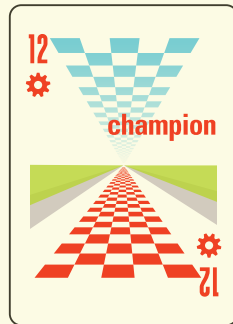
Extend (2)
One space forward.
2 in a challenge.



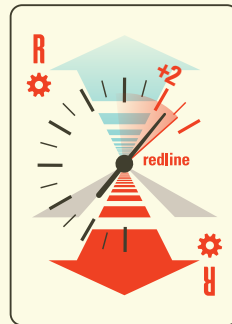
Drafting Extend (3)
One space forward.
3 in a challenge.
The leader cannot
play this card
to extend.



Standard (4-11)
Face value in a
challenge.

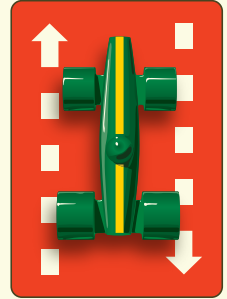
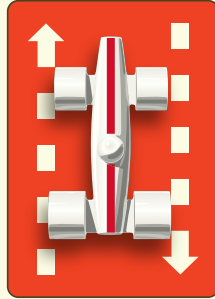
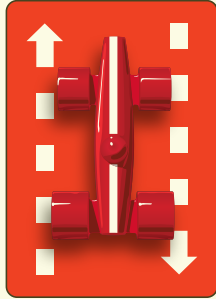
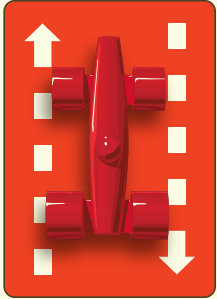


Champion (12)
12 in a challenge
(highest card).



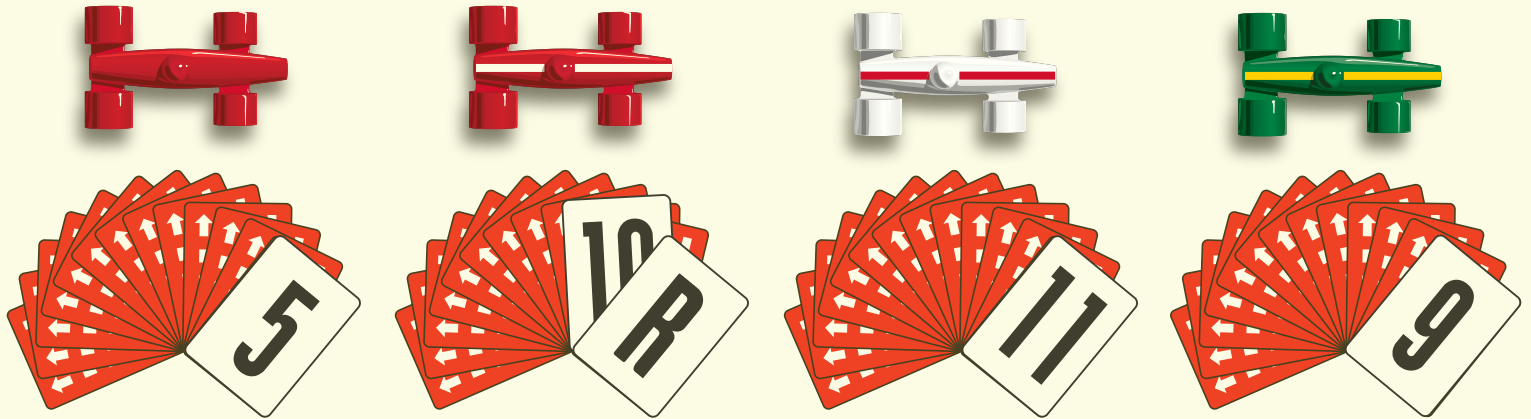
Redline card (R)
0 in a challenge.
Can be played with
any other card
to add 2.
 $(12) + (R) = 14$

6 Each car selects a card (two with R) to qualify and puts the intended card face down directly on the top of their card stack.

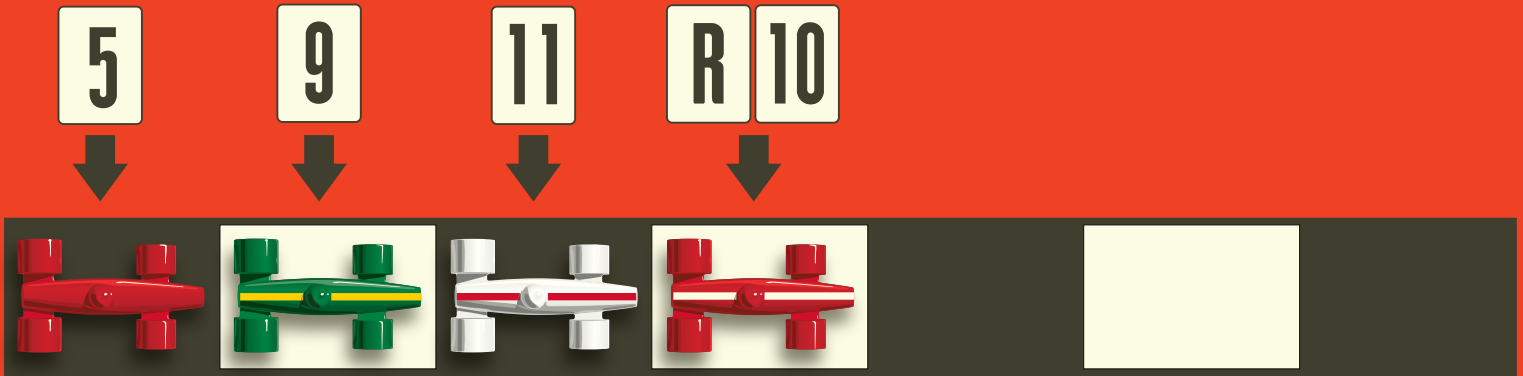


Place your racecar on top of the stack to show you are ready.

7 Drivers simultaneously reveal their cards.
Highest card (or two with R) wins.

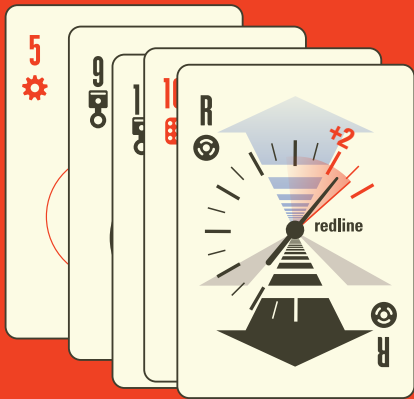


8 The car that played the lowest card is placed at the end of the board. Place the remaining cars by card rank, last to first.

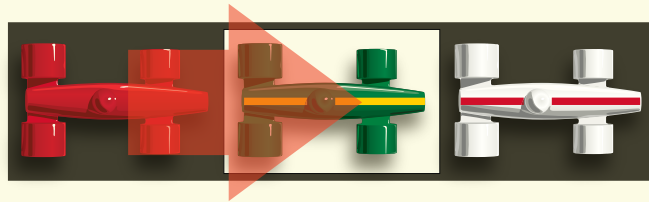


Highest die roll resolves ties in qualifying only.

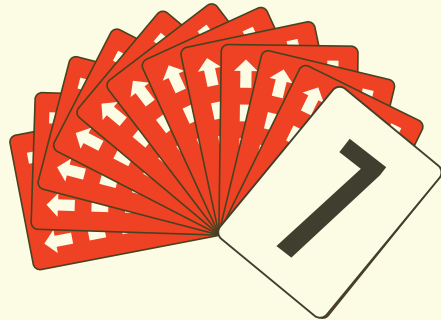
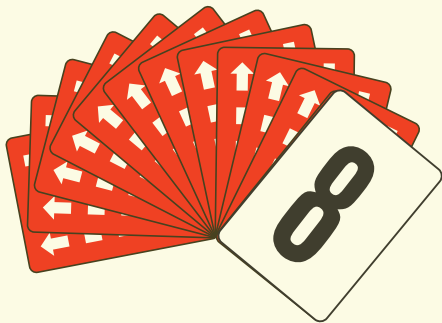
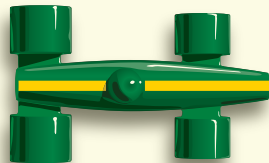
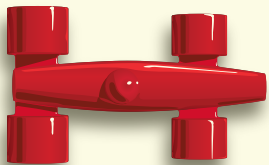
9 Played cards are discarded face up.



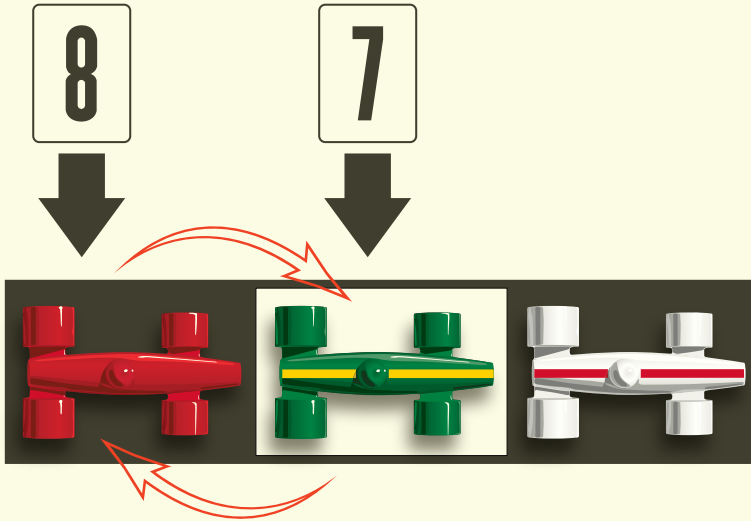
10 Race starts with the last place car challenging the car directly ahead.



11 Each car plays a card (or two with R). Highest card(s) wins.

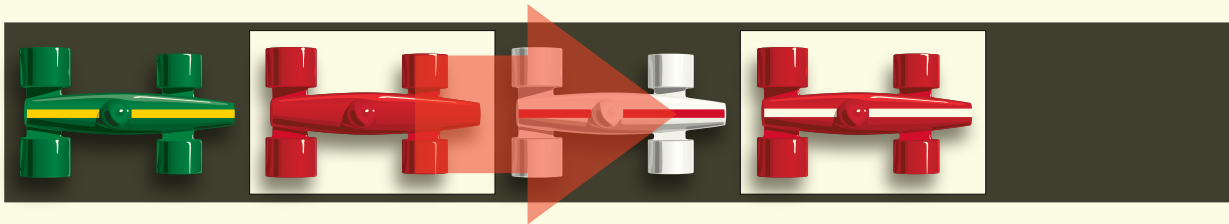


12 If the car behind wins, the cars switch positions.



Ties go to the car ahead

13 Play continues with the winning racecar challenging the next car directly ahead.



You must be directly behind another racecar to challenge.

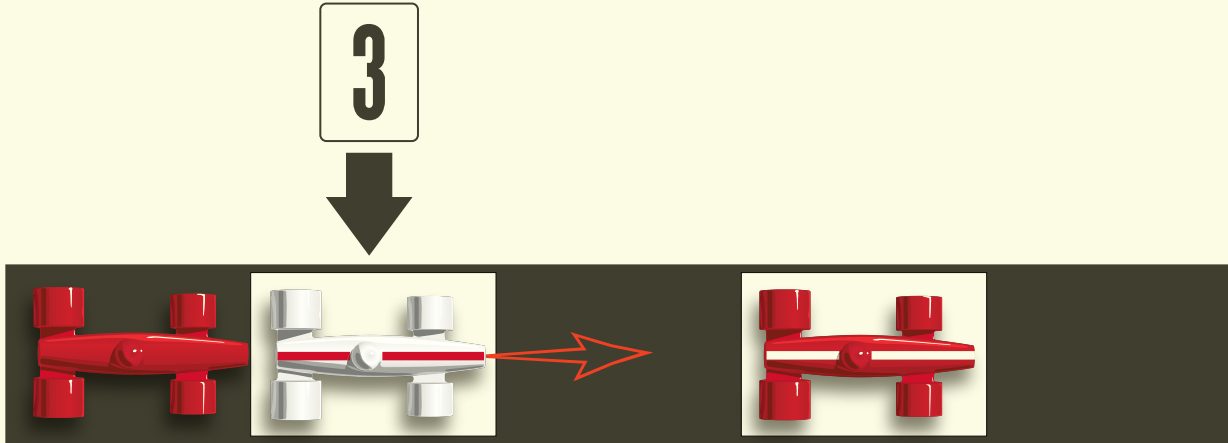
14

Once a car loses a challenge its turn is over.

15

If a car passes 2 racecars on its turn, its turn is over.

16 If a racecar wins a challenge, and, has an open space directly ahead, it can move one space forward using Extend cards.



17

A car can only extend one space regardless of the number on the Extend card.

18

The leader cannot use the Drafting Extend card (3) to extend.

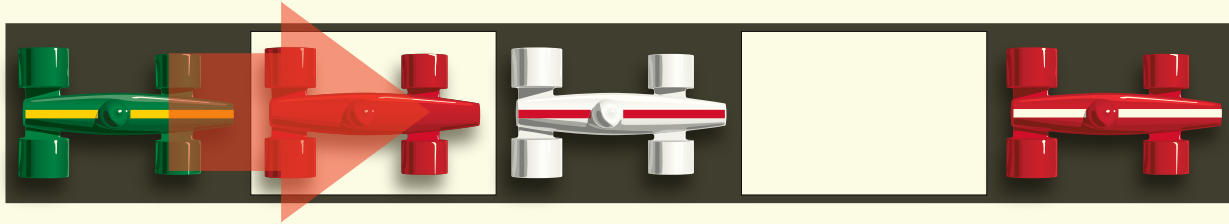
19

When a car extends,
its turn is over.

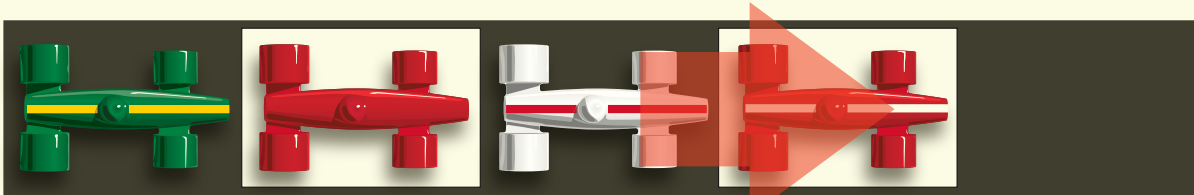
20

If you cannot extend you
must discard to end your
turn.

21 After the leading car's turn, the next lap starts with the last place racecar.



22 The race ends when a racecar runs out of cards. Play continues with the next car ahead and the final lap is completed (all the way to the first place racecar).



this racecar has no cards left to play. On to the next car's turn.

23 Points are scored based on finishing position.

9 for first place

6 for second place

4 for third place

3 for fourth place

2 for fifth place

1 for sixth place

24

A Championship consists of seven races. Score for teams and drivers.

NOTES ON PLAY

- You must always play a card (to challenge, to extend or discard).
- A driver can pass and then extend, but cannot extend and then pass.
- Only one Redline card may be played at a time (if two Redline cards are accidentally played at once, both are discarded for no value).
- A Redline card may be used to discard two cards.
- If a racecar runs out of cards before it finishes its turn, play passes to the racecar ahead.
- The next lap will not start if a racecar has run out of cards.
- It is important to keep track of how many cards your opponents have. When asked, drivers must show the number of cards they have left to the other drivers.
- When a player is playing with 2 racecars and the racecars meet in a challenge, the driver plays a card for each racecar. This allows the player to determine which racecar should be ahead (also known as team orders).
- Your car does not have to extend (play an extend card) even if you have an extend card in your hand. Discard instead.

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GRAND PRIX GAME

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