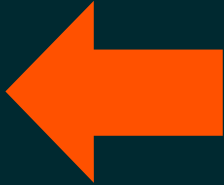# LACORSA®

GRAND PRIX GAME

GRAND PRIX SEASONS EXPANSION

1960-1969 SPORTING REGULATIONS

RACING TERMINOLOGY

race: One hand. One deal of the cards.

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 using another racecar's draft (the air pocket behind a moving automobile).

field: All the racecars participating in a race as a group.

race lap: The battle for positions from the last-placed racecar to the first-place racecar. Once the leader's turn is completed, the next race lap starts from the back of the field.

racecar's turn: One racecar's movement during one race lap after defending any challenge.

incident: A crash, shunt or mechanical issue.

dnf: Did Not Finish. Indicates a car that did not finish the race.

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

INTRODUCTION

This LACORSA Grand Prix Seasons Expansion adds rules for larger grids, pit stops, incidents, driver performance, track rule variants, and car performance. These features create historically accurate racing spanning the 1960s. This set provides cards for 1962. For the full expansion rules, please refer to page 11.

STRATEGY AT SPEED

LACORSA is a fast-paced game for the entire family. It captures the drama and tactics of Grand Prix racing. In LACORSA, the cards control the movement of the racecars on the game board as they battle for position on the track. Each deal of the cards is a race. Players must manage the power of their machines for the best possible result. Championship points are awarded based on the finishing order after each race and the driver with the most points after seven races is crowned World Champion.

Italians are passionate about Grand Prix racing. The art and culture that surround it inspires this game. In Italian, "la corsa" translates to "the race".
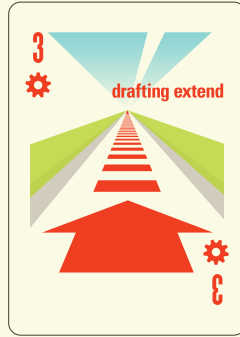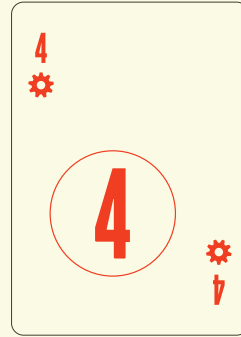
RANK OF CARDS
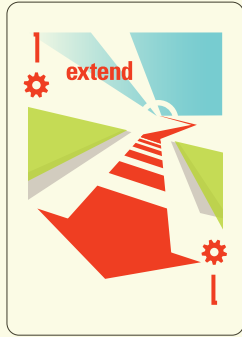
Extend (1)
one space forward.
1 in a challenge.
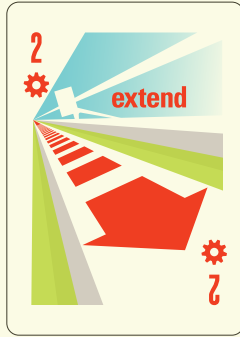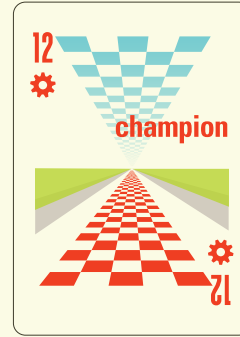
Extend (2)
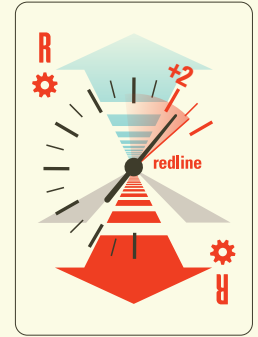*one space forward.*
2 in a challenge.

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

RACE TYPE

The number of players determines the game type.

Teams' Championship

2-6 players: Each driver operates two racecars. Point totals are combined for both race cars, and scores are recorded for teams and drivers.

Drivers' Championship

4-12 players: Each driver operates one racecar. Drivers may form teams in pairs and combine their point totals for a teams' championship.

CONTENTS *+ EXPANSION CONTENTS*

78 playing cards (6 suits, the deck)
6 racecar playing pieces and 1 six-sided die
1 championship table scorepad
18 racecar cards (separate from the deck)
7 track cards (separate from the deck)
2 incident chart cards (separate from the deck)
1 pit stop chart card (separate from the deck)

PRE-RACE

Each driver chooses a racecar playing piece (or 2 for teams).

If a driver is playing with two racecars, the racecars should be the same color. With a team of racecars, each player is dealt two hands. One set of cards for the left hand and one for the right. The racecar with the stripe is always on the right. Use Marker or Racecar cards to help identify the correct stack of cards.

Rank of Cards

The Champion card (12) is the highest value card, and 1 is the lowest (when played in a challenge).

The Redline card (R) adds 2 to any card played simultaneously but has no value when played alone.

An Extend card (1, 2, 3) may be played after a racecar wins a challenge (or is left unchallenged) and has an empty space directly ahead. Every Extend card moves the racecar only one space forward. The race leader cannot play a Drafting Extend card (3) to extend.

QUALIFYING

The Deal

The deck is formed by combining one suit of 13 cards for each racecar in the race (i.e., four racecars, four suits).

All the cards are shuffled and dealt face down to the drivers (13 per racecar). Drivers will choose the optimal card on each turn and aim for the best possible finish in every race.

Start Position

Drivers should form a stack of their cards during each turn. The cars must qualify to determine the starting positions. Each driver chooses a card to play. The chosen card is placed face down on top of their stack. All the drivers turn their cards over simultaneously. The highest card wins. A Redline card can be played at the start and will add 2 to the value of another card. A Redline card must be placed on the top of the stack, and the second chosen card must be placed directly underneath.

note: It is good etiquette to place your racecar on top of your stack to show you are ready to qualify.

The racecar with the lowest ranking card is placed in the last position on the board. The remaining cars are placed front to back in the spaces directly ahead by the rank of the played cards *(figure 1)*. In qualifying only, a tie is resolved with a roll of the die. Highest roll wins.

For the remainder of the game, a discard pile is formed face up for all played cards, including Extend cards and discards.
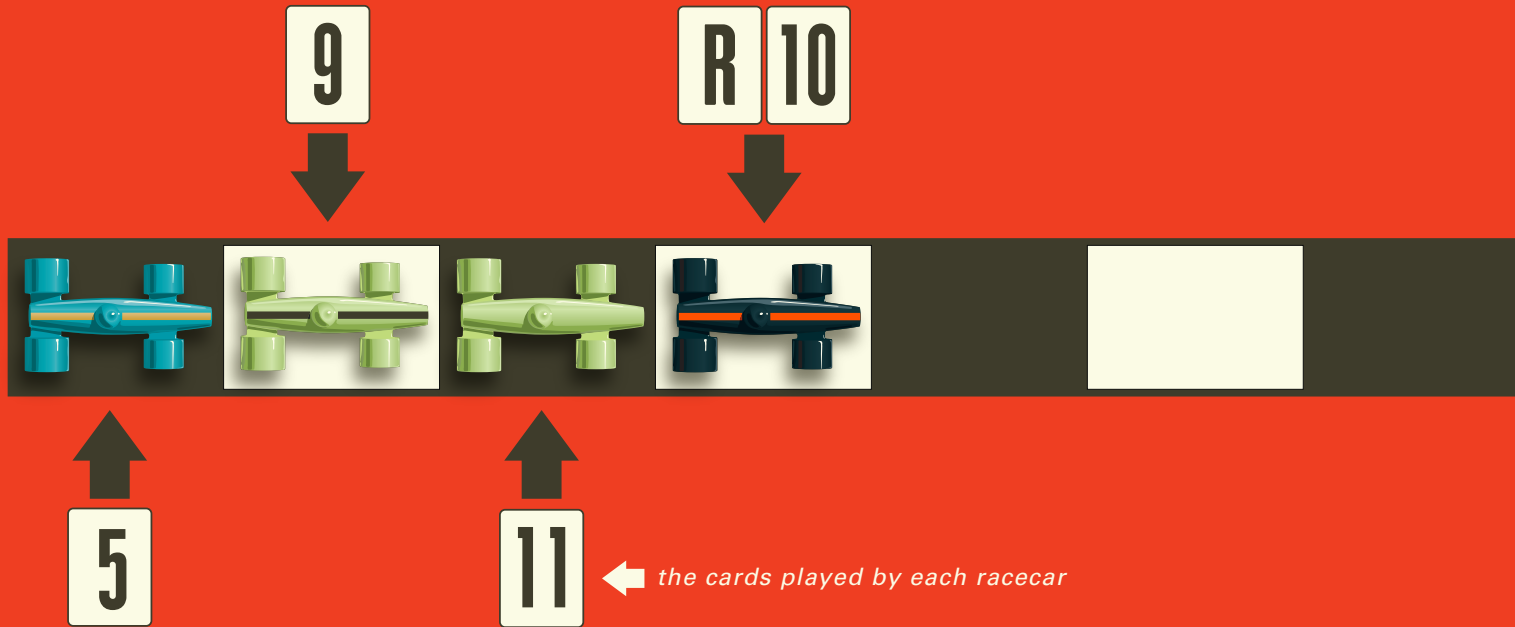
*the cards played by each racecar*

figure 1 - QUALIFYING

THE RACE

Start of the Race

The race begins with the last-place racecar challenging the racecar directly ahead for position *(figure 2)*. Both drivers choose a card and place it face down on top of their racecar's stack of cards (if a Redline card is used it must be above the second card you want to play). The cards are turned over and the highest card wins the challenge. A tie goes to the defender. If the challenger wins, it passes by exchanging places with the other racecar *(figure 3)*.

The played cards are discarded face up.
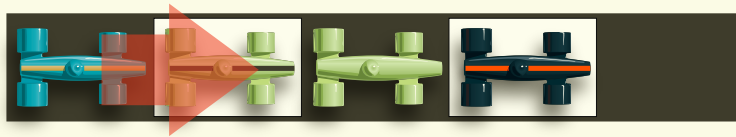
first challenge on the first race lap

figure 2 - START
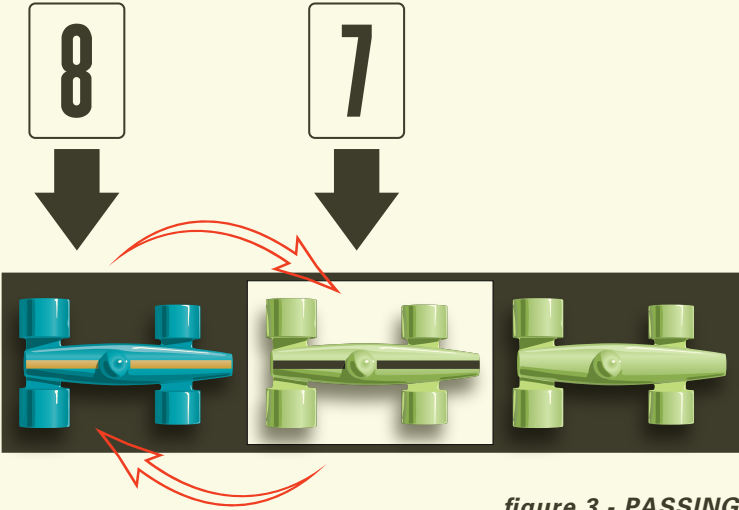
figure 3 - PASSING

Play then continues with the winner challenging the next racecar directly ahead *(figure 4)*. A racecar's turn is over when it has lost a challenge or passed two racecars. Play always continues to the next racecar ahead on the board.

the winner challenges the car ahead
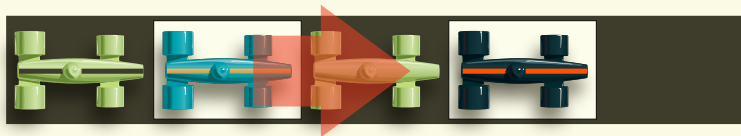
figure 4 - NEXT TURN

Extending

After a racecar has won a challenge (or is left unchallenged), and there is an empty space directly ahead of it, the driver may discard or play an Extend card (1,2,3) *(figure 5)*. However, the leader of the race cannot play the Drafting Extend card (3) to extend. If a driver can't play an Extend card, they must discard.

Extend cards are played face up. Playing an Extend card moves the racecar one space ahead, regardless of the number on the card. Extending allows a racecar to distance itself from the rest of the field by creating a gap.

The racecars behind must extend in the subsequent laps before challenging since a racecar must be directly behind another racecar at the start of its turn to attempt a pass. After a racecar has extended, or discarded, its turn is over. Play continues to the next racecar ahead.

Once the leading racecar has extended, discarded, or passed two racecars, one race lap has been completed. The next lap starts with the last-place racecar *(figure 6)*.
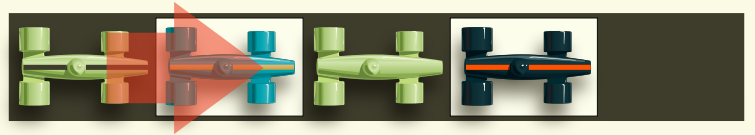
3

an extend card moves a racecar one space forward

figure 5 - EXTENDING

a leading racecar finishes its turn
by
(A) passing two racecars
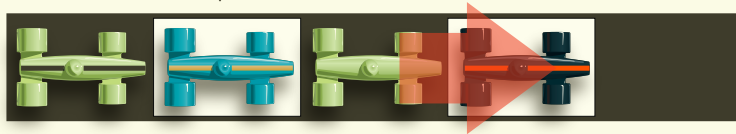or
(B) extending (card numbers 1 or 2)
or
(C) discarding

the next lap starts with the last-place racecar

figure 6 - END OF ONE RACE LAP

Finish

When one racecar has played all of its cards, the remainder of the race lap is completed and the race is over *(figure 7)*. Each racecar finishes its turn ending with the leader.

*this racecar has
no cards left to play*

play moves on to next racecar

figure 7 - LAST LAP

POST-RACE

Scoring

Scoring is based on the system used in Grand Prix racing from 1962 to 1991.

   9 points are awarded for first place
      (8 points in 1960 and teams only in 1961)
   6 points are awarded for second place
   4 points are awarded for third place
   3 points are awarded for fourth place
   2 points are awarded for fifth place
   1 point is awarded for sixth place

The driver (or team of drivers) with the most points after 7 races is World Champion. A tie is resolved based on the most victories. Use the championship table scorepad to record race results.

fastest lap (optional, pre-1960): The car that played the highest point challenge during the race earns a point. Keep a written record. The tie goes to the racecar that played it first.

GRAND PRIX SEASONS EXPANSION

"This is a cruel sport." - Dan Gurney

The 1960s marked an era of exhilarating and perilous Grand Prix racing. This 1962 Expansion adds new cards that modify performance and add excitement to each race. The Track cards highlight specific circuit features that affect the outcome of the race, while Racecar cards represent drivers and their unique machines. With the addition of these cards, there is an element of risk with the possibility of an incident or a DNF. The track and driver modifiers add a new level of strategy and realism to the game.

This 1962 Expansion set allows for racing with 4-12 drivers with one car each, or 2-6 teams of two racecars, when combined with the original LACORSA game.

RULE SET USAGE

These regulations consist of a series of modifiers that can influence the outcome of a challenge.

To determine the result of a challenge, **ADD** all the modifiers together. In the event of a tie, an incident might occur based on a track rule or other specific modifiers.

You have the flexibility to customize the rule set based on your preferences. You can choose to use only the track modifiers, lead driver advantage, or any combination of the five rules.

note: Game time will increase with each rule number used, especially with more players and racecars. You can achieve period-correct results by using the full rule set.

1. LEAD DRIVER ADVANTAGE

All racing teams have a number one driver who is exceptionally skilled and can push their car a bit harder. These drivers are often favored by their teams, and this can significantly influence the drivers' championship, making the competition more challenging.

In the game, favored drivers are represented by striped racecars, and their modifiers are printed on the Racecar cards. Example below:

*Driver adds 1 to every challenge. Optional. Declare "flat out" before reveal. Incident for ties if advantage is used, roll die on the **driver** incident chart.*

These modifiers are optional if you choose to play with incidents. Here, driver aggression is punished with a missed corner, car damage, or even a crash. Players must declare "flat out" before revealing their cards to indicate that they are using their advantage. The challenger must declare first.

2. TRACK CARDS

The seven Track cards come with unique house rules that are applied to each round of the championship. By using a different card for each race, you can create varied circuit conditions that will favor different strategies.

Certain tracks pose more challenges to machinery and others make it harder to overtake. High-speed circuits create more opportunities to pass due to a stronger drafting effect. Here are some examples:

Banked Turns: *Challenge one car after extending.*

Limited passing: *One pass per lap maximum.*

Deuces Wild: 2s *can also be used as* **12s**

Dangerous Track: *All ties result in* **car** *incidents.*

Slipstream Rule: *Ties go to the challenger.*

3. INCIDENTS

Tied challenges at a dangerous track cause incidents as does a driver going "flat out" to pass. These incidents supersede any other Track card rules (i.e., Slipstream Rule).

Both cars involved in the tie are considered in an accident or struck with a mechanical problem. The outcome is determined by rolling a die for each car on the same Incident Chart card.

If multiple charts are indicated, the **car** incident chart takes precedence over the **driver** incident chart. Both cars roll on the same chart.

If a racecar loses track position its turn ends, and all the racecars, as well as the empty spaces behind it, are moved forward. This is the same when a racecar is out of the race with a DNF.

If a racecar receives a "no effect" result, the racecar continues its turn. The winning car continues if both racecars survive (the Slipstream Rule could then be applied).

4. PIT STOPS

After completing the first lap, a driver can choose to pit by announcing "pit" or "box". The driver must first win any defending challenge before stopping. During a pit stop, the driver can draw up to 5 cards from the discard pile after shuffling them, never exceeding a total of 13 cards in the hand.

A racecar is required to make at least one pit stop during the race, and it may make a second pit stop if desired. If a racecar fails to take a pit stop before running out of cards, it is out of fuel and will be removed from the board. The racecars and gaps behind will then be moved up accordingly.

When a racecar makes a pit stop, a die roll on the Pit Stop Chart card is required to determine where the racecar rejoins the race. This may result in the loss of track position, which includes empty spaces as well as the racecars behind the pitting car. Once the pit stop is completed, the racecar's turn is over.

note: Pit stops are recommended for races with more than 6 cars to ensure sufficient race length for adequate passing.

5. RACECAR PERFORMANCE

Racecars, like any other machine, have unique attributes that can be both advantageous and disadvantageous. Power, torque, balance, weight, and reliability varied significantly depending on the car engine and chassis. The modifiers on the Racecar cards are meant to represent these differences. Furthermore, performance differed from one season to another as the regulations and designs of the cars evolved over time.

The modifier example below is exclusively for the quickest, and frequently, the most potent race cars:

Car adds 2 to all Redline cards for *+4*.

Some racecars were lighter and/or more reliable, allowing them to stay competitive even against faster vehicles. This enables the cars to stay, or get back into, contention. See examples below:

Car adds 1 to every incident chart die roll.

Car turns all *4s* into Drafting Extends.

QUICK START

1 Choose race type depending on number of players.

2 Pick racecar colors.

3 Build the correct deck size. 1 suit per car.

4 Shuffle and deal all the cards face down to the racecars.

5 Each car selects a card (two with R) to qualify.

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

7 Played cards are placed face up in a discard pile.

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.

9 Die roll for ties in qualifying only. Highest roll wins.

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

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

12 Ties go to the car in front.

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

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

15 You must be directly behind another racecar to challenge it for position.

16 Once a car loses a challenge its turn is over.

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

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

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

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

21 When a car extends, its turn is over.

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

23 After the leading car's turn the next lap starts with the last-place racecar.

24 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).

25 Points are scored based on finishing position.

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

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.
- There will be no next lap 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.

ILLUSTRATED QUICK START GUIDE

RULE UPDATES

Find the latest LACORSA rule updates, expansions, house rules and foreign language translations.

SUITS

 gears

 accelerators

 pistons

 steering wheels

 shift gates

 cams

LACORSA

GRAND PRIX GAME