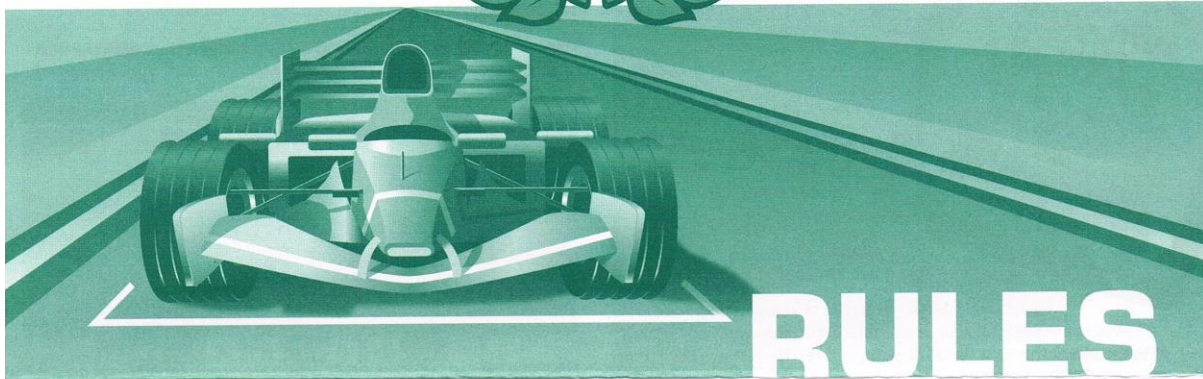


# THE REALLY NASTY MOTOR RACING GAME



## CONTENTS:

Playing Board  
54 Really Nasty Cards  
18 Tyre Cards  
6 Fuel Strategy Cards  
6 Grid Position Cards  
5 Numbered Movement Dice  
6 Racing Cars  
1 Safety Car  
1 Weather Dice  
1 Fuel Strategy & Pit Turns Pad  
1 Lap Counter

## OBJECT OF THE GAME:

To win the race by getting your car over the Finish line ahead of the competing cars after racing for 10 laps.

Just like real Grand Prix racing the choice of tyres relative to the weather is critical. The game allows drivers to Pit-Stop and change tyres on every lap if they choose to. The weather is never predictable in this game! Just when you've come out of the pits travelling at full speed with the right set of tyres on a bone dry track, one of your Really Nasty competitors pulls out a **Weather Change Card** and you may have to slow down to a snail's pace!

Judicious use of the **Really Nasty Cards** can slow down your opponents, make them skid out of control, delay them in the pits or have a puncture. Generally things can get Really Nasty!

## PREPARATION:

Each player chooses a different coloured Racing Car.

The **Safety Car** is placed on its starting position on the board.

Each player is given a sheet from the **Fuel Strategy & Pit Turns Pad**. Ensure your opponents don't see your sheet.

The **Grid Position Cards** are shuffled and one is dealt face up to each player. Ensure that the number of cards matches the number of players by removing cards starting with Grid Position 6 downwards.

Each player places their car on their given grid position. Players should sit around the board in grid order.

All of the **Tyre Cards** are shuffled together and one is dealt face up to each player. The remainder are separated into their three tyre types and placed face up for easy access on the board. **Tyre Cards** can be exchanged when a car is on a Pit-Stop by taking a card from one of the **Tyre Card** piles in place on the board – the discarded tyre card is placed back on the relevant pile.

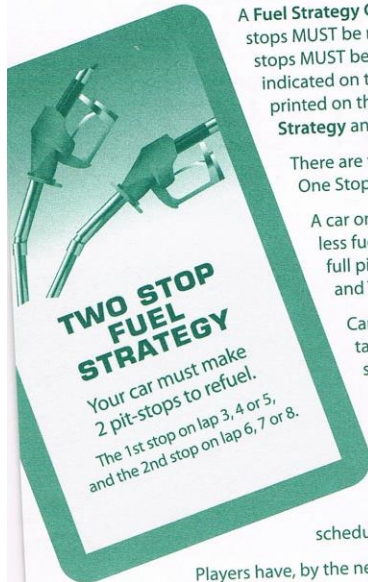
The **Really Nasty Cards** are shuffled and dealt out face down to the players. Players should not let their opponents see these cards. The number of cards to be dealt is decided by the number of players in the game.

With 6 players each player receives 4 cards.  
With 5 players each player receives 5 cards.  
With 4 players each player receives 6 cards.  
With 3 players each player receives 8 cards.  
With 2 players each player receives 12 cards.

The remaining cards are placed in a pile face down on the space provided on the board.

## FUEL STRATEGY:

The Fuel Strategy Cards are shuffled and one is dealt face down to each player. Players should not let their opponents see their Fuel Strategy Card. Any remaining Fuel Strategy Cards are placed face down in the box without being looked at by any of the players and are not used.



A Fuel Strategy Card dictates how many fuel stops MUST be made during the race. These stops MUST be made within the laps indicated on the Fuel Stop Strategy Box printed on the board and on the Fuel Strategy and Pit Turn Sheets.

There are three kinds of Fuel Strategy. One Stop, Two Stop or Three Stop.

A car on a Three Stop Strategy carries less fuel and takes less time to make a full pit stop than cars on a One Stop and Two Stop Fuel Strategy.

Cars on a One Stop Fuel Strategy take 6 turns to complete their scheduled Pit-Stop.

Cars on a Two Stop Fuel Strategy take 3 turns to complete each scheduled Pit-Stop.

Cars on a Three Stop Strategy take 2 turns to complete each scheduled Pit-Stop.

Players have, by the necessity of keeping their Fuel Strategy secret, got to be self-regulating on the issues of: Coming in to the pits at the right time, the number of Pit Turns they take and in the worst scenario, eliminating themselves if they miss the pits on an enforced Pit-Stop.

Players should be aware of other players movements and time spent in the pits so they can work out which cars are on which Fuel Strategy - which will assist in the most effective use of the Really Nasty Cards.

### Race Marshall

If the players feel it is necessary then one of the players can be appointed Race Marshall - to oversee that players adhere to the rules and to arbitrate on matters of dispute that may arise. The Race Marshall alone has the authority to challenge another driver at the conclusion of the race to verify their Fuel Strategy was as they claimed it to be during the race.

## WEATHER & MOVEMENT:

The numbered dice are placed on their spaces on the board. The appropriate dice are used dependent on player's tyres and the weather conditions prevailing at the time of each player's turn.

The Dice are for the following tyre/weather permutations :

### Dry Weather & Dry Tyres

BROWN DICE Dice numbers are 4 5 6 7 8

### Wet Weather & Wet Tyres

BLUE DICE Dice numbers are 3 4 5 6 6 7

### Intermediate Tyres for All Weather

GREEN DICE Dice numbers 3 4 4 5 5 5

### Dry Weather & Wet Tyres / Wet Weather & Dry Tyres known as 'Mis-Match'

WHITE DICE Dice numbers are 2 3 3 4 4 5

Slow Can be used at any time.

YELLOW DICE Dice numbers 1 2 2 3 3 4



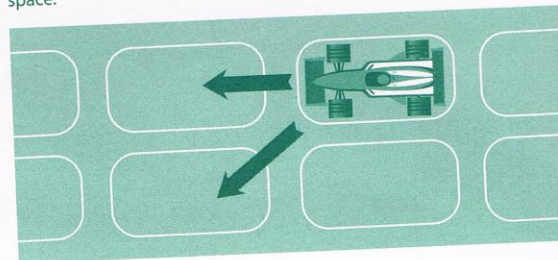
The player in pole position throws the Weather Dice which then determines the weather conditions. The player then places the Weather Dice on the correct weather square on the board. A player can lay A Really Nasty Weather Card at any time allowing them to roll the Weather Dice. This may alter the weather conditions and force other players to change their movement dice or make a Pit-Stop to change tyres.

## PLAY:

The player in pole position starts by rolling the Slow Dice and moving that number of spaces forward. Play continues in grid position sequence (remember it helps if you sit around the table in these positions clockwise) until all players have taken one turn with the Slow Dice. On all further turns players can either roll the Slow Dice or their designated dice which matches their tyres with the current weather conditions (unless otherwise stated by virtue of A Really Nasty Card being played against them).

## MOVING:

All moves must be straight ahead or diagonally forward onto the next space.

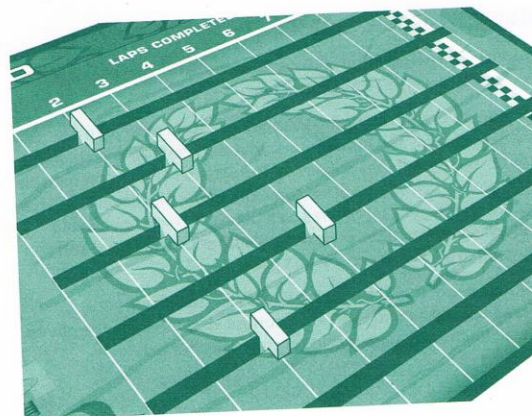


Only one car can occupy a single space at any one time. No car can jump over another car. A full dice roll, or as much of it as possible, must be completed (cars in front may prevent you from completing the full dice roll).



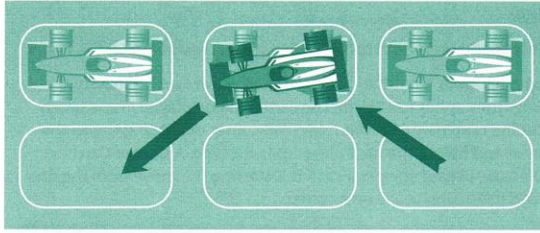
## THE CHEQUERED FLAG:

Each game consists of a race over 10 laps. Each time a car crosses the chequered line next to the Chequered Flag, that driver must move their colour indicator on the Lap Counter to show that particular lap completed. The first player to cross the line for a tenth time is the Winner. A player landing on their Pit Space counts this as a completed lap. The winning tenth lap must be completed on the circuit.



## THE PITS:

Players may enter the Pits on any lap. Cars move on and off these spaces diagonally.



The exact number need not be rolled when landing on your own Pit Space (indicated by your coloured car). Only the **Slow Dice** can be used on a player's first move leaving their Pit Space.

A player cannot drive through another player's Pit Space.

When a player is on a scheduled fuel stop, they must write down the number of turns they will miss in the 'pit turn' section of their **Fuel Strategy & Pit Turns** sheet for that lap. They must also tick the matching 'Scheduled Stop' box to indicate that they have come into the Pits on a required fuel stop strategy lap. (see fig.1)

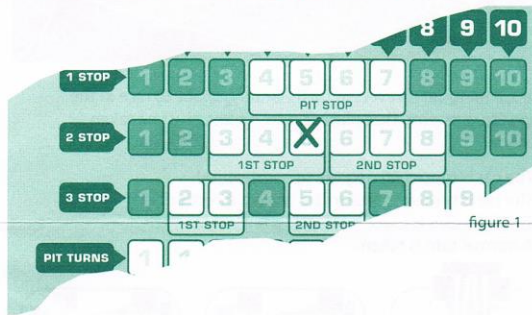


figure 1

Each player will have their own fuel strategy. They **MUST** come into the Pits at least once within the laps indicated on the 'Fuel Stop Strategy Box' for each fuel stop required.

Whilst on any other kind of stop, at least one pit turn must be taken. A player may have additional pit turns given to him by other players using **Really Nasty Cards** during any stop. These turns must be added onto that player's Pit Turns section for that lap. (see fig.2)

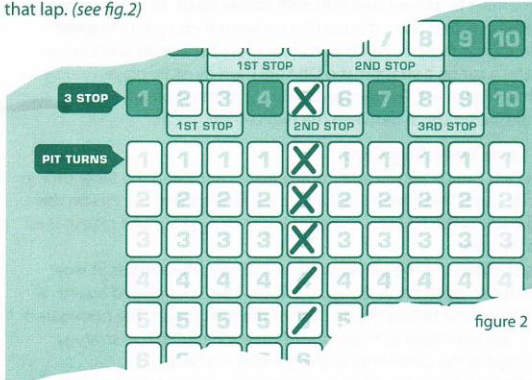


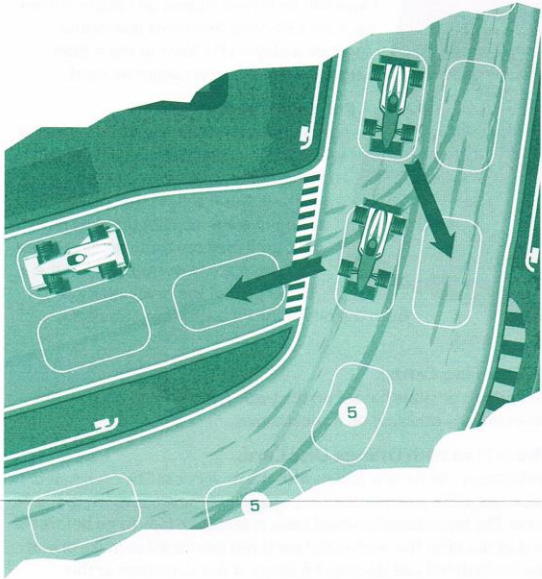
figure 2

All Pit Turns are indicated by a forward slash in the relevant boxes. A taken Pit Turn is indicated by a backward slash added, forming a cross. No player can have more than eight pit turns on any one Pit-Stop.

While on their Pit space a player can exchange their tyres as often as they like and at any time, by exchanging their **Tyre Card** for another from the **Tyre Card** piles on the board.

## ENTERING THE PIT LANE:

Players must be careful when approaching the Pit Lane. They may wish to use the **Slow Dice** because if they miss the entry lane due to having to fulfil too high a dice roll, or the space before or just inside the Pit Lane is blocked, they will not be able to pit on that lap. Once past the pit entry line and inside the Pit Lane, cars can stop behind another car should there not be enough spaces to move in (for example if there are only two spaces and a three has been thrown).



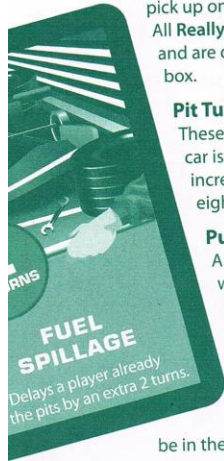
If a car overshoots the pits or is blocked off from entering when they are on a forced Pit-Stop the player is out of the race. Their car is removed from the track. The three types of forced Pit-Stops are:

1. The final lap before any unfulfilled fuel stop (a player will be out of petrol).
2. Being under a **Black/Orange Flag Card** (A **Really Nasty Card**).
3. Being under a **Pit Lane Speeding Penalty** (A **Really Nasty Card**).



## THE REALLY NASTY CARDS:

These can be played by any player at any time, but only one at a time, so a dice roll (any dice except the **Weather Dice**) must take place before the same player plays another **Really Nasty Card**. Several players can play cards at the same time.



Each time a player lands on their pit space they can pick up one more **Really Nasty Card** from the pack. All **Really Nasty Cards** can only be played once and are discarded after use and returned to the box.

### Pit Turn Cards:

These can be played against any player whose car is on a Pit-Stop. Any cards that would increase a player's Pit Turns to more than eight on any one stop cannot be used.

### Puncture Card:

A player can nominate any other car that is within three spaces of their own car (irrespective of lap positions) to get a puncture. This results in that player having to continue with the slow dice only, until they can pit to repair the tyre (but only if they want to!). Neither the player's car or the nominated car can be in the pits or the Pit Lane when this card is

played.

### Yellow Flag Cards:

Indicates a possible hazard on the track. A nominated car may not overtake any other car on its next move.

### Black Flag with Orange Disc Card:

Indicates a mechanical failure with the driver's car. The nominated car must make an enforced Pit-Stop on their next approach to the Pit Lane. The nominated car must have at least two laps to go before the end of the race. The nominated car is not permitted to make one of their scheduled fuel strategy Pit-Stops at the same time as this 'penalty' Pit-Stop.



If the nominated car's next approach to the pit lane is for a scheduled Fuel Strategy Pit-Stop then the car must go into the Pits to take this 'penalty' Pit-Stop on their following lap.

### Weather Dice Cards:

The player may throw the **Weather Dice** in an attempt to change the weather conditions.

### Safety Car:

The player takes control of the **Safety Car** for one lap. Each time before the start of their turn they move the **Safety Car** three spaces forward (or as many as possible up to three if there are racing cars blocking the available spaces) then take their own turn. The very first 'three space move' takes the **Safety Car** onto the track. No car can overtake the **Safety Car** or any other car while the **Safety Car** is on the circuit. Once the **Safety Car** has re-entered

the Pit Lane it is picked up and replaced on its starting position. A player overshooting the Pit Lane entrance with the **Safety Car** (under the same circumstances as with their own car) is disqualified. In that event, the **Safety Car** is replaced on its starting position and their own car is removed from the board. Players may pit while the **Safety Car** is on the circuit. The overtaking rule does not apply to cars in the Pit Lane.

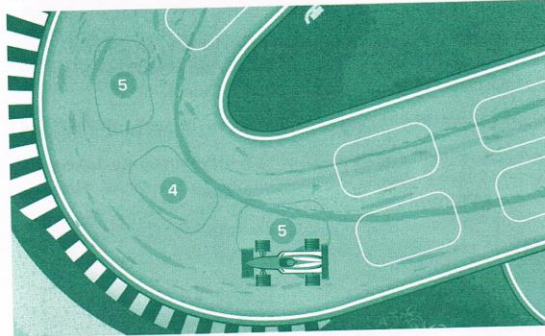


## Corner Cards:

Any player who takes part of a corner with a dice roll higher than the number on any space they cross or land on is in danger of spinning (this applies even if they are unable to move the total number of spaces rolled).

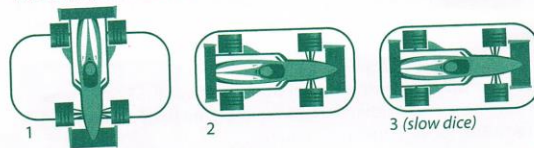
These speed restriction corner zones are marked in red on the track.

A spin happens if another player uses a **Corner Card** matching the corner the car has just taken. The card must be played immediately after the nominated car has taken the corner or is going round the corner and before the next player rolls the dice. A **Corner Card** cannot be played against a car if it is starting the move from the final speed restriction space on a corner.



The spinning car is reversed on its landing space to face in the opposite direction. That player's next 4 turns must be taken as follows:

1. The car is turned 90 degrees (a quarter turn).
2. The car is turned to face in the correct direction.
3. The slow dice is used.
4. A normal turn is taken.



Cautious drivers may choose to use the **Slow Dice** on the approach to a corner so as not to risk a spin.

### Oil Spill Cards:

These must be played together with corner cards. To spin a car on a matching corner (even though that car has not exceeded the speed limit) the car must be resting on a numbered space on that corner. To spin a car on a straight, the **Oil Spill Card** must be played along with two adjacent **Corner Cards**. The car must be on any unnumbered space between the two corners.

### Pit Lane Speeding Card:

This card can be played against any player not using the **Slow Dice** in the Pit Lane. That player will have to come back into the Pits on the approach to the Pit Lane again during their next lap and take at least one Pit Turn.

This card can only be played against a player who still has at least two laps to go to finish the race. This card must be played against a nominated car before the dice roll of the next player. The nominated car is not permitted to make one of their scheduled fuel strategy Pit-Stops at the same time as this 'penalty' Pit-Stop.

The Pit Lane Speeding Card cannot be played against a car if it is starting its move from the final Pit Lane space.