

A 1 Player Roll & Write Game

1 Pawn
1 Pencil
6 Dice (6 sided)
45 minutes

Goal of the Game

The goal is to achieve the lowest total score you can for each of the 4 circuits. For each circuit, Move as far as possible before you run out of Time. For each circuit, when the time runs out, count how many spaces your final mark is from the chequered flag, this is your Place for each circuit and your final score is calculated by summing your total Places of the 4 circuits. You have a higher chance of moving further in a higher Gear but be careful, if you go too fast you may take Damage equal to the Gear you're in. Take too much Damage and you will fail to finish a circuit.

Gear ?

Each turn you select a Gear by moving a pawn one space up or one space down the Gear column. You can never select the same Gear for two consecutive turns. You can only move up or down by more than one space if you use a Special Action to do so. For example: If you were in 2nd Gear last turn, you can only move up one space to 3rd Gear unless you use a Special Action to move to any Gear. For your first turn on each Circuit you can select any Gear to start in.

Move

Each turn after selecting your Gear, roll all 6 dice. You Move spaces equal to the number of dice showing a value below your current gear. Use a pen or pencil to mark the white circle you land on as you move around each circuit. Start from the chequered flag and move in the direction of the small arrows around the circuit. A sequence of circles between 2 arrows is a Section, you must land in each Section at least once. At the end of each turn, you take Damage equal to the Gear you're currently in for each section you've failed to land in. NOTE: you do not take Damage for failing to land in the sequences of circles either side of the chequered flags (the start and end of each Circuit).

Damage X

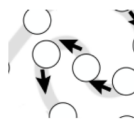
You take Damage by marking off spaces on the damage track. If taking damage because you have failed to land in one or more sections on your turn, you must mark as many spaces on the damage track as the gear you're currently in for each section you failed to land in. If you are required to, yet cannot take any more damage on a circuit because your damage track is full, you must mark "20th" in the place field for the circuit to indicate that you "Did Not Finish". If you choose to use a special action and have exhausted the free supply, you may "pay" any unused damage according to the cost of the special action type. You may use unused damage from the current or previous circuits to pay for Special Actions.

Special Actions

Some special Actions are provided free from the beginning of your game. You may need to use them sparingly because once the free ones are used, you'll have to pay Damage to perform them again.

Turn sequence

1. Mark 1 space on the Time track
2. Decide whether to use the "Shift" Special Action (not applicable to turn 1) of each circuit.
3. Select a Gear
4. Decide whether to use the "Include" Special Action
5. Roll all 6 Dice
6. Decide on either "Re-Roll" or "Select" Special Action and whether to combine this with "include". You may repeat step 6 multiple times on each turn.
7. Count the dice below your current Gear and mark off a space that many spaces further on from where you last landed.
8. Check for how many Sections you failed to land in between previous and new position, for each section you failed to land in, mark off a number of spaces on the Damage track equal to current gear.



example of 2 consecutive sections of just 1 space each...a dangerous corner

Time ⌚

You mark one space on the track each time you change Gear, which is at the start of each Turn. When there are no more spaces on the Time track to mark, count how many spaces back from the Chequered flag you landed. This is your Place for the circuit. If you reach the end of a circuit before the time runs out, you win the circuit and may place a "0" in the "place" field.

NOTE: If you run out of Time but not Damage it is possible to suffer a circuit score of worse than 20.

RE-ROLLS:

Re-Roll all 6 Dice

INCLUDE DICE EQUAL TO ? :

Move based on number of dice EQUAL TO and below current Gear.

SELECT DICE TO RE-ROLL:

Select any of the dice just rolled and re-roll all of those selected at once.

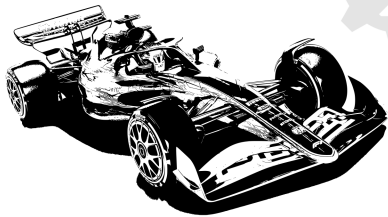
SHIFT TO ANY OTHER ? :

Move up or down to any other Gear (Step 1 of Turn Sequence)

- MARK 1 SPACE ON THE TRACK
- DECIDE WHETHER TO USE THE "SHIFT" SPECIAL ACTION
- SELECT A
- DECIDE WHETHER TO USE THE "INCLUDE" SPECIAL ACTION
- ROLL ALL 6 DICE
- DECIDE ON EITHER "RE-ROLL" OR "SELECT" SPECIAL ACTION AND WHETHER TO COMBINE THIS WITH "INCLUDE". YOU MAY REPEAT STEP 6 MULTIPLE TIMES ON EACH TURN.
- COUNT THE DICE BELOW YOUR CURRENT AND MARK OFF A SPACE THAT MANY SPACES FURTHER ON FROM WHERE YOU LAST LANDED.
- CHECK FOR HOW MANY SECTIONS YOU FAILED TO LAND IN BETWEEN PREVIOUS AND NEW POSITION, FOR EACH SECTION YOU FAILED TO LAND IN, MARK OFF A NUMBER OF SPACES ON THE TRACK EQUAL TO CURRENT



YOU CAN NEVER USE THE SAME 2 TURNS IN A ROW



BELOW ARE SOME SPECIAL ACTIONS YOU CAN USE. THE CIRCLES INDICATE FREE ONES YOU CAN MARK OFF AS YOU USE THEM. AFTER THESE ARE USED, YOU CAN THEN PAY TO CONTINUE USING THEM:

RE-ROLLS



COST:

INCLUDE DICE EQUAL TO



COST:

SELECT DICE TO RE-ROLL



COST:

SHIFT TO ANY OTHER



COST:

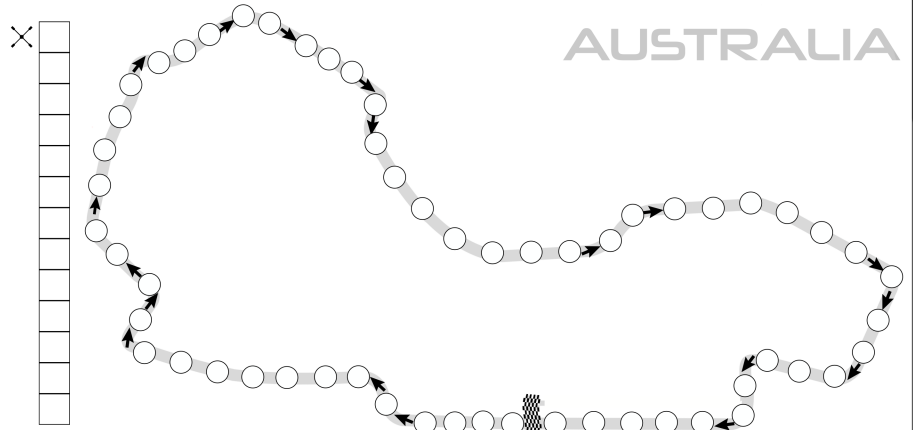


SCORE:

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18

PLACE _____

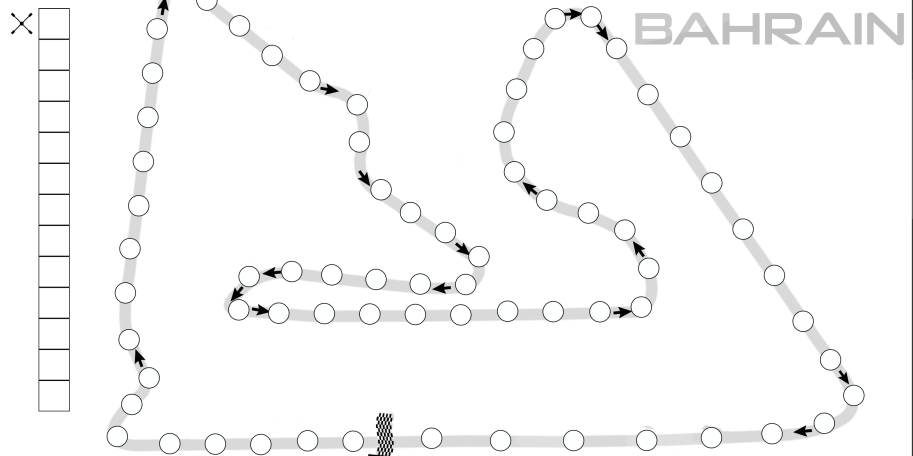
AUSTRALIA



1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18

PLACE _____

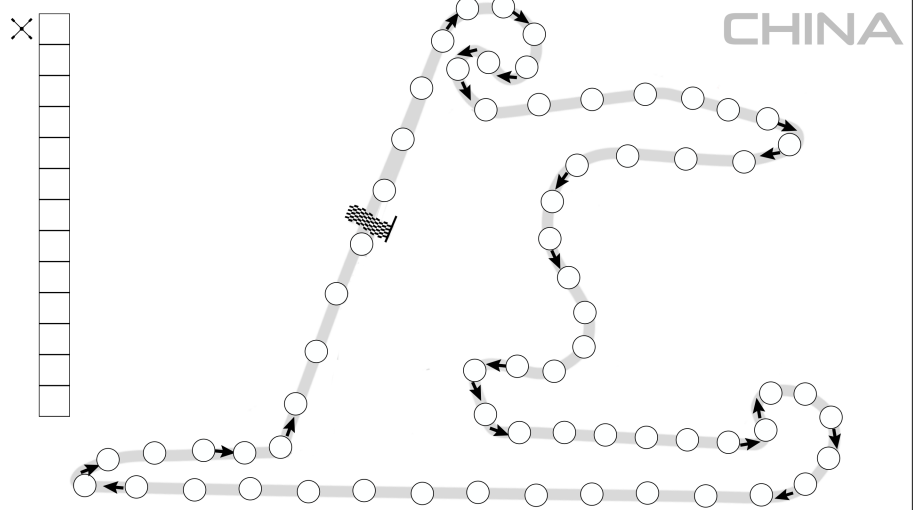
BAHRAIN



1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21

PLACE _____

CHINA



1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21

PLACE _____

SPAIN

