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Quick Start Guide

1.5

Gather
Build
Tune
Race
Win

fusense

Quick Start Guide Version 1.5 · The rules and mechanics presented in this document may be partially or completely modified without prior notice. Please make sure you have the latest version of this document by visiting the website.

TPR formula

1. Opening the Box

Inside the box, you will find the plastic car tokens and the hexagonal track segments. The number of each component depends on the version purchased.

2. Track Assembly

The next step is to create the track layout using the hexagonal track segments provided in the box. The number and arrangement of segments are entirely up to the players. The only mandatory segment is the "Finish Line and Pit Lane" segment.

3. Accessing the Game App

The "Finish Line and Pit Lane" segment features a QR code for accessing the game app. Each player must have a mobile device (phone or tablet) capable of scanning QR codes and internet connection.

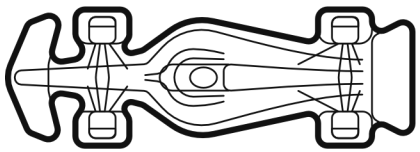
4. Track configuration in the App

When the game app is launched, tap the "Play" button. The first two (2) settings are related to the track, and all players must enter the same information.



5. Car setup in the Game App

Each player must secretly configure the parameters presented by the app according to their race strategy and the characteristics of the track.



6. Starting Order

The starting order can be determined in one of two ways: the first is through a qualifying lap, and the second through the fast qualifying method.

7. Race Start

To start the race, all players must make a pit stop to ensure that the game app shows the turn counter at zero (0), the number of positions to advance at zero (0), and the tire and fuel levels at 100%.



8. Levels and Performance

During the race, each car will consume fuel and wear its tires according to its setup. This will dynamically and in real time affect the car's speed and the lanes available when cornering.

9. Lap Counter

The minimum number of laps is four (4). Each time a player crosses the finish line, they must tap the flag icon in the app, which displays the lap counter at the bottom. On the final lap, the flag will change to a checkered flag.

10. MY TURN, C, and V Buttons

To find out how many positions to advance on the track, the player must tap the "My Turn" button. During the first turn only, this button will be labeled "Start Race."

· The "C" button allows the player to access a better cornering lane on the following turn, with the risk of skidding. It cannot be used on two consecutive turns.

· The "V" button provides greater speed at the expense of stability. It can only be used once every five (5) turns or after leaving the pits.



11. Turn Counter

It is recommended to regularly check the number of turns played. All players still in the race should have the same turn count, except for players who have already finished the race.

12. Failures, Punctures, and Skids

· The car may randomly experience an engine failure, which cannot be repaired during the race. The player must finish the race with the resulting reduction in power.

· When using the "V" button, the car's engine may suffer a catastrophic failure, causing the player to retire from the race.

· When using the "C" button, the car may skid and leave the track, resulting in permanent retirement from the race.

· Tire punctures may occur randomly. These can be repaired during the race by making a pit stop.

· If the tires have been recently replaced (cold) or are severely worn, the car may experience intermittent loss of grip (skidding).



13. Weather Conditions

Track temperature directly affects tire wear, while rain dramatically changes cornering performance and the speed the car can reach.



14. Race Winner

The race is won by the player who crosses the finish line first after completing the number of laps specified in the race configuration.

