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Rules and Mechanics 1.5

Gather
Build
Tune
Race
Win

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TPR formula

1. Number of Players

To participate in a game, each player must have a car token and a mobile phone or tablet running the game app. There is no limit to the number of players.

2. Track Setup

Once the physical track has been assembled, each player must enter the same configuration in the app, including the number of track segments used and the number of laps.

3. Car Setup (Tuning)

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

4. Speed Test

With the turn counter set to zero, tapping the car icon in the app allows you to check the speeds the car will have during the race without affecting the turn counter.

5. Car Speed

To roll the virtual die, each player must tap the **"My Turn"** button in the game app. The number displayed in the box indicates the maximum number of positions the player may advance. The minimum number is one (1).

6. Qualifying Lap

Each competitor completes one lap of the circuit. The pole position is awarded to the player who completes the lap in the fewest turns and/or finishes in the highest position after crossing the finish line. The remaining grid positions are assigned in descending order.

7. Fast Qualifying

To skip the qualifying laps, place the mobile devices side by side and perform a speed test. This determines the starting order for the race.

8. Qualifying Tie

In the event of a tie, only the tied players will repeat the qualifying method used (qualifying lap or fast qualifying).

9. Finish Line

The finish line is located in the center of the track, within the hexagonal pit lane segment. This tile is mandatory when assembling the physical track.

10. Race Start

The devices must be placed on the table with sound enabled. The car tokens are arranged behind the finish line, with the cars lined up in descending order according to the qualifying results.

11. Track Corners

A corner is defined as any section of track featuring a curb (red and white stripes) with lanes that are clearly outlined and marked with letters (A, B, C, D) at both the entrance and exit.

12. Lane Usage in Corners

The game app will display the letters A, B, C, D indicating the lanes available to the player. Players may not change lanes in the middle of a corner or skip over traffic.

13. Driving Over the Curb

If the word "Curb" appears in the game app, the player must advance by counting the positions of lane D and driving over the outside curb. While driving outside the track, overtaking is not permitted.

14. Did Not Finish (DNF)

When the "C" button is pressed, the car may skid and leave the track. This results in retirement from the race, with no possibility of re-entering or continuing the race.

15. Speed Limit

On the curb (red and white stripes), each corner has a number enclosed in a circle. This number limits the maximum number of positions that can be advanced from a position located within that corner.

16. Speed Limit at Race Start

If, during the starting grid formation, any car tokens are positioned on a corner, the speed limits for that corner do not apply.

17. Braking Before a Corner

A player may choose to advance fewer positions to avoid entering a corner and therefore avoid its speed limit. This allows the player to travel through the corner at maximum speed on the following turn.

18. Turn Order

The order in which players take their turns is determined by the position of the cars on the track. If a car overtakes another, the turn order will change accordingly on the following turn.

19. Side by Side

If two cars are side by side, the player who rolls the higher number on the following turn takes the position. If the tie persists, the position is awarded to the player who reached it first.

20. Driving on a Straight

There are no speed limits on straight track segments. It is recommended to leave part of the car ahead of or behind the other car to indicate the order in which the players reached the position in the event of a side-by-side situation.

21. Driving in the Pit Lane

Three turns are used: the first to reach the yellow point; the second to brake at the orange point and make the pit stop; and the third to exit to the yellow point. Side-by-side driving is prohibited in the pit lane.

22. Pit Stop

When positioned at any of the orange points, the player may use the pits by tapping the garage icon in the game app to make a pit stop.

23. Returning to the Race

To return to the race from the car setup screen, tap the garage icon. While in the pits, you can either make a pit stop or tap the button with the checkered flag icon.

24. Retirement from the Race

To retire from the race and/or reset the turn counter, enter the pits and tap the button with the checkered flag and an "X" in the center.

25. Lap Counter

To help keep track of the completed laps, there is a button in the upper-left corner of the game app. Each time a player crosses the finish line, they must add one lap by tapping the flag.

26. Final Lap

When the final lap begins, the lap counter icon will change to a checkered flag. The flag may only be tapped after crossing the finish line for the final time.

27. Race Winner

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