

RULES BOOK



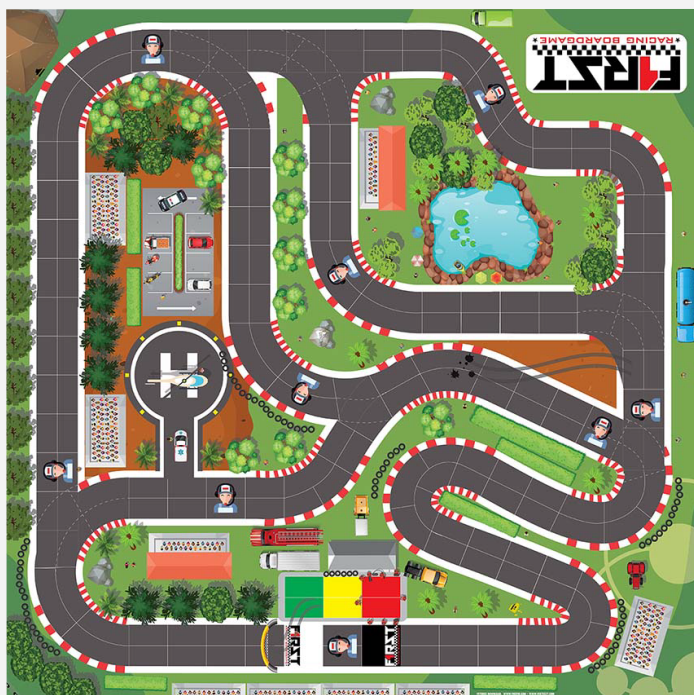
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**WELCOME TO THE 1/64 SCALE CAR MINIATURE GAME.
F1RST RACING IS A COMPETITIVE GAME FOR 2 TO 6 PEOPLE,
FROM 6 YEARS OF AGE.
PLAY WITH YOUR CAR COLLECTION AND CUSTOMIZE YOUR GAME!
FEEL THE ADRENALINE OF THE RACING DRIVERS!
MAKE THE BEST TIME IN THE CLASSIFICATION AND BE THE
POLE POSITION!
FEEL THE PLEASURE OF VICTORY!**

COMPONENTS



1 BOARD MEASURING 1X1 METER WITH 4 DIFFERENT TRACKS.



7 CARS MINIATURES.



3 TOKENS TROPHIES.



**5 TRACK BLOCK TOKENS,
1 D6 DICE AND 1 D10 DICE
6 LAPS TOLKENS**



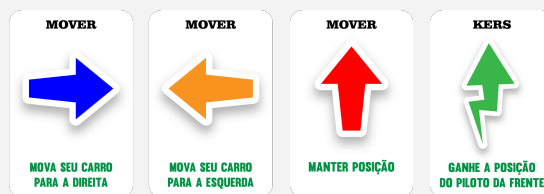
36 RADIO CARDS



22 ACCELERATION CARDS



6 PLAY ORDER TOKENS



24 MANEUVER CARDS



1 GRID TILES



18 FUEL TOKENS

18 TIRES TOKENS



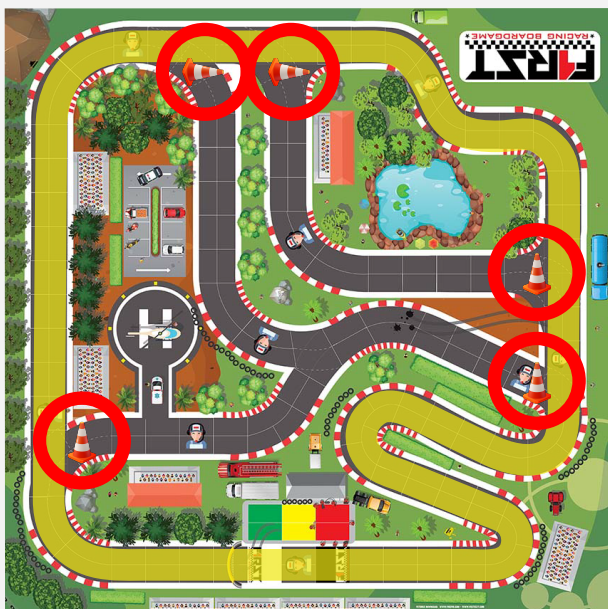
6 PILOTS TILES

PREPARATION

1- Choose which path the pilots should take following (as shown in the image below).



2- Once you have chosen the route, use the track blocking tokens leaving the other areas of the race track inaccessible.



3- Determine the number of laps in the race. Minimum 3, maximum 5 laps.

RACE

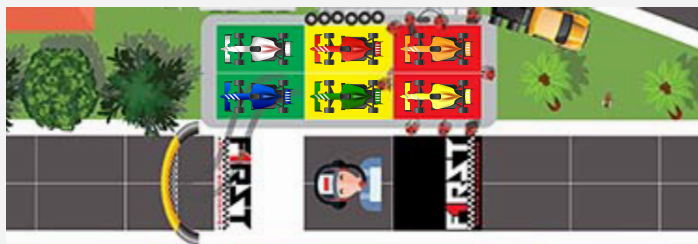
FIRST LAP (GRID)

1- Choose your car and driver card of the respective color to the car.

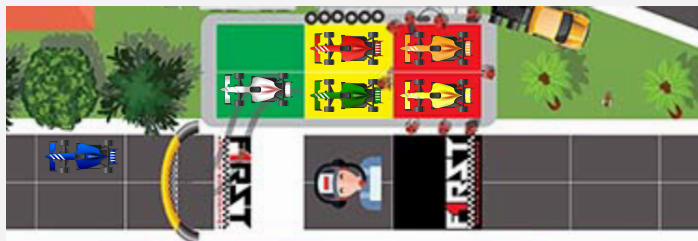
1.1- The first lap is free (icons of RADIO are off and overtaking cannot be defended) to define the START GRID.

1.2- Choose the order of the players.

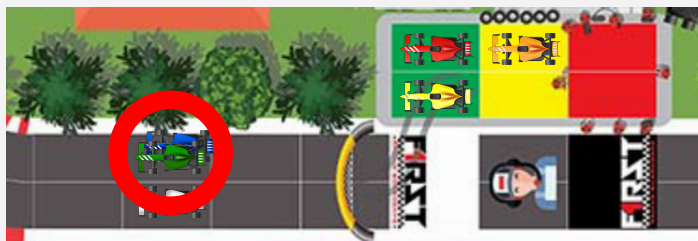
1.3- Place all cars inside the PIT STOP area in the chosen order.



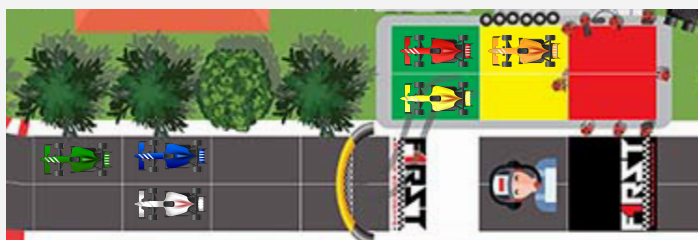
2- QUALIFY: Roll the dice (D10) to start the QUALIFYING. Move the car accordingly with the result of the die. Place the next car in the same place as the first player and continue until all the cars are on the track.



2.1- If rolling the dice (D10) causes that a car stops exactly in a space occupied by another car,

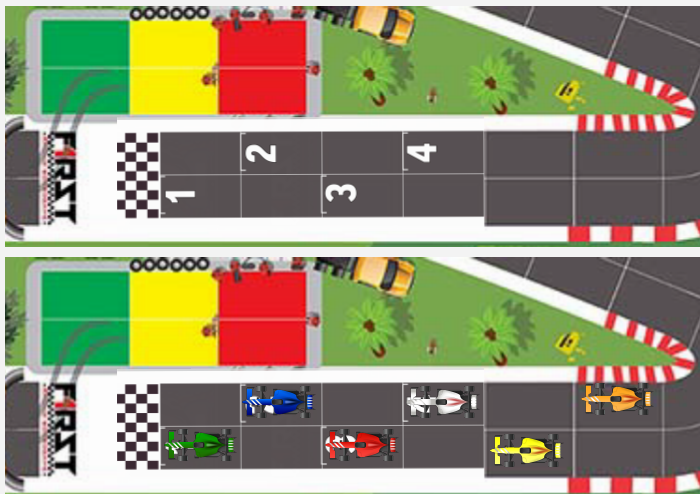


place it in the empty space ahead (this rule only applies to QUALIFYING mode).



2.2- Complete the lap. The GRID will be formed in the order of arrival of the pilots.

3- START GRID. After defining the positions, place the GRID TILE in position and cars in order classification.



4- Place the PILOT ORDER tokens **1** and LAPS  on each DRIVERS TILES.



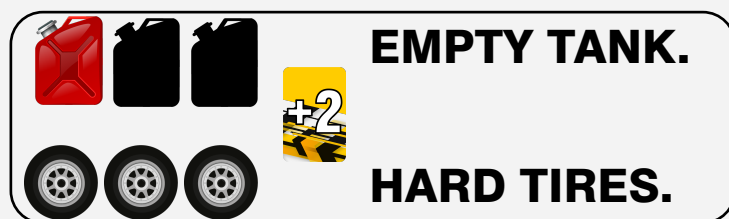
4.1- The order determined in the GRID is the same as the players.

CAR SETUP

1- Use FUEL and TIRES TOKENS with ACCELERATION CARDS (as examples).



4.1- Feel free to choose the settings you prefer. In the example, the pilot then chose EMPTY TANK and HARD TIRES, getting +2 of acceleration.



START

1- After everyone chooses settings, the first pilot rolls dice (D10) and according to the result, move the car.

1.1- Always keep the same line as the START GRID. Cars can only move laterally in cases of attacking or defend positions using the MANEUVERS CARDS (see MANEUVERS CARDS).

RACE WINNER

1- The player who cross the finish line first wins the race.

1.1- Win the race even if the first place needs to go through box on the last lap (see PIT STOP).



CARDS

In F1rst Racing there are 3 types of cards: **RADIO**, **MANEUVER** and **ACCELERATION**.



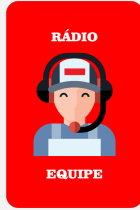
1- RADIO are messages from your team. Every time a pilot passes the icon **RADIO** on the track, buy one card and apply the text on it described.

1.1- Cards with text in Red, must be placed on the **PILOT TILE**.

Cards with text in Blue, must be applied immediately.

Cards with the text in Green, can be used at the time the pilot wishes.

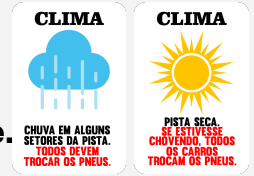
1.2- TELEMETRY: indicates how much the pilot improved on a certain route. Apply immediately and discard.



1.3 ENGINEER: indicates some bad in the car. Apply immediately. These cards take effect until the end of the lap. **PUT ENGINEER CARDS ON PILOT TILE TILL THE END OF THE LAP.**



1.4- CLIMATE: the day always it's sunny in F1rst Racing Race Track, but it can change at any time.



These cards oblige all pilots to make a **PIT STOP** for changing tires. If you buy a **SUN** card first, discard that card. If it is raining and takes **SUN**, do another tire change.

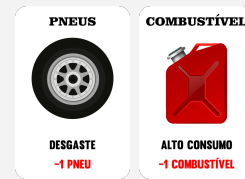
1.5- ACCIDENT: causes **SAFETY CAR** enter on the track. **SAFETY CAR** is placed in front of the car who is leading the racing. Apply immediately (see **SAFETY CAR**).



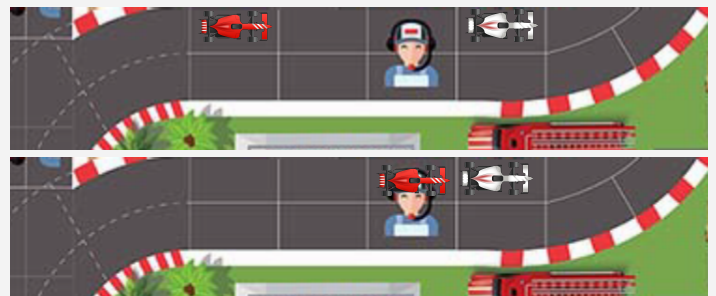
1.6- RACING DIRECTOR: pay attention to breaking rules during the race. Place it on the **PILOTS TILES** until it resolves.



1.7- TIRES AND FUEL: they are consumed at every lap. If one of the two items reach zero the car abandons the racing. Apply immediately.



1.8- VACUUM: makes the car approach the car ahead, if it is at least 2 spaces away and on the same line. Place this card on the **PILOT TILE** and use when you get the chance and discard.

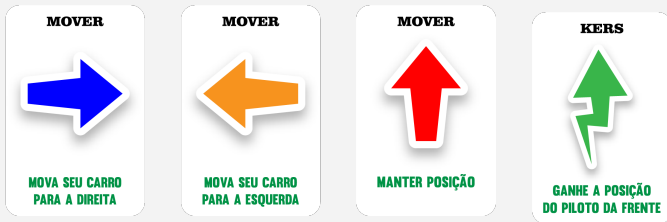


2- MANEUVERS.

Whenever an attacking pilot try to overtake, the defending pilot may use the **MANEUVER CARDS** for defend his position in the race, moving your car in the direction chosen.



2.1- The chosen movement card must be applied by moving the cars (see **OVERTAKING**).



2.2- **KERS**: makes the attacking car overtake, no matter what defender's card. This card can only be used once every lap.

2.3- **RIGHT**: Move your car into space on the right.

2.4- **LEFT**: Move your car to the space on the left.

2.5- **MAINTAIN POSITION**: The defending car remains in the same place. The attacking car move on if you haven't been blocked by the defender.

3- **ACCELERATION**: these cards are directly linked to **STRATEGY**. Greater the risk, greater performance. Add the number of the **ACCELERATION CARDS** on dice for more performance in the overtaking (see **PREPARATION** and **OVERTAKING**).



OVERTAKING

F1rst Racing is not just a game of die and cards, but **STRATEGY**. Use the **MANEUVER** cards to attack or defending a position.

1- Examples:

1.1- Car 1 scored 5 on the die (D10) and will attack opponent 2 who is 3 away.



Car 1 advances 3 spaces until it is 0 (zero) away from car 2.



The car 2 will chose to use the **MANEUVERS** to defend yourself. In this case, each of the involved take their **MANEUVER** cards, put in their hands, choose one of the cards without show the opponent and put on table with the face down.



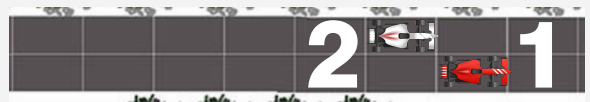
Soon afterwards, both reveal their cards at the same time.



Each makes the respective movement of your cards. 1 right and 2 left.

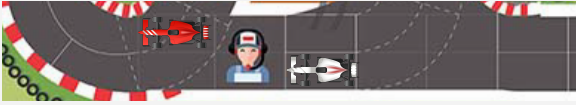


Pilot 1 was able to perform the overtaking and can end your move moving the car 2 spaces left, adding movements according to the **ACCELERATION** card.



1.2- ULTRAPASSAGE AND RADIO ICON:

In some cases, there may be a RADIO between cars during an attack. In that case, resolve the dispute by position first, then buy a RADIO card and execute the text.



1.3- DIE AND SPACES:

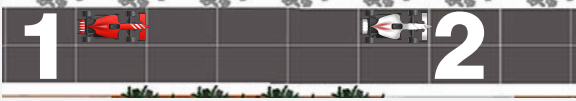
In the following example, car 1 is 4 car spaces 2.



Car 1 rolled 4 on the die (D10). He moves the car until it is next to the car 2.



If they were on the same line,

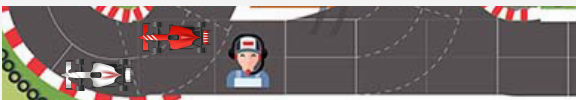


would allow car 1 to be next to the car 2 without passing.



1.4- DIE, SPACE AND RADIO ICON:

In the same scene described in subtopic 1.3, assuming that after pairing of cars, driver 1 has to buy a RADIO card and end up buying the ADVANCE cards, he would then make the overtaking automatically without giving defense chance to car 2.



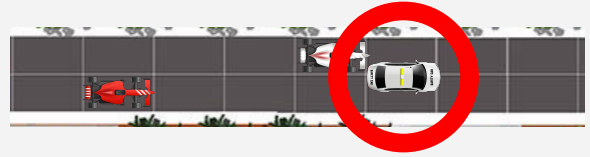
1.5- BLOCKED PATH:

Overtaking is not permitted.



SAFETY CAR

1- Whenever a driver buys a yellow flag card (ACCIDENT), SAFETY CAR immediately enters the track ahead of the first placed in the race.



1.1- RADIO icons are disabled and overtaking are prohibited while the SAFETY CAR remains on the track.

1.2- SAFETY CAR cannot be outdated.

1.3- The drivers behind the first place play the dice normally, and may reach other pilots and pairing with the cars.



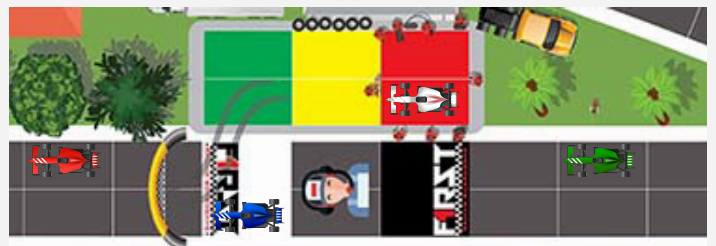
1.4- After the last pilot in GRID STAR order, make your move, the SAFETY CAR rolls the dice (D6) and advances according to the result in the dice. Start the shift again.



1.5- Every SAFETY CAR move starts a new shift. REMOVE SAFETY CAR AFTER THE LAST PILOT dice, according to the quantity of shifts on the ACCIDENT card.

PIT STOP

1- Running out of fuel? Tire is too worn? Need to change the STRATEGY? PIT STOPS are where many times a race is defined.



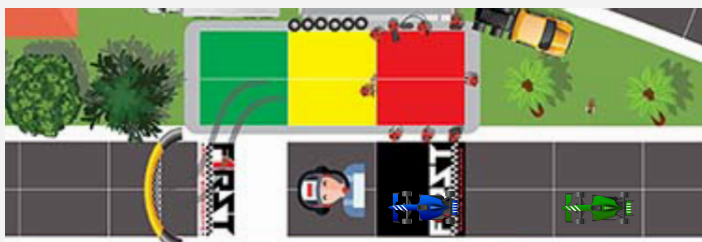
1.1- REASONS FOR PIT STOP:
before FUEL or TIRES reach the end.



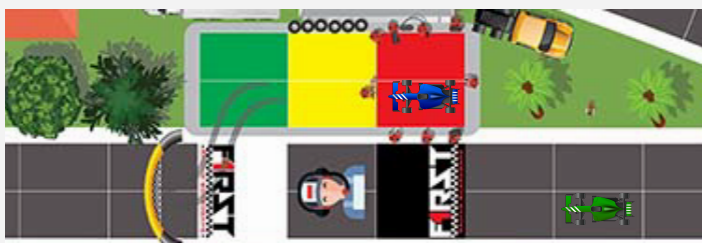
1.2- Under the conditions described in the subtopic 1.1, if the pilot buys a consumption card of TIRES or FUEL, will automatically be out of the race.



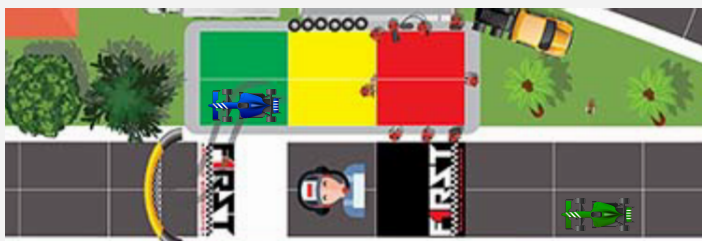
1.3- PIT STOP MECHANICS: if the car need to make a PIT STOP as soon as they cross the finish line,



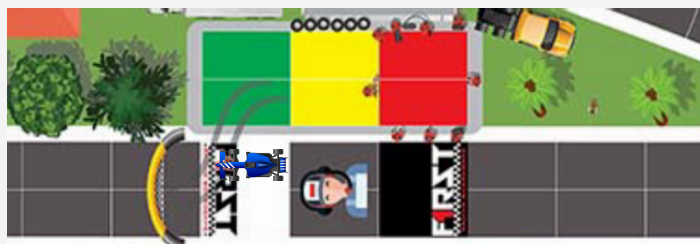
automatically makes the PIT STOP.



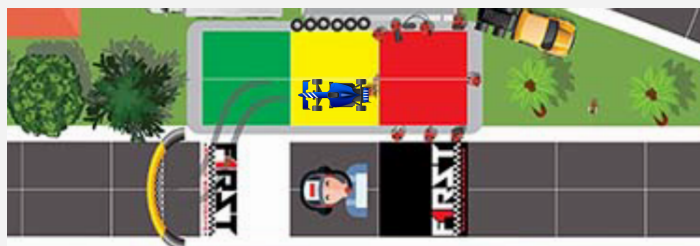
The pilot rolls a dice (D6) and hitting 1 or 6, he can now go to the exit area.



In the next shift, he will be able to perform his shift normally (D10) and return to the track.



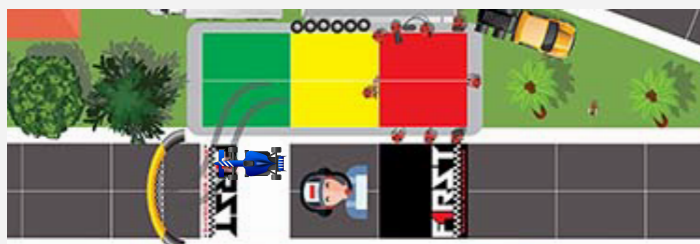
1.4- If you have not been successful in the dice (D6), he remains stationary until his next move, when you can advance to the YELLOW zone and roll the dice again (D6).



1.5- RACING DIRECTOR CARDS: these cards, according to their description, make with the pilot to remain in the area BOXES for 1 or 2 shifts.



1.6- PIT STOP EXIT: will always be in same space for all players (first space to the left in the white zone).



PODIUM

Place the TROPHIES TOKENS on the PILOTS TILES according to the arrival order.



FIRST



SECOND




THIRD

HAVE A GOOD GAME!



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