



## GOAL OF THE GAME

"Formula corsa" ("Formula Racing") is a strategy (and card) game in which players must strategically use their resources to secure the best placements in a series of races and achieve the highest overall score. Winning a single challenge (perhaps by playing only the best cards available for that, accumulating the highest value "♣") is not sufficient, as the winner will be determined only at the end of all the scheduled races. After each round (race), players will receive "recruitment" cards and, above all, a score based on the final position reached (indicated on each "circuit" card), calculated based on the value "♣" deployed (see below). The winner is, therefore, the one who, at the end, has achieved the highest overall score or, in case of a tie, the one who possesses the most "Recruitment" cards, or in the event of further ties, the one who, considering all races, has totaled the highest sum of overall values "♣". The difficulty level increases (and requires more strategy) as the number of players increases.

3 to 5 players (aged 7 to 99) can participate in each game.

## PREPARATION

The box contains 30 "technical" cards, 30 "strategy" cards, 9 "driver" cards, 10 "circuit" cards, 35 "recruitment" cards, 5 "results" folders, and a wipeable marker to annotate scores (it is recommended to erase all writings before storing the folders at the end of the game), a die, and these instructions (on two sides).

Decide whether the challenge should take place over 5 or more races (8 are recommended if playing with 3, or at least 6 if playing with 4 or 5, but never more than 9 - caution: if opting for 7 or more races, each player will eventually be required to purchase "strategy" cards since those distributed at the beginning will not be sufficient), then shuffle all the individual decks of cards and place them face down on the game table (except for the drivers whose cards can always remain visible). Distribute to each player 3 "technical" cards, 6 "strategy" cards, 6 "recruitment" cards (7 if playing with 4 or 5), and a "results" folder (the other unassigned "results" folders are removed from the game) on which to record their "♣" values and earned points. Leave the decks of other undistributed cards available.

## HOW TO PLAY

The game is divided into as many rounds (races) as initially decided to be played.

In each round (race), each player draws a "technical" card from the respective deck (always the top one), then reveals and shows to everyone the first "circuit" card, which helps understand which characteristics are most important for a good placement (each circuit favors more or less brakes and tires, rather than aerodynamics and/or engine).

In this phase, it is also possible to purchase an additional "technical" card and/or "strategy" card (if available and always drawing the top one from the respective decks) by paying the bank two "recruitment" cards for each (on the contrary, anyone who does not possess at least one "recruitment" card must sell to the bank one or more "technical" or "strategy" cards from their possession, receiving in exchange for each one "recruitment" card. Anyone who runs out of "strategy" and "recruitment" cards is excluded not only from the individual round but also from the game).

Then there is a kind of "draw" for the drivers: that is, it is asked how many players want to hire (paying the bank the corresponding number of "recruitment" cards) the drivers that earn +6 points of "♣" value (if requests exceed the number of available drivers, each contender rolls the die, and those who obtain the highest values will win them), then the same procedure is followed to hire drivers that earn +4 points of "♣" value, and finally those that earn +2. It is mandatory for each player to hire a driver for each individual race that is contested.

Then everyone creates their own small deck with the cards they want to use to try to secure a placement for that single race (it is not guaranteed that everyone necessarily wants to win it), namely the "♣" value they think they can achieve: it is mandatory to use a "strategy" card and the card of the hired "driver" (to be placed face up at the top of their deck, hiding it under the others), plus optional from none to a maximum of 2 "technical" cards.

At this point, the actual race takes place: each player reveals their own "♣" value, which is calculated as the sum of the "♣" values indicated on the cards used for the race: the one on the "strategy" card, plus the one on the "driver" card, and those on





the "technical" cards, which, however (only for the latter), must be multiplied by the corresponding number indicated on the circuit (example: "engine 3" with a "circuit" where the engine is "x2" = +6), plus the value obtained by rolling the die once.

Based on the overall "C" value of each player, the final ranking of the race is compiled (in case of a tie, the tied players roll the die again), the "C" value (without adding any die rolls for ties) and the points earned for the achieved position are noted on their own "results" folders, the respective recruitments are received, and then the used "strategy" and "technical" cards are reinserted into their respective decks (which need to be shuffled again), the "driver" cards are placed face up back into their respective deck, while the "circuit" card is removed from the game (not using all "circuit" cards creates more suspense in the type of "technical" cards that are better to possess).

It is recommended, after each race, to calculate the total cumulative points of the various players to always have an updated "final" (partial) ranking.

Have fun!

## TRANSLATION OF PLAYING CARDS

STRATEGIA	STRATEGY
TECNICA Aerodinamica Freni e gomme Motore	TECHNIQUE Aerodynamics Brakes and tires Engine
INGAGGIO	RECRUITMENT
PILOTA	DRIVER
CIRCUITO	CIRCUIT
TOTALE	TOTAL