

TOP RACE

Rennen, Siege & Triumphe!

The mystical allure of the asphalt. The drone of the engines. The smell of burning rubber and gasoline. Heat fills the cockpit, making it hard to concentrate. This is what racing is all about!

Only a few seconds before the start, the tension rises. The light flashes to green and the race is on! Who gets the best start? Who makes his competitors eat his exhaust? Who can pass through the chicanes unblocked, leaving the other drivers in his dust?

GAME IDEA

Depending on the number of players, you will enter one or more race cars in the race. You drive the cars by playing speed cards. But there's a catch! With many of the cards, you must also move your rivals' cars forward! Only by blocking the opposing racecars in the curves and the chicanes will you be victorious and celebrate a major victory. However, don't be surprised if you have a breakdown or another racer suddenly sprints ahead of you on the track.

The goal of the game is to drive your racecar(s) to the top places in order to win the most prize money. You can also change up the game using two variations which involve betting on the race winner or buying shares.

GAME BOARD



GAME MATERIALS

2 double-sided boards depicting 4 racetracks



Speed Street



Lake Lane



Desert Drive

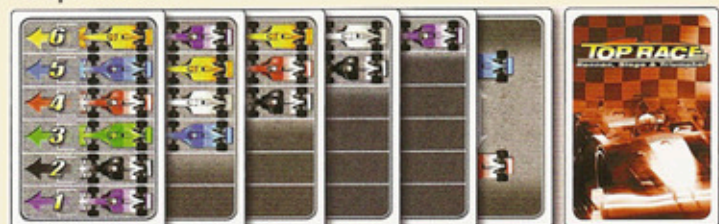


Turbo Town

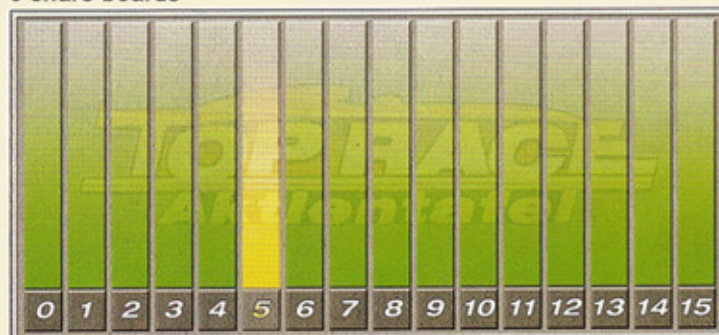
6 racecar cards, matching the racecar colors



48 speed cards



6 share boards



6 racecars



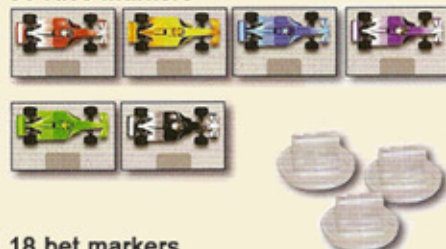
120 bills:

- 30 x 10,000
- 20 x 50,000
- 30 x 100,000
- 20 x 500,000
- 20 x 1,000,000

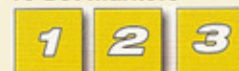
18 pitstop cards



36 race markers



18 bet markers



36 stands for the race markers

GUIDE TO THESE RULES

The rules are separated into different colored areas. After this prelude, you find all rules for the basic game. Then, the special rules follow for pitstops. At the end, you will find two variants: Bets and Shares. If you are playing Top Race for the first time, we recommend you play only the rules for the basic game.

Prelude

Basic Game

Pitstop

Variants

GAME SETUP

Place one of the four racetracks in the middle of the table.

If you are playing Top Race for the first time, we recommend playing the Speed Street track. The Turbo Town track is suitable for the special rules, especially the pitstop rules (see "Pitstop", page 8)

Give each player 200,000 Top Race Euros. Put the remaining money, sorted into stacks, beside the game board to form the bank.

Shuffle all the speed cards and distribute them according to the number of players as follows:

Number of Players	Cards Per Player
2	24
3	16
4	12
5	9
6	8

With 5 players there will be 3 extra cards. Put these back into the box as they will not be used in this race.

Each player takes his cards into his hand. It is recommended that the cards be sorted according to the topmost color of the racecars.

Place all 6 racecar cards face up beside the game board and the corresponding racecars beside them.

All remaining components are put into the box. They are not used in the basic game. The pitstop cards are only used with the "Pitstop" special rule (see page 8). The share boards, bet markers, race markers, and stands are used only in the "Bets" (see page 9) or "Shares" (see pages 9-11) variants.

AUCTION THE RACECARS

One after the other, 6 auctions take place - even if fewer than 6 players are playing. The winner of each auction gets a racecar of his choice, with the selection becoming, little by little, ever smaller.

Select a player to start the auction by any method you choose. A starting bid must be at least 10,000

Top Race Euros. Each player clockwise in turn has the chance to bid a higher amount or pass. Whoever passes once can only bid again in the next auction. All bids must be multiples of 10,000 Top Race Euros.

When all but one player has passed, the first auction is finished. If you have made the highest bid, you pay the offered amount to the bank. You choose a racecar card and place it in front of you. You are now the proud owner of the car pictured on it. Put the car on a free start space of your choice. Furthermore, as the winner of the first auction, you are also the start player of the race.

If you are uncertain which racecar you should select, you should analyze your speed cards. A car that has many high numbers in your hand has the best chance for you. These numbers declare how many spaces the racecars can move forward when the card is played. There are numbers 1-6 as well as 10.

Conduct the other 5 auctions in the same way. The starting bidder is the player to the left of the player who won the prior auction, and must offer at least 10,000 Top Race Euros. But remember: each player must possess at least one racecar at the end of the auctions! Therefore, if you have already purchased a car, you are allowed to continue to bid in auctions as long as there are more racecars remaining than the number of the players still without a car. If the next starting bidder is a player who can no longer purchase another car, the starting bidder is the next player in clockwise order who is still without a car.

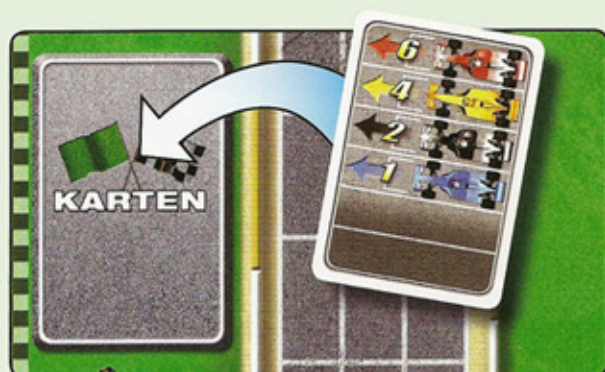
Example: You have won the first two auctions in a game with four players and consequently possess 2 racecars. There are 3 players without cars, but 4 cars are still available. Consequently, you are allowed to bid again. If you should buy a third car, you can't bid again after that. If another player buys 2 cars, you also cannot bid again since only one racecar remains for each of the other players.

If you should still have no car at the beginning of the auction of the last racecar, you must buy this car for a fixed price of 30,000 Top Race Euros. At this point the auctions are over. The race begins.

THE RACE

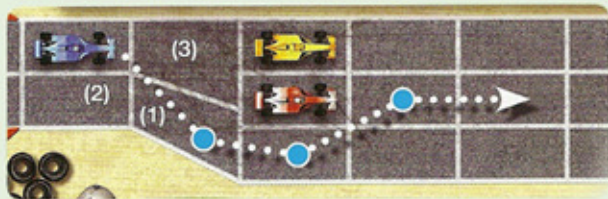
Clockwise in turn, each player plays exactly one speed card and moves all the racecars on the card one after another from the top down.

If you won the first auction, you are the start player. Choose exactly one speed card from your hand and play it. You must now move all racecars that are pictured on the card forward. You must move the cars in the same sequence as they are pictured on the card from the top to the bottom. The number next to a car tells how many spaces you must move the car. Once you have moved all racecars, put the used speed card on the discard space on the board.



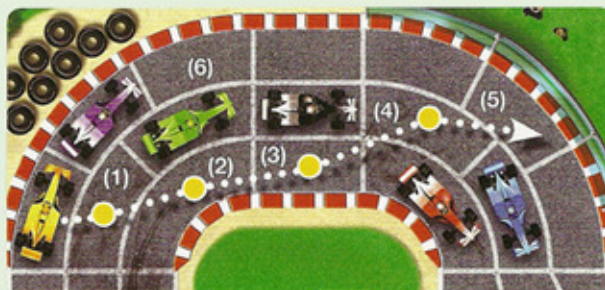
Example: You play the card that is pictured. First, you must move the **red** racecar 6 spaces forward. You next move **yellow** 4 spaces, then **black** 2 spaces, and finally **blue** 1 space forward. Afterwards, you put the card on the discard space.

Each car must be moved the full number of spaces if possible. You always move a car straight or diagonally forward, never sideways or backwards. You can change lanes at will.



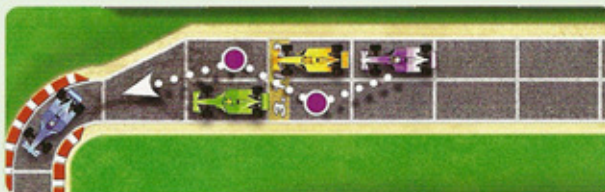
Example: **Blue** moves 4 spaces. It can be moved to space (1) since it lies diagonally forward. It cannot move on to space (2) because that space lies sideways. It cannot go to space (3) either because it would be blocked by the other cars and must move the full number of spaces whenever possible.

Some spaces on curves represent an exception. On these a car can change lanes to the side if the front of the adjacent space is further ahead than the front of the space on which the car sits.



Example: **Yellow** moves 5 spaces. It can move first to space (1) because the front end of space (1) lies ahead of the front end of the space on which **yellow** stands. The same applies to space (2). Also the lane change from space (4) to space (5) is possible. **Green** cannot, in this situation, move to space (2) or space (6) since neither space finishes farther in front of the space on which green lies.

If the route is blocked by other racecars, you can only drive up to the blockade. Remaining movement is then lost.



Example: **Lilac** must move 5 spaces. Since the route is blocked by **blue**, **lilac** moves only 3 spaces; the remaining 2 movement points are lost.



WHITE JOKERS

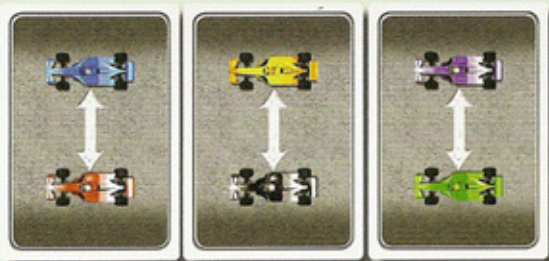
On some cards, a white racecar is pictured; these are jokers. With these you can move any racecar of your choice forward. However, you cannot choose to move a car that is already pictured on the same speed card.



Example: With this card you first move the **lilac** racecar 6 spaces forward, and then move the **yellow** car 4 spaces forward. Now you are allowed to move the **red**, **green**, or **black** car 2 spaces using the white joker. You cannot choose to move **blue**, **yellow**, or **lilac** cars since these are already pictured on the card. Finally, you move the **blue** car 1 space forward.

It is permissible to apply a joker to a racecar that has already arrived at the finish or one that has incurred a breakdown (see below). In this event, do not use the joker's movement points.

SPRINT/BREAKDOWNS

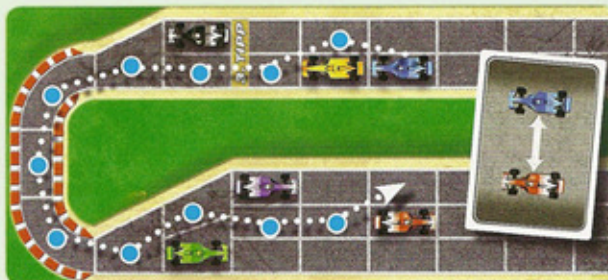


Among the speed cards there are 3 special cards that picture 2 racecars with an arrow between them: blue with red, yellow with black, and lilac with green. You can play such a card as a sprint or as a breakdown. If one of the two pictured cars has already finished, the action cannot be used.

On each game board you will find an overview that shows which two cars are on each sprint/breakdown card.

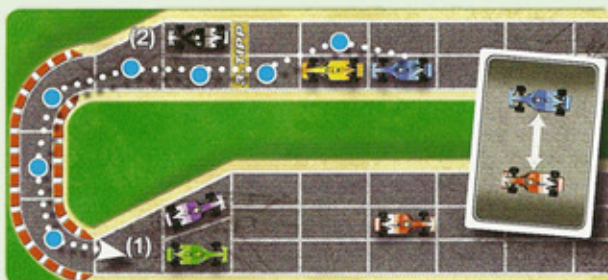
Sprint

This action allows the car that is further behind to sprint forward until it is even with the other pictured car.



Example: You play the **blue/red** card as a sprint card. Now you move **blue** forward until it is even with the **red** car.

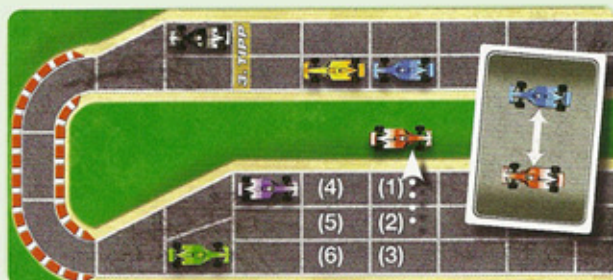
This, however, can only be done if the route is clear. If a blockade should obstruct the path, then you move the car as far as possible and place it in line behind the blockade.



Example: You play the **blue/red** card as a sprint card. Since **lilac** and **green** block the route, you only move **blue** until it reaches space (1). If **black** stood on space (2), you could only move **blue** 3 spaces forward..

Breakdown

In this action, the racecar on the card that lies further in front of the other suffers a breakdown. Put the car exactly beside its space off the racetrack. The car must wait here until the other pictured car has reached this position or has passed it, thus the trailing car must at least drive up even to the breakdown car. Then put the broken down car back on the track again on one of the spaces beside the formerly-trailing car chosen by the broken down car's owner. If these spaces should all be occupied, put the car on the next free space behind it. All movement points pertaining to the broken down car are lost during the breakdown.



Example: You play the blue/red card as a break-down card. Put the red car beside the track. The car must wait there for until blue reaches at least one of the spaces (1), (2), or (3). Then, move red on to one of the spaces (1), (2), or (3) chosen by its owner. If these are all occupied, put the car on one of the spaces (4), (5), or (6).

FINISH LINE

As soon as the first racecar crosses the finish line, put it on the space for 1st place. Put the second car to finish on place 2, the third on place 3, etc. Owners of each car get prize money from the bank as stated on the finish spaces, thus 200,000 Top Race Euros for the winner, 150,000 for second, etc.

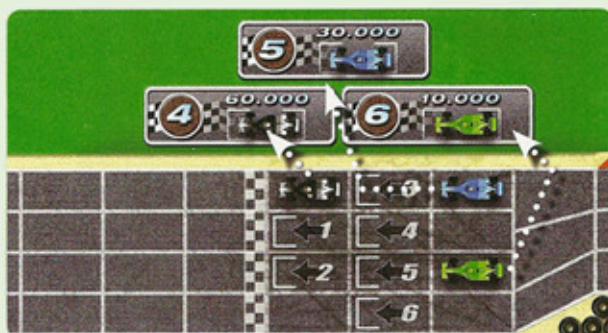


Example: You play the pictured card. First, move yellow 6 spaces forward. It crosses the finish line, therefore put the car on place 1. Then move red 4 spaces forward. It also finishes and is placed on the 2 position. The fact that red finishes one space farther ahead of yellow is meaningless. The finishing sequence is decisive. Finally move black 2 spaces forward, but that is not yet enough for black to cross the finish line.

Movement points of cars that have already finished are lost. If all racecars that you own have reached the finish line, then you take no further part in the race. Your remaining speed cards are discarded.

As soon as the fifth car crosses the finish line, the race ends. Put the last car that is still on the racetrack on place 6. The race also ends if all

players have played all their speed cards. In this case, put all racecars that are still on the track, in order of their positions on the track, on to the finishing spaces. A car is regarded as ahead of another car if its space extends further in front of another. If two or more cars stand even, then the one that is further inside is considered ahead. On a straight section of track, the next curve determines which car is on the inside.



Example: All players have played all their speed cards. The race is over and 3 cars have not reached the finish. Put black on the 4th-place spot, blue in 5th place, and green in 6th place. Blue is considered on the inside of green since the next curve is a right-curve, so consequently it is better positioned.

GAME END

After all 6 placements are determined and you have disbursed the prize money, the race is finished. If the entire game is now finished, the player with the most money wins.

However a game can consist of several races. If playing additional races, shuffle the speed cards and deal them out to each player again. The racecars also are auctioned again. However, you receive no new starting money! Whoever possesses the most money after a fixed number of races is the overall winner.



PITSTOP

The pitstop rule is an expansion rule for which the Turbo Town racetrack has been specifically designed. This track contains more game spaces than the other tracks. You can absolutely play the pitstop rule on the other tracks, but Turbo Town is best suited for it.

All basic rules are in effect with the following changes and additions.

In the distribution of the speed cards at the beginning of the game, some cards are placed beside the racetrack. These cards form the pit.

Number of Players	Cards Per Player	Cards in Pit
2	21	6
3	14	6
4	10	8
5	8	8
6	7	6



Each player gets 3 pitstop cards that he places in front of himself before the start of the race. These cards can be used during the race to take speed cards from the pit or to take the topmost card from the discard stack into your hand. If you have used all your pitstop cards, then you can make no more pitstops.

The tables on the rear of the pitstop cards have no meaning in this variant; they are for the Bets variant.

There are two times you can use a pitstop card:
Point 1: A player puts a speed card on the discard storage space
Point 2: At the beginning of your turn

Point 1: A player puts a speed card on the discard storage space

As soon as a player has moved all cars and has placed the used speed card on the discard pile storage space, you can announce a pitstop in order to take this card into your hand. First, you must wait to see whether other players would also

like to play a pitstop card for this speed card. If so, the player that gets the card is the player who is next in turn order.

If you perform the pitstop, you place the speed card on one of your pitstop cards. On your next turn, you do not play a speed card! You move no racecars forward on this turn. Instead you now take the speed card lying before you into your hand and put the pitstop card into the box. Your turn is over.

Attention: *You cannot use a pitstop to claim a card that you have just played!*

It is possible that more than one speed card will be on your pitstop cards at the beginning of your turn if you have played several pitstop cards within a round. Then you can only accept one of these cards into your hand on a turn. As soon as it is your turn again, you again play no new card and instead take the next speed card into your hand.

Point 2: Beginning of your turn

At the beginning of your own turn you can play a pitstop card in order to take any card from the pit or the topmost card on the discard storage stack. This action cannot be challenged by another player. Take the desired card into your hand and put a pitstop card into the box for it. Your turn ends and you do not play a speed card! You also do not take into your hand a speed card that is lying in front of you because of a prior pitstop.

Attention: *On this occasion it is possible to take a card from the discard storage space that you yourself have played, which may occur, for example, because other players have conducted pitstops earlier.*

Other

If you play a sprint/breakdown while one of the two pictured cars already has a breakdown, the action is not used.

If you have played all your speed cards but still have at least one pitstop card, you can still take part in the race. However you must own a car that is still on the track and has not yet finished. If you are next, you can choose whether to do a pitstop or to pass. As soon as all your cars have finished, you no longer take part in the race.

If all players have no more speed cards, but some still have a pitstop card, then the game ends as soon as all players in turn have passed once.

VARIANT A: BETS

You make bets during a race on which racecar you expect to finish at or near the front. You can earn a lot of money through wise betting and can win the game even if your own cars don't finish at the front. However, you can also lose money with bad bets and at worst can even go broke. The races become much more interesting with this variant.

The bets can be used with all racetracks and also with the pitstop rule. However, you cannot use the betting rules in combination with variant B: Shares.

All basic rules are in effect with the following changes and additions.

Each player gets 6 race markers (one for each car), 3 bet markers (one of each value), and 1 betting table. (If playing with the pitstop rules, then simply turn one of your 3 pitstop cards over.) Put the race markers face down if they are not in the stands - otherwise position them before you so that other players cannot see the front of your markers.

As soon as the first racecar has crossed the yellow 1. Tipp line, you interrupt the race briefly. Each player now makes a secret bet. Choose a car that you believe will win the race in the end or one that will at least finish near the front. Put the bet marker with the number 1 next to the race marker of the corresponding car.

This betting process repeats itself when the first car crosses the 2. Tipp line as well as the 3. Tipp. At these times, put the bet marker with the number 2 as well as 3 next to the race marker of the car(s) you wish to bet on. If you like, you can bet on the same car each of the 3 bets or on 3 different cars, as you wish.

At the end the race you reveal your race markers. For every car on which you have bet, take money from the bank or pay money as the case may be. Read the betting table to see how much money you receive or must pay.

TOP RACE			
Rennen, Siege & Triumph!			
1. TIPP	1. Platz	90.000	1. TIPP
	2. Platz	60.000	
	3. Platz	30.000	
	4. Platz	0	
	5. Platz	- 10.000	
	6. Platz	- 30.000	
2. TIPP	1. Platz	60.000	2. TIPP
	2. Platz	40.000	
	3. Platz	20.000	
	4. Platz	- 10.000	
	5. Platz	- 30.000	
	6. Platz	- 60.000	
3. TIPP	1. Platz	30.000	3. TIPP
	2. Platz	20.000	
	3. Platz	10.000	
	4. Platz	- 20.000	
	5. Platz	- 60.000	
	6. Platz	- 90.000	

Example: You have placed your first bet down on **blue**, with the second bet on **red** and the third bet on **blue** again. The race finishes with **blue** in 2nd place and **red** in 5th place. You get 60,000 Top Race Euros for the first bet on **blue**, for the second bet on **red** you pay 30,000, and for the third bet on **blue** you receive 20,000.

Attention: Unlike the basic game, you can still take part in the race if all your racecars have finished! You can decide on your turn whether you would like to play another card or would rather pass, so you can still influence the race in favor of your bets. As soon as all players in turn have passed or 5 racecars have finished, the game ends.

VARIANT B: SHARES

The auction of the racing cars is dropped in this variant. Instead each player gets shares in all 6 racecars. During the race, you can sell shares and buy others. Your goal is to invest heavily in the top finishing cars, while avoiding investments in poorly finishing cars.

The attraction in the share game is that you don't know which players favor which cars since the shares held are secret. Shares can be played on all 4 racetracks, and also with the pitstop rules. However, you should not combine the shares variant with variant A: Bets.

All basic rules are in effect with the following changes and additions.

Preparation

Each player gets 6 race markers, one for each car, and a share board. Put the race markers into the stands provided if you haven't already. Then put all 6 race markers on the column of your share board with the number 5 so that the other players cannot recognize the fronts of your markers. The markers now show that you possess 5 shares of each car at the beginning of the game.

The starting money is 200,000 Top Race Euros for each player as usual.

Pick out the 3 sprint/breakdown cards from the speed cards and place them face up beside the racetrack. Shuffle the remaining speed cards and distribute them as follows to the players. Afterwards add cards to the sprint-breakdown cards according to the number of players to form a display:

Number of Players	Cards Per Player	Cards in Display
2	22	4
3	15	3
4	11	4
5	8	5
6	7	6

3 cards are left over with 5 players. Put these into the box as they are not used.

If you play with pitstop rules, you should use the alternate distribution chart on page 11.

Auction

An auction takes place as in the basic game. However, the racecars are not auctioned but the cards in the display and the seating sequence are auctioned! If you win the first auction, you become start player for the race. Moreover you can select a card from the display and take it into your hand.

The player to the left of the auction winner must start the next auction as in the basic game; he cannot pass. The winner of the second auction also selects a card from the display and takes it into his hand. Then he sits down to the left of the start player. The other players slide in to the left accordingly.

In this way you auction in turn the seating sequence as well as one card from the display. As soon as a player has won an auction, he/she is no longer allowed to participate. The last player receives the

final card for free. An exception occurs in the game for two players. Both players make offers until one player has taken 2 cards from the display. The other player gets the final card(s) then without having to pay for it (them).

Since the racecars were not auctioned, they drive without owners. Determine the starting spaces of the cars by shuffling the 6 racecar cards and revealing them one at a time, the first car going on space 1, the second on space 2, etc.

Game Play

The game is divided into race rounds and share rounds that alternate. You start with a race round in which all players in turn play a speed card and move the racecars accordingly, as described in the basic game.

After each player has played, a share round follows. Each player must sell 2 shares secretly and buy 2 shares secretly. To make a sale, move a race marker 2 spaces backwards or 2 markers one space back. To make a purchase, move your markers forward.

Attention: Only the race markers are moved to indicate purchase and sale; no money changes hands!

The same shares can be bought and sold in the same round. Which shares you sell and buy are distinct in each share round. You can also buy a share that you have sold in a previous share round, again changing direction. You should always own exactly 30 shares after each share round. You cannot possess fewer than 0 shares in a car nor more than 15.



Example: In the first share round, you sell a share of lilac and a share of black. You buy two shares of blue. You move the race marker for lilac from 5 to 4, black from 5 to 4, and blue from 5 to 7.

Players can trade shares simultaneously. When all players are ready, a race round follows again, followed by a share round, etc. As soon as the first car crosses the finish line no further share rounds take place.

End of the race

The race either finishes as in the basic game as soon as 5 cars finish, or if all speed cards are played. Since you do not possess your own racecar, you take part in the race up to the end and must play a card each time it is your turn.

Now, the accounting of shares takes place. For each car, you get the prize money of the place in which the car finished multiplied by the number of shares you own in that car.

The player with the most money wins. If there is a tie, then the player with the most shares of the first place car wins. If this is also tied, then look to see who has the most shares of the second place car, etc. If players have precisely the same shares, then the player who sits farthest from the start player in clockwise order wins, that being the person who gained their seat position later.



Example: The racecars finish in the following sequence: **Red / Yellow / Blue / Black / Lilac / Green**. In accordance with your stock holdings, you get disbursements as shown in the table below.

Altogether, you therefore get 3,550,000 Top Race Euros. In the auction at the game's beginning, you spent 60,000, therefore you have remaining capital of 140,000. You end the race therefore with 3,690,000 Top Race Euros.

Finish Order	Color	Car Value	Shares Owned	Winnings
1	Red	200.000	7	1.400.000
2	Yellow	150.000	5	750.000
3	Blue	100.000	11	1.100.000
4	Black	60.000	2	120.000
5	Lilac	30.000	4	120.000
6	Green	10.000	1	10.000

Shares & Pitstop

If you play the share variant with the pitstop rules, you change the distribution of the cards at the start according to the table at right. Make sure that the 3 sprint/breakdown cards are always in the display!

Number of Players	Cards Per Player	Cards in Display	Cards in Pit
2	19	4	6
3	13	3	6
4	9	4	8
5	7	5	8
6	6	6	6

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