

# Welcome to Wheel to Wheel® board game. Let's race! 😊



## TERMINOLOGY

**Token / Driver (1 & 2)** – Token is racing car figurine representing a driver. It can be either driver 1 or driver 2 depending on the number of stripes marked on the “rear wings”.

**Field** – A field is a square space on the board on which the tokens can be moved. A field can be either grey or red.

**Lap** – One lap is moving a token around all fields from the start line to the finish line marked on the board. A lap is concluded when a token crosses the finish line.

**Team / Player** – A player is representing a team. A team consists of two drivers.

**Move vs. Turn** – A move is movement with one token/driver based on the number thrown by the dice used prior to the move. A turn is referenced per player making both moves with both of their token/driver in consecutive order.

**Round** – A round means all players completing their turns one after each other.

**Pit stop/Pit Lane/Pit entry or exit** – The pit lane is a “service” lane /dark grey fields next to the finish straight) where all teams “garages” (fields with color coded arrows matching the team colors) located. It is mandatory for each driver to enter their garage and make a pit stop (change tires) at least once during a race. The pit lane is entered via the pit entry field and exited via the pit exit field marked on the board.

**Hard (or wet) tire** – Option 1 for tire use. When using a hard tire, a driver can go 2 laps without needing to make a pit stop. Hard tires are a slower option. It is color coded yellow on the dashboard dials.

**Soft tire** - Option 2 for tire use. When using a soft tire, a driver can go only 1 lap without needing to make a pit stop. Soft tires are a faster option. It is color coded pink on the dashboard dials.

*(More on dials and dashboard in the SETUP section.)*

**Grid** – The starting formation of a race, that determines the starting position and order of each driver. It is marked on the board with grey field with white numbers from 1 to 12.

**Yellow flag** – Yellow flag means there was an accident on the track and drivers must slow down for safety requirements until the track is clear. (throwing blue dice until the round is completed)



## OBJECTIVE & GROUND RULES



Players will take on the roles of elite racing drivers, navigating their way through a challenging track to claim victory. Each turn, players will roll the dice to determine their movements, **strategically managing** their speed, pit stops and tire wear.

Each team participates with 2 drivers in the race. Each driver must use a minimum of one set of hard and minimum one set of soft tires during a race. (See more under “TIRE STRATEGY”)

Pit stops will be crucial for changing tires but beware of penalties for reckless driving! Crashing into other drivers will result in restarting the entire lap with the driver at fault.

The first player to cross the finish line (start/finish line marked by the checkered field on the track) after completing 3 (three) laps will be the race winner while the most points collected via both drivers combined will crown the winning team.

The race ends when the second-to-last driver crosses the finish line and completes their last (3<sup>rd</sup>) lap. May the best driver and the best team win!

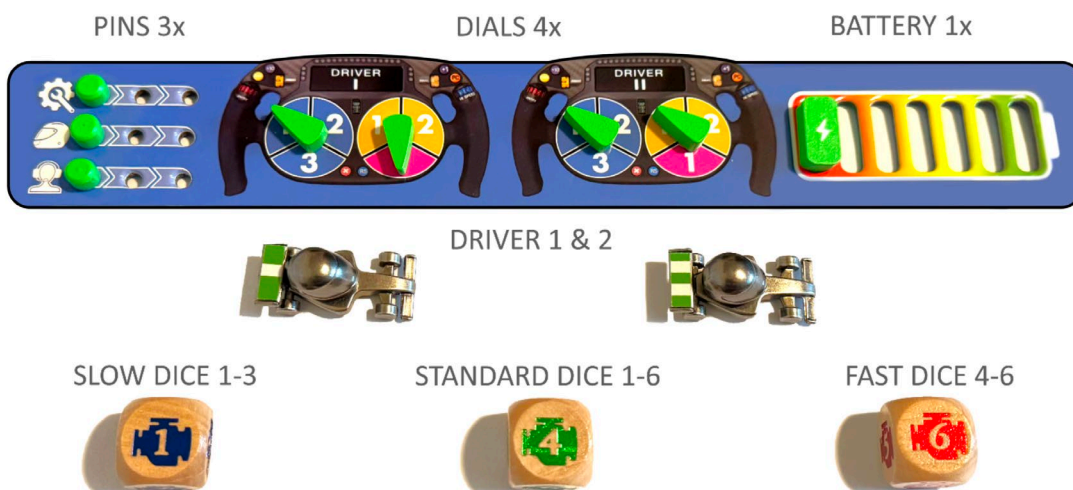
The following points are given based on the order the drivers have finished the race to determine the winning team:

|     |           |      |          |
|-----|-----------|------|----------|
| 1st | 25 points | 7th  | 6 points |
| 2nd | 18 points | 8th  | 5 points |
| 3rd | 15 points | 9th  | 4 points |
| 4th | 12 points | 10th | 3 points |
| 5th | 10 points | 11th | 2 points |
| 6th | 8 points  | 12th | 1 points |

Race vs Championship: A race is when all players complete 3 laps with all their drivers and winners are called based on the race results. The championship is when the winners are decided based on summary of points of multiple pre-set number of races.



## ACCESSORIES (per team) - Image #1





## SETUP

Seating and the direction of the round is decided based on the grid positions before the game begins. This procedure is called **QUALIFYING**. Players will choose their team colors as part of setting the grid.

The grid is decided by all players rolling all 3 dice once, for positions 1, 3, 5, 7, 9, and 11 (for driver 1). The highest number takes the lowest grid position, the second highest the next, and so on. In the case of two players rolling the same number, those players must roll again until the grid position is decided. Positions 2, 4, 6, 8, 10, and 12 for driver 2 are filled automatically depending on driver 1's position. The teammates will be placed behind each other. The teammate of the car in position 1 will go to position 2, the teammate of position 3 will go to position 4, and so on...

Players should be seated in order of their positions on the grid, next to each other, clockwise around the board.

Team that is higher up on the grid will choose team color first, second for second, and so on...

On the **Dashboard**, the pointers are for keeping a record of your tire choices and laps completed. The blue dial marks the number of laps each driver has completed (1-3), while the yellow/pink dial marks the types of tires used and the number of laps completed on that tire.

**Yellow represents hard tires**, usable for a maximum of 2 laps. When using hard tires moves can be made with blue or green dice.

**Pink represents soft tires**, usable for one lap only. When using soft tires moves can be made with either of the three dice (blue, green or red).

See "TIRE STRATEGY" for dials setup for the start depending on your chosen tire strategy. Position your dial to #1 on the blue dial and #1 on either the yellow or the pink field on the tire dial depending on which tire you chose to start the race on.

**Pins and battery** must be placed in their first slots. (see image #1)



## TIRE STRATEGY

**Hard-Hard-Soft** – 1 pit stop – start setup: blue dial 1 / yellow dial 1 (see Driver II on image #1)

**Hard-Soft-Hard** – 2 pit stops – start setup: blue dial 1 / yellow dial 1

**Soft-Hard-Soft** – 2 pit stops – start setup: blue dial 1 / pink dial 1 (see Driver I on image #1)

**Soft-Soft-Hard** – 2 pit stops – start setup: blue dial 1 / pink dial 1

**Hard-Soft-Soft** – 2 pit stops – start setup: blue dial 1 / yellow dial 1

**Soft-Hard-Hard** – 1 pit stop – start setup: blue dial 1 / pink dial 1



*TIP: putting your 2 drivers on different strategies could help you better understand during the race, which options work better than others, amongst the actual race conditions. The number of players, the players' personalities or skill level, external factors such as rain or luck, etc. can all change the odds between the strategies' outcomes.*



Drivers will start in order of their grid positions. Each player will throw with the dice of their choice for each of their drivers in a consecutive order. Once a player makes a move with one driver, the player can throw a dice and make the move with the second driver.

After each throwing of the dice, **players have 3 choices:**

1. Moving forward with a driver on the track
2. Skip moving on the track. Instead charge the battery with the score shown on the dice
3. Discharge the battery in case it is already fully charged and move forward 6 fields. This decision must be made prior to throwing the dice or making a move. If decided to use the battery, the player will not throw the dice, instead will make the 6 steps forward.

**The magic 6** - In case of a 6 throw or 6 steps due to battery use means the driver will throw/move again in the same turn. When throwing the dice again after throwing a 6 or using the battery, the blue dice cannot be used.

**Battery** - cannot be discharged in the same turn when it becomes fully charged. Batteries can only be used if they were charged fully during a prior turn.

The battery can only be fully charged with throws totaling exactly 6 (for example you cannot charge the battery with a 4 and a 3). When your battery is discharged, you must move the battery bar into the first slot on the dashboard.

The battery acts as a strategic tool to help overtake and control your speed on the track according to your needs.

*TIP: using throws, that are not particularly putting your driver in an advantageous place, to charge the battery, can be turned into valuable pace when needed later.*

**Which dice to use?** Depending on the tire used by the driver, the following dice are available:

**Hard tire:** can throw with either green or blue dice.

**Soft tire:** can throw with either of the 3 dice, blue, green and red.

Choosing your dice can affect your speed. Need to speed up, pick the red if it is available, need to slow down, pick the blue.

Multiple drivers can occupy all fields (grey, dark grey, red) simultaneously during the first 2 rounds. After the first 2 rounds, however, only 1 player can occupy the red fields at the same time. If two players land on the red field a collision occurs. (*see below*)



## COLLISION



Collisions can only occur on red fields when 2 or more drivers land on the same red field in the same round during a takeover attempt. The driver stepping onto the red field last, is at fault, and must go to the **Crash Zone** (see image below) at the end of the pit lane immediately and restart the lap in the next round. The blue dice must be used until the driver is out of the crash zone and the last field of the pit lane.



After a collision, the following teams must use only the blue dice until the current round is completed to comply with yellow flag regulations.



## OVERTAKE

Overtaking is a key part of this game. Overtaking is possible with any number of steps thrown by any of the dice available, on any part of the track or by discharging the battery.

**Slipstream** - All drivers can use red dice to overtake when standing in 2 or fewer fields behind another car. Drivers can choose to use the blue dice or charge the battery to avoid collision or to get closer to the car in front

*TIP: executing an overtake from right behind another car with a fully charged battery will take you far, reducing the chance of having the position taken back in the next round. Look ahead to make sure there is no risk for collision.*



## WET CONDITIONS / RAIN



When all players throw at least one 6 with a dice within the same round, rain falls. The last player to throw 6 in the round can execute the steps before the rain starts. Rain conditions last until all drivers finish their current lap or for 6 rounds, whichever occurs first. During rain, drivers can only use the blue dice and batteries are disabled. Drivers can pit and “change to wet tires” during rain.

Wet tires have the same conditions as the Hard tires and can be tracked with the yellow fields on the dashboard dial. As soon as all drivers complete their lap (or 6 rounds completed) and cross the checkered line (either on track or in the pit), the rain stops.

*TIP: Depending on where you stood with your driver when the rain started, making a lucky early pit stop can mix up the orders easily. Anticipating how long the rain will last can help you make the right call.*



## ENGINE FAILURE

A driver will suffer an engine failure after throwing three 6s in a row. Applies for one driver in the same turn. When a driver's engine fails, they must go to their garage in the pitlane directly and restart the lap in the next round leaving from the garage.



## PIT STOP



Drivers must enter the pit lane for tire changes, or strategic reasons. Only the blue dice can be used in the pit lane, and drivers can only step on their garage field (colored arrows) with an exact throw. In the pit lane you can overtake with any throw, and more players can step on the same field at the same time (no collisions). When you step into your garage you can change your tire for the next lap by adjusting the dials on your dashboard accordingly.



## IMPROVE YOUR SKILLS

Slots are earned per team not per driver. Advancement applies to both drivers of a team.

In a single race any team that completes a lap first will gain 3 slots that can be used freely towards any skill or split between skills.

In a Championship each team earns a skill-slot after every +20 points.

**Use the Wheel to Wheel® phone application** to help with managing the skills and championship points. (available on IOS and Android)



## Helmet icon (Driver skills)

**1st slot:** DEFAULT - you can use the red dice when standing **2** fields behind the driver front of you to execute an overtake.

**2nd slot:** you can use the red dice when standing **3** fields behind the driver front of you to execute an overtake.

**3rd slot:** you can use the red dice when standing **4** fields behind the driver front of you to execute an overtake.



### Tools icon (Technology)

**1st slot:** DEFAULT - you will suffer an engine failure (go to the pit directly, restart the lap) after throwing **three** 6s in a row. Applies for one driver in the same round.

**2nd slot:** you will suffer an engine failure (go to the pit directly, restart the lap) after throwing **four** 6s in a row. Applies for one driver in the same round.

**3rd slot:** you will **never** suffer an engine failure.



### Headset icon (Management)

**1st slot:** DEFAULT - when entering the pit lane, you need to throw exactly as many fields as you need to move to your pit stop.

**2nd slot:** when entering the pit lane, you need to throw exactly as many fields as you need to move to your pit stop. You will receive **automatic entry** to your pit stop **after 3 failed tries**.

**3rd slot:** when entering the pit lane, you need to throw exactly as many fields as you need to move to your pit stop. You will receive **automatic entry** to your pit stop **after 2 failed tries**.

