



DAYTONA 500[®]

||||| NASCAR

Race Game

INSTRUCTIONS

2 to 4 Players



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NASCAR

Contents

racetrack gameboard, 6 race cars, 48 cards, MB money

Object Of The Game

Compete in three races to win the most money!

Setup

Twist car chassis from runners. Discard runners. Assemble cars as shown in Figure 1.

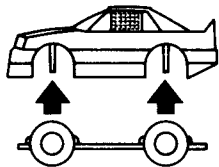
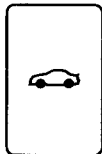


FIGURE 1

Choose one player to be the dealer. The dealer must do the following:

- Give each player one \$100,000 bill, three \$50,000 bills and five \$10,000 bills (\$300,000 each). The rest of the money is placed to one side as the bank.
- Remove the six bidding cards from the deck. (They're the unnumbered cards.) Shuffle the six cards and place them facedown next to the gameboard.



There are six bidding cards.
(One for each color car.)

- Remove the six #9 race car cards from the deck. Place them faceup to the side for now.



There are six #9 cards.
(One for each color car.)

- Shuffle the remaining 36 cards and deal them all facedown to the players. Players should keep their hands secret from the other players.

Bid For Cars

Before the race begins, players must purchase their race car(s) by bidding on them.

Each player must buy at least one car.

- In a 3 or 4-player game, one player cannot own more than two cars.
- In a 2-player game, one player cannot own more than three cars.

Once you have purchased the maximum number of cars, you cannot bid on any other cars.

The cards in your hand will help you decide which cars to bid on. Each card has one or more cars with matching color numbers. Each number tells you how many spaces a car moves. Higher numbers (4, 5, 6) can move a car faster around the track.

See which color cars have the *most* high numbers in your hand. It's a good idea to bid more for the car color(s) with the *most* high numbers.

Note: A white car on a card is considered "wild" and its number can be used to move any color car.

Bidding Rules

1. The dealer turns over the top bidding card in the deck, revealing the first race car to be auctioned.
2. The player to the right of the dealer goes first. That player may bid or pass on the car. The first bid must be at least \$10,000. Bidding then continues *counter-clockwise* around the gameboard as follows:
 - Each successive bid must be increased by at least \$10,000.
 - You cannot bid more money than you have.
 - You can pass on a bid at any time, but you are then out of the bidding for that car.
 - The highest bidder buys the car.
3. If you are the highest bidder, do the following:
 - Pay your bid money to the bank. All other bidders keep their money.

Bidding Rules (continued)

- Take the car you bought and place it on the #1 pole position on the track. See Figure 2.

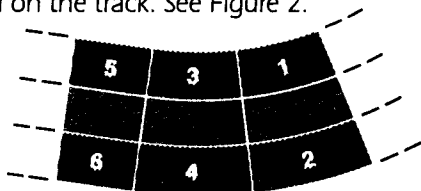
- Take the bidding card that matches your car color and place it faceup in front of you. This will remind all players that you own that car.

- Take the #9 card that matches your car color and add it to your hand.

4. The rest of the cars will be auctioned one-at-a-time as described above. Bidding will begin with the person to the right of the last player to buy a car. The second car up for sale is placed on the #2 position, the third car on the #3 position, and so on until all six cars have been placed on the track. See Figure 2.

FIGURE 2

Start positions



If one player is still without a car when the last car comes up for sale, that player must purchase the car for \$10,000.

In the rare instance that no one wants to bid on a car, it must still run the race and be moved around the board as usual. An unpurchased car should be placed on its starting position in the normal fashion, as described above. The matching #9 card is placed out of play. (Of course, no one will collect any money won by that car.)

The Race Begins

How To Play

The player who owns the #1 pole position car plays the first card. The player sitting on his or her right goes next and play continues in a *counterclockwise* direction until the race is over.

On your turn, do the following:

1. Play one card from your hand by placing it faceup in a discard pile in the center of the gameboard.

2. Move each of the cars shown on the card the number of spaces indicated. (Always move the full number of spaces, or as many as possible if the car is blocked.) **Important:** On your turn, you control the movement of each car shown on the card you play. The owner of a car cannot tell you where to move it.

The Cards

Here's how to play each type of card on your turn:

Single car

Move the matching color car the number of spaces shown.

Example:

Move the red car nine spaces.

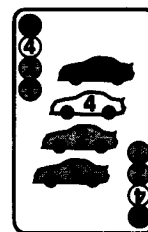


Multi-cars

Move cars in order from top to bottom.

Example:

- First, move the red car six spaces.
- Then move the yellow car four spaces.
- Then move the blue car two spaces.
- Finally, move the orange car one space.



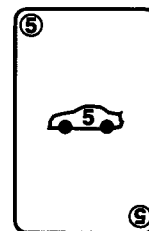
White cars

White cars are wild!

As a single white card:

Move *any* car five spaces.

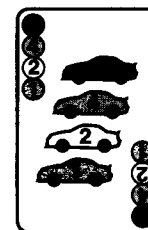
You must pick a car that can be moved the full five spaces.



On a Multi-car card: The white car allows you to move any color car not shown on the card. You must pick a car that can be moved the full amount shown. If this is not possible, don't use the wild car move, and go to the next car on the card.

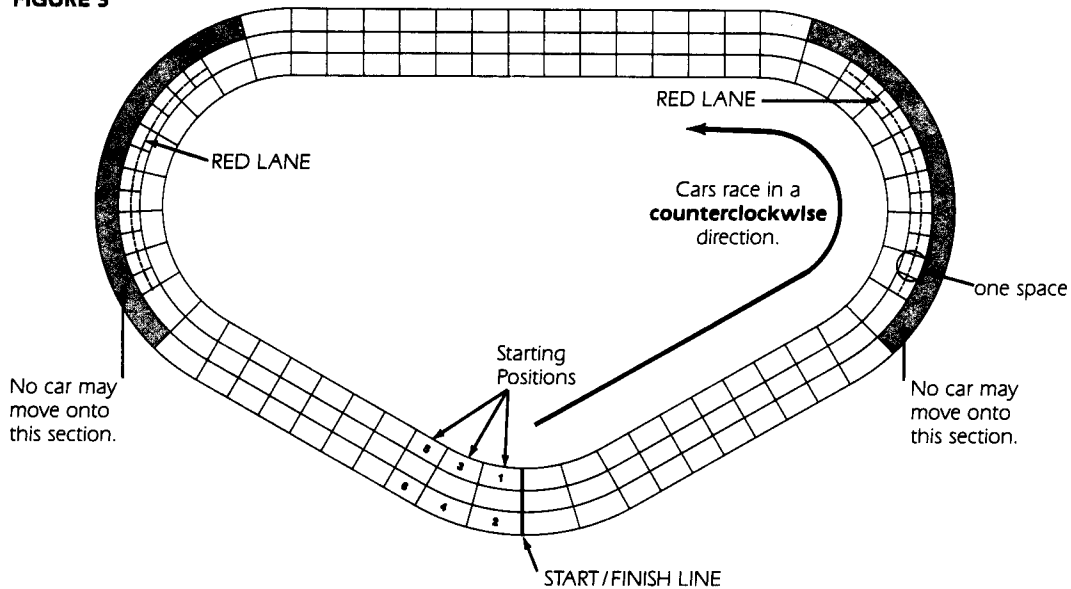
Example:

- First, move the red car six spaces.
- Then move the blue car four spaces.
- Then choose either the orange, yellow, or black car to move two spaces (if possible).
- Finally, move the green car one space.



The Track

FIGURE 3

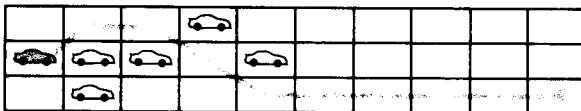


Moving Cars On The Track

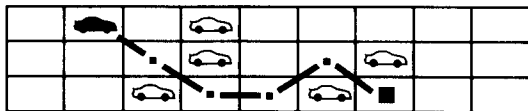
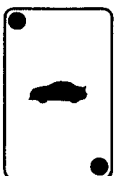
All cars must move forward space by space, either diagonally (from lane to lane) or straight ahead in a counterclockwise direction. See Figure 4. Cars cannot be moved sideways from lane to lane, backwards or over other cars in the same lane.



FIGURE 4



Green car moves nine spaces.



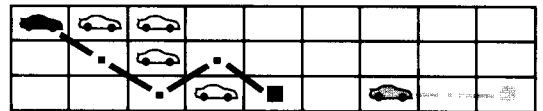
Red car moves five spaces.

Blocked Cars

Cars must be moved the full amount shown on the card, unless blocked. If a car cannot complete its move, it must be moved as far as possible. See Figure 5.

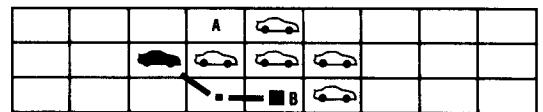
Exception: A wild card car must be moved the full number shown, or not at all.

FIGURE 5



BLOCKED

- The yellow car cannot move at all.
- Then the red car moves four spaces.
- Then the blue car moves two spaces.



BLOCKED

The red car is blocked and cannot move the full five spaces. Move it as far as you can to square B (not square A).



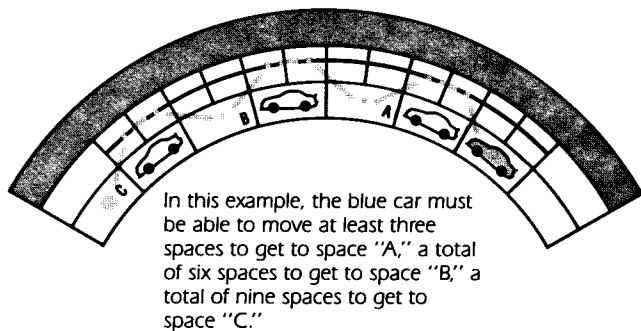
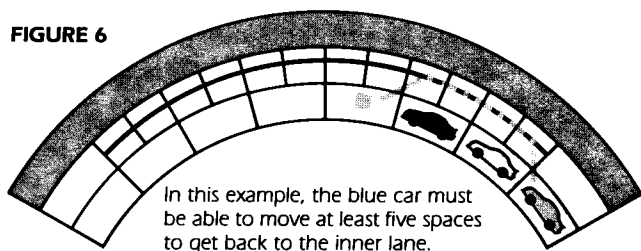
NOT BLOCKED

- The red car moves six spaces.
- Then the blue car moves four spaces.
- Then the green car moves two spaces.

Red Lane Movement

- You can only move a car onto the red lane to pass another car.
- You must move back to the inner lane whenever possible.
- Do not move a car onto a red lane unless the car can end its move back on the inner lane.
- No car is permitted to end its turn on a red lane. See Figure 6.

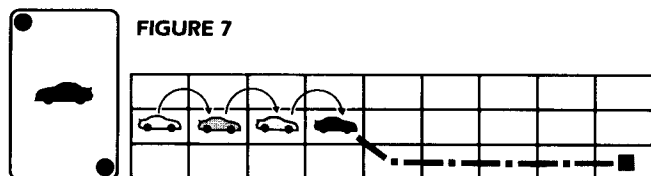
FIGURE 6



Drafting

When a car is moved, any car directly behind that car at the beginning of the move gets "drafted" one space forward into the newly unoccupied space. Drafting can affect an entire line of cars, as long as they are immediately behind each other. If the first car moves, all the other cars move up one space. See Figure 7. A car cannot be drafted until after it crosses the Starting Line.

FIGURE 7



In this example, the red car moves five spaces. Then the other cars behind it each draft forward one space.

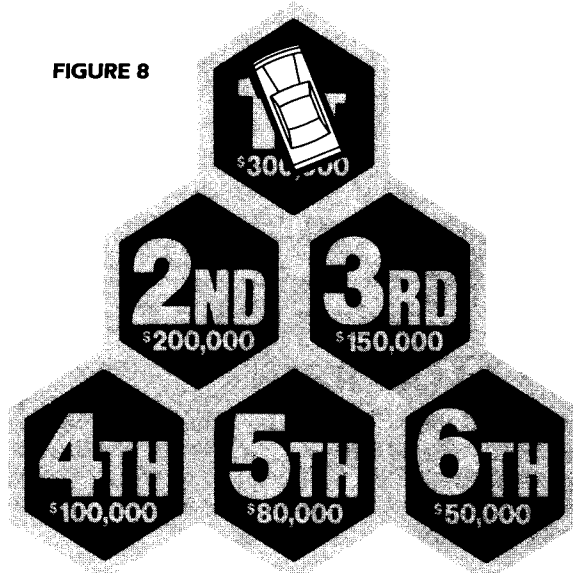
Winning The Game

If you cross the Finish Line first, place your car on the 1st place position. The next car to finish will occupy 2nd place, and so on. See Figure 8.

As soon as each player's last car crosses the Finish Line, any cards remaining in his or her hand are not played and are immediately discarded.

Even if your car is the last one still on the track, keep playing your cards and attempt to move your car toward the Finish Line.

FIGURE 8



Running Out of Gas: If a car still hasn't crossed the Finish Line after all players' cards have been played and discarded, the owner of that car does not collect a cash prize.

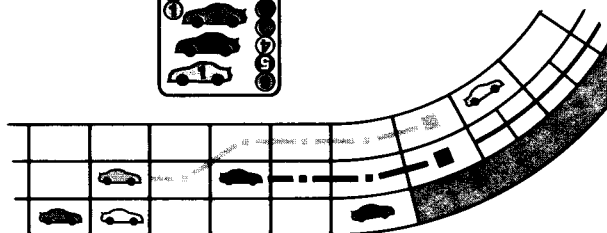
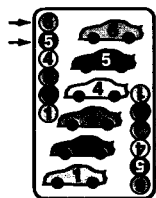
The game ends when three races have been completed. Cars must be auctioned off before each race. The player with the most money is the winner. In a 4-player game, any driver with a million dollars or more is considered a Champion Driver—the best of the best!



Card Play Example

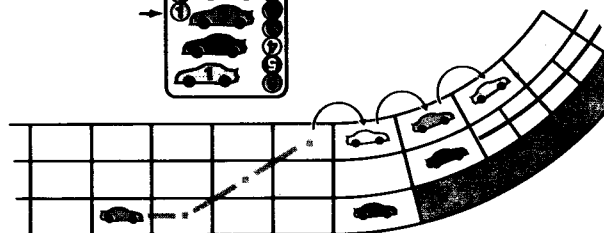
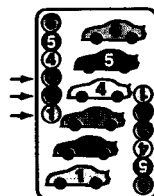
Here's an example of how each car should be moved and drafted when a card is played:

1 Mike owns the blue car and the orange car. He plays the multi-car card shown below and does the following:



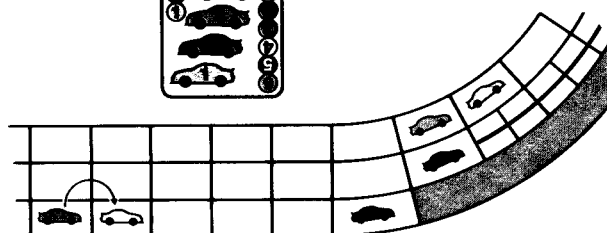
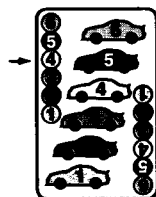
- Moves the blue car as far as possible — only five spaces.
- Then moves the black car only three spaces. (The black car doesn't have enough moves to pass the green car on the red lane and move back into the inner lane.)

3



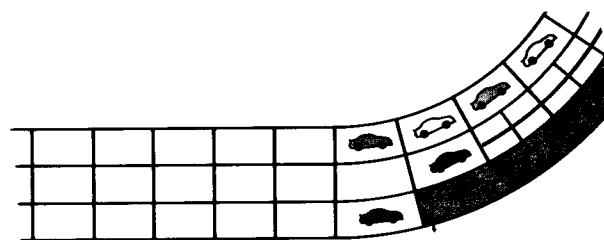
- Continuing his move, Mike then does the following:
- Moves the orange car the full three spaces into drafting position behind the yellow car.
 - The red car is blocked by the black car and cannot be moved.
 - Moves the green car ahead one space and immediately drafts the blue, yellow and orange cars ahead one space.

2



- Continuing his move, Mike then does the following:
- Moves the yellow car the full four spaces into drafting position behind the blue car.
 - Immediately drafts the orange car one space forward, after the yellow car is moved.

4



Mike's turn is complete. The next player will play a card and continue moving cars through the curve.

