DIETZ FOUNDATION BOOK OF

RULES AND REGULATIONS

SUPERCHARGED
RACING IN THE GOLDEN AGE OF CARS
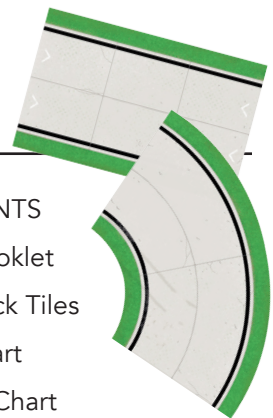
COMPONENTS

1 Rules Booklet

X Race Track Tiles

1 Race Chart

1 Finance Chart

1 Finance Record Sheet

1 Points Record Sheet

20 Racing Car Counters

25 Tactics Cards (5 per set)

5 Optional Tactics Cards

10 Team Cards

10 Race Cards

45 Action Cards

INTRODUCTION

Supercharged is a simulation of motor racing in the 1930's. Its unique movement system and random events capture the attrition, mechanical frailty, and unforeseen dangers of this highly charged sport. Players are given the opportunity to manage teams of varying abilities and to earn prize money and bonuses through their performance on the track. The better teams should take the prize money and the top positions, but the greater rewards are available to the less powerful teams as bonuses.

The game system compresses all the action of a typical race into a 'highlight' sequence which portrays the frantic starts, spins, pit stops, back markers and last lap excitement. It can be played solitaire to experience the unfolding action or with up to four other players. Individual races with four players take around forty minutes to complete once familiarity is established and a series of three races is suggested or as mutually agreed when playing with Optional Rule 1.0.

GAME CONCEPTS

Privateer Teams: The Privateer Teams are an integral part of Supercharged. They represent the teams not controlled by any player, but whose cars still feature strongly in the race action. Whereas most games ignore the also-rans, Supercharged uses them to provide a full grid, a visual spectacle and to simulate the all-important overtaking of back markers that can decide the race outcome.

The Racing Line: The Racing Line is a simple mechanism to distinguish the movement and overtaking of player's cars and Privateer Teams. It loosely depicts the fastest route around the circuit used by the top drivers but, as can be seen, the two parallel lanes are of roughly equal length and as such it is a design device only. On the Race Track display, the Racing Line is usually the inside lane.

The Slow Lane: The Slow Lane is the track adjacent to the Racing Line. It is usually the outside lane.

Action Cards: Supercharged uses Action Cards to determine random values during the game instead of the more traditional dice. Whenever a rule refers to turning an Action Card, take the top card from the deck and read the required result from the appropriate section. As each card is used, place it face up on a discard pile. When the pack is exhausted, shuffle the discard pile thoroughly and use again as necessary.

SEQUENCE OF PLAY

1) Allocate Teams and Strategy Cards (Rule 1)

2) Determine Grid Positions (Rule 4.1)

3) Start Procedure (Rule 4.2)

4) The Race Turn (Rule 5.0)

> 4.1 Shuffle Race Cards (Rule 5.1)
>
> 4.2 Flip One Race Card (Rule 5.1)
>
> 4.3 Move indicated Team's Cars (Rule 3.0)
>
> 4.4 Flip the next Race Card until all teams have moved (Rule 5.1)
>
> Repeat until six cars have finished the race (Rule 5.2)

5) Distribute prize money and bonuses (Rule 14)

◼ ALLOCATION OF TEAMS AND GAME SET-UP

1.1 Team Allocation Procedure for 2, 3 or 4 players
Players manage two teams each which amounts to four cars per player.

To decide who controls which teams, separate and shuffle the A Team Cards and deal one card to each player. Put any remaining A cards to one side of the board. Shuffle the B and C Team Cards together and deal one to each player. Again, place any remaining B and C cards to one side. These surplus Team Cards are considered Privateer Teams and will move independently during the race.

Repeat this team allocation procedure at the start of each new race unless you have agreed to play the game using Optional Rule 1.0.

1.2 Team Allocation Procedure for 5 players
Players manage two teams each, four cars in all.

Each player is allowed to decide which category of team he wishes to run for the upcoming race. Each player may choose an A, B or C team and states his preference. Separate and shuffle the A Team Cards and deal one card to each player who requested an A team. Put any remaining A cards to one side. Shuffle the B Team Cards together and deal one to each player who requested a B team and similarly for the C cards.

If more players request teams than there are available cards, randomly add one or two Team Cards of one category lower to the shuffle to make up the numbers.

4

Example: If all five players request A category teams, add two B cards to the three A cards and deal out as normal.

Example: There are five players, three of which choose A teams, one chooses a B and the last player opts to take his chances with a C team. All the A Team Cards are shuffled and the top three dealt to those players requesting A cars. Similarly, the Bs and then the Cs are shuffled in turn and the top card dealt to the respective player.

Then, for the 5 player game only, take all remaining Team Cards (five) and randomly deal another card to each player. NB There are no Privateer Teams in a five player game of Supercharged.

Repeat this team allocation procedure at the start of each new race unless you have agreed to play the game using Optional Rule 1.0.

1.3 **Game Set-Up Procedure**
Place the Race Track in the centre of the table so that it is accessible for all players. Place the Finance Chart, Race Chart and Finance Record Sheets next to the track for easy reference. Shuffle the Action Cards and place them face down in the centre of the track.

The Team Cards assigned to players are placed in front of them as a reminder of which teams they control and for information on movement and team colours. The Team Cards set aside as Privateer Teams should be placed next to the Race Track as an aide memoire during the race. The Race Cards for the Privateer Teams remain in play.

Give each player - not team - one set of five Tactics Cards consisting of Great Manoeuvre (three), Fast Pitwork and No Slipstream (see rule 12.0).

standard track layout
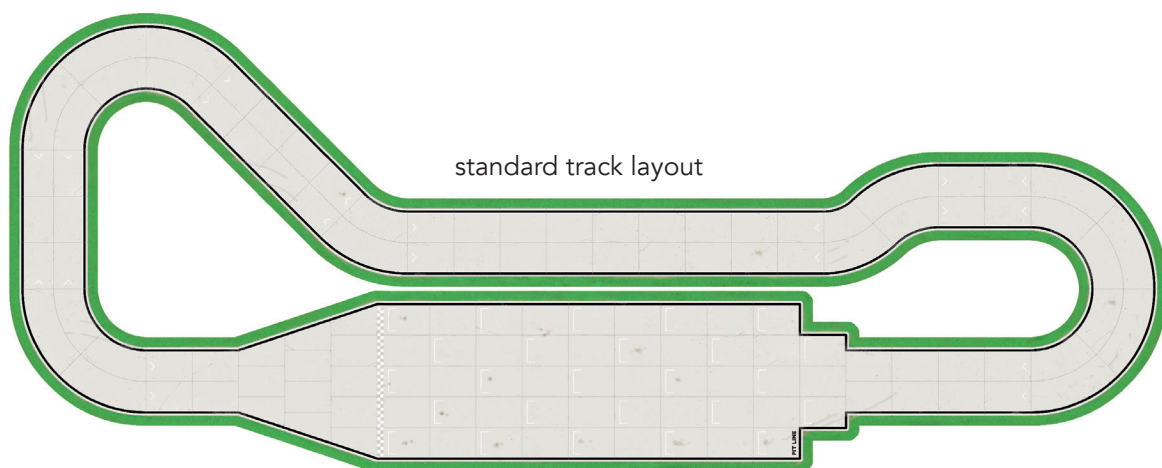
2 MOVEMENT

The cars move around the track using movement points assigned according to the car and driver quality of the respective teams. Movement is regulated by the spaces marked on the Race Track. Each lap is approximately fifty spaces in length. Races are over two full laps.

Cars belonging to player-controlled teams initially make all their moves in the Racing Line. If cars in the Racing Line are lapped at any time, they move into the Slow Lane for the remainder of the race. Cars belonging to Privateer Teams always move in the Slow Lane.

Individual teams are assigned a movement point total. This information is shown on the Team Cards for easy reference during the race.

Movement points enable each of the team's cars to move a certain distance around the track once per Race Turn (see rule 5.0), measured by the spaces marked on the Race Track.

Each team car is allocated approximately half the team's movement points which are distributed as follows:

'A' rated teams may move a total of 13 spaces - up to 7 spaces with one car and up to 6 spaces with the other.

'B' rated teams may move a total of 11 spaces - up to 6 spaces with one car and up to 5 spaces with the other.

'C' rated teams may move a total of 9 spaces - up to 5 spaces with one car and up to 4 spaces with the other.

Teams may move their individual cars in any order and the two separate movement point allowances may be freely switched between the two team cars from turn to turn. If, due to retirement, a team has only one car left in the race, it may choose either movement allowance but not both.

Important Each car must move a minimum of three spaces or it will spin (see rule 9.0). It may move any number of spaces between three and its movement allocation (inclusive) subject to blocking restrictions (see rule 3.0).

Exception: When using one of the Special Moves (Start, Pit, Spin, Charge or Event) cars may move fewer than three spaces as dictated without penalty.

Cars may also make special moves using Tactics Cards (see rule 12.0) and will make occasional additional moves due to charging (see rule 10.0), pitstops (see rule 8.0), random events (see rule 11.0) and slipstreaming (see rule 7.0).

Cars must move forward either straight ahead or diagonally ahead. They may not move sideways at any time.

3 BLOCKING AND OVERTAKING

3.1 **Blocking**
Cars that are unable to move either straight or diagonally ahead due to other cars being on both the relevant spaces are said to be blocked. Cars must not jump over or pass through blocking cars. Moving cars that are blocked and have not moved at least three spaces in that turn will spin (see rule 9.0).

Exceptions: Start Procedure (see rule 4.0), Privateer Cars (see rule 6.0), Great Manoeuvre (see rule 12.0).

3.2 **Overtaking**
It is only possible to pass cars by performing an overtaking manoeuvre. This is possible when either the space ahead is clear (to overtake a car in the Slow Lane) or the space diagonally ahead is clear (to overtake a car on the Racing Line).

To overtake a car in their lane, cars may move diagonally twice in the turn; once to move out of the Racing Line and once to move back. The overtaking manoeuvre and the two diagonal moves may be performed at any point in the turn as long as the car has sufficient movement points to complete it. Several cars may be overtaken in one overtaking manoeuvre.

To overtake a car in the Slow Lane, cars may move straight ahead and simply move past.

Player controlled cars may never move out of the Racing Line unless overtaking and must always end their turn in the Racing Line, if necessary by moving less than their full movement allowance.

Privateer cars may never move out of the Slow Lane unless overtaking and must always end their turn back in the Slow Lane, if necessary by moving less than their full movement allowance.

Exception: Cars making their starting move from the grid may make as many lane changes as is necessary before crossing the start/finish line. Once across the start/finish line, they must end their move in either the Racing Line (player's cars) or in the Slow Lane (Privateer cars).

# 4 GRID POSITIONS AND RACE START PROCEDURE

4.1 **Grid Positions**
Cars are placed on the grid with the faster cars to the front and the slower cars to the rear to emulate the results of qualifying sessions. Follow the steps below to determine grid positions:

1. Separate and shuffle the A Race Cards, draw one card at a time placing one car for each turn of a card until the pack is exhausted.

   Cars should be placed in sequence starting with pole position (the first inside lane grid mark at the start-finish line end of the grid), then in the first row outside lane, then on the second row inside grid and so on.
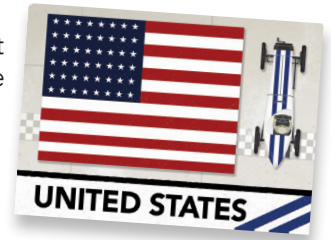
2. Shuffle the A and B Race Cards together and repeat the above placing sequence, again working backwards down the grid.

3. Shuffle the B and C Race Cards together and repeat the placing.

4. Shuffle the C cards and repeat to complete the grid positions for all remaining cars.

4.2 **Start Procedure**

On the Start turn only, cars move individually in the order they appear on the grid.

An Action Card is turned for each car. In the start section, there are three letters corresponding to the three categories of team, A, B and C. Read the number below the team rating of the car making its starting move. This shows the start movement allowance for the car in question.

Note that this number is **inclusive** of the movement allowance and there are no further additions.

Example: An Italian car is on pole position, a German car is next to it on the front row. The second row contains a French car and an American car. The cars will move off individually in the following order: Italy, Germany, France, USA.

Example: An Italian car is on the first row of the grid. Italian cars are Class A. The Action Card flipped shows 12 under the A column of the Start section. The Italian player moves the car up to 12 spaces, not 18 (12+6) nor 19 (12+7).

As exceptions to the usual movement rules, cars making their start move may:

1. Make as many lane changes as they wish before crossing the start/finish line subject to there being empty spaces diagonally or straight ahead to move into - the start/finish straight is wider than usual and the extra spaces are used only during the Start Procedure. Cars may still not 'jump' and must halt their move if completely blocked. The requirement to finish the turn in either the Racing Line (player's cars) or in the Slow Lane (Privateer cars) is also waived only until the car has crossed the start/finish line.

2. There is no minimum move. Cars may move one or two spaces without risk of spinning, or even not move at all if forward movement is not desired or proves impossible.

3. Cars do not slipstream, charge or undergo random events on the start move. Such Action Cards are always ignored.

5 THE RACE TURN

The main section of the race is divided into a series of Race Turns, which are repeated until a Race Result is determined. During a Race Turn, each team will move once in the sequence, but each car could potentially move several times. During a Race Turn, there may be Pitting (see rule 8.0), Slipstreaming (see rule 7.0), Random Events (see rule 11.0) or Charging (see rule 10.0) which will increase movement opportunities or temporarily interrupt the sequence of play outlined below.

5.1 **Race Turn Order**
For each Race Turn after the Start procedure is completed, the order of team movement within each turn is determined by random draw of the Race Cards. The Race Card pack should be thoroughly shuffled and cut at the start of each race turn, and the top card flipped. This shows which team will move first that turn. When that team has finished movement (see Rule 2.0), another card is flipped to select the next team to move. This is repeated until the pack is exhausted. This ends the Race Turn and at this point the cars on the track can be seen in their true race positions.

If teams have had both cars eliminated from the race, the relevant Team Card and Race Card can be removed from play.

5.2 **Race Result**
The above procedure is repeated until six cars have finished the race by crossing the start/finish line at the end of the second lap. The End of Race procedure (see rule 14.0) should now be followed.

6 PRIVATEER TEAMS

These cars move in the Slow Lane. They may overtake any other car in the Racing Line or in the Slow Lane as long as the final space in their own lane is clear and in keeping with the usual movement, overtaking and blocking rules. They must finish their move in the Slow Lane and may not attempt a manoeuvre that prevents this outcome.

Instead of moving using A, B or C movement allowances, Privateer teams' movement points are determined by referring to the Privateer section of the Action Cards, one of which is drawn for each Privateer team as required. The Action Card shows two movement numbers. The first applies to the best placed car in the team, the other applies to the car lower in the race order.

Example: The Privateer Siamese Team is about to move. The flipped Action Card shows 3,5. The first Siamese car on the track will move 3 spaces and the second car 5 spaces.

Privateer Cars do not charge, make pitstops nor slipstream and never spin due to being blocked but may spin or be eliminated by way of a random event.

7 SLIPSTREAMING

Any car may slipstream if it is on a straight space **immediately** behind a car whose turn it is to move.

Cars on curve/corner spaces or in the Slow Lane, either Privateer or lapped, **never** slipstream.

The slipstreaming car is entitled an additional move equal to the distance the slipstreamed car travels regardless of whether it is currently that team's turn to move.

Any number of cars may slipstream in a 'chain' if they meet the above conditions. However, if the slipstreamed car has to move diagonally to overtake other cars in the racing line, all slipstreaming cars remain behind the overtaken car thus breaking the 'chain'.

Cars can be prevented from slipstreaming by playing a No Slipstream Tactics Card (see rule 12.0).

Example: It is the initial team move of a Race Turn. The German Race Card is turned first. The leading German car is immediately ahead of an Italian car and the second German car on the back straight. The lead German chooses to move 7 spaces and the Italian and the second German follow the entire distance. The second German car may then make its normal move of 6 spaces for a total of 13 for the turn. The Italian Car will move again later in the turn when indicated by its own Race Card. If the lead German car had overtaken a car during its move, the Italian and second German car would have ended their slipstream move immediately behind the overtaken car.

8 PIT STOPS

Once per race, cars must 'visit' the pits for refuelling, tyre change or driver change. This occurs when the cars pass the pit line at the end of their first lap. The pit line can be found at the beginning of the start/finish straight. Note that cars do not physically move into a pit lane.

Each car passing the pit line immediately draws an Action Card to determine the performance of their pit crew. The car then moves the additional spaces indicated in the pit section of the Action Card. When making this special pit move, cars do not use their normal movement number in addition.

A Fast Pitwork Tactics Card (see rule 12.0) may also be played before this Action Card is turned. In this case, the second, bracketed figure is used to determine movement for the car in that turn.

Example: A French car passes the pit line at the end of its first lap. An Action Card is drawn

which shows +1 (+5) in the pit section. As a result, the French Car moves forward one space. If the player had decided to play a Fast Pitwork card, the French car would have moved a useful five spaces, representing a good, fast pit stop.

9 SPINNING

In any turn after the start procedure, cars must move a minimum of three spaces. Those unable to move the minimum (due to Blocking, rule 3.0) leave the track adjacent to the car blocking their move. Place the spun car at the side of the track.

If the track is not blocked, the car may re-enter the race next turn when its Race Card is drawn and may move up to the number of spaces indicated by the spin section of an Action Card.

Privateer cars have no minimum move. They therefore do not spin due to movement, even if completely blocked, but may spin as a result of an Event Card.

10 CHARGING

Any car in the Racing Line with the exception of the lead car, may be allowed to move additional spaces if there are at least six clear spaces directly in front of it at the moment when the special Charge move is called for. Privateer cars and lapped cars do not charge at any time.

These special Charge moves are triggered by drawing any Action Card with a 'CHARGE' notation at any time (except during the Start procedure when they are ignored) and temporarily interrupt the Race Turn.

If a second Charge Card is drawn while resolving a Charge move, it is ignored and another card drawn. If an Event Card is drawn while resolving a Charge move put the Event Card to one side to resolve immediately after the current procedure.
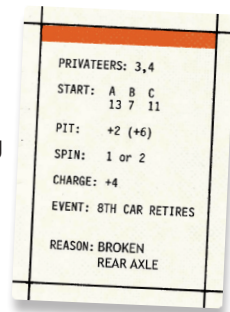
When Charging occurs, a further Action Card should be turned for each eligible car and the result from the Charge section used as a special move. As with the Start sequence, normal movement allowances are not added at this time.

Example: An Action Card is drawn to determine a spin move and is instead marked 'CHARGE'. It is established that two cars have at least six clear spaces ahead of them, so two further Action Cards are drawn to determine their individual bonus moves from the Charge section. The first car draws a six which pulls him immediately behind the car he is chasing. The second car draws a three and is moved three spaces forward. Returning to the turn sequence, the spun car moves as determined by the next Action Card which, if it again showed Charge, would start the whole process again.

⑪ RANDOM EVENTS

At various times throughout the race, the Action Cards will call for a random event. These events are triggered by drawing any Action Card with an 'EVENT' notation at any time (except during the Start Procedure when they are ignored) and temporarily interrupt the Race Turn.

When an event occurs, a second Action Card should be turned immediately and the result from the Event section read out and applied. If a second Event Card is drawn while resolving an event, it is ignored and another card drawn to replace it. If a Charge Card is drawn while resolving an event put the Charge Card to one side to resolve immediately after the current procedure.

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PRIVATEERS: 3,4

START:   A  B  C
         13 7  11

PIT:     +2 (+6)

SPIN:    1 or 2

CHARGE:  +4

EVENT: 8TH CAR RETIRES

REASON: BROKEN
            REAR AXLE
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Often, the event will indicate that a certain car is the subject of the incident. The card specifies which car, using the current track order (not necessarily the same as the race order), will be forced to retire, spins, records a fastest lap, and so on. The track order is determined by counting from the leading car back down the track until the specified car is identified. Cars in the Slow Lane (including lapped cars) are included in this calculation and in the case of two cars being on adjacent spaces, the car on the Racing Line has track placing precedence over the car in the Slow Lane.

For extra flavour, if the event is a retirement it is due to mechanical problems and another Action Card can be turned to determine the reason. Play then continues as normal, drawing another Action Card as required.

Example: An Action Card is drawn to determine the move of a Privateer team and is instead marked 'EVENT'. The next Action Card is immediately drawn which indicates in the Event section that the car currently in seventh place on the track has retired. A further card tells us that the retirement is due to faulty steering. The car is removed from the race immediately. Returning to the turn sequence, the Privateer team then moves as normal as determined by the next Action Card which, if it again showed an Event, would start the whole process again.

⑫ TACTICS CARDS

Each player is given five Tactics Cards at the start of each race. These can be played once as indicated on any of the cars in your control and are then discarded. Tactics Cards are not replenished until the start of the next race. The cards and their special effects are as follows:

Fast Pitwork - This card (one per player) may be played on one of your cars during the race and will improve that car's pit stop performance. The card can only be played in the appropriate team's turn and should be used before the Action Card is turned to determine the pit move. If a card is played after the Action Card is turned, its effect is ignored and is returned to the player's hand.

No Slipstream - This card (one per player) may be played during your turn on another player's car which is attempting to slipstream one of your cars. The card prevents the car immediately behind (and, by extension, any others following) from slipstreaming that turn.

Great Manoeuvre - These cards (three cards per player) are played on one of your cars during that team's turn and permits a stunning overtaking manoeuvre anywhere on the track, even if the route would normally be blocked. The car must still finish its move in a clear Racing Line space, but may ignore any and all blocking cars in either lane and make as many lane changes as required.

⓭ LAPPED CARS

When a car in the Racing Line is lapped, it should be moved onto the Slow Lane immediately. The lapped car retains its race position and choice of movement points, but may never return to the Racing Line and it no longer slipstreams, nor charges. Its race is run, but it may yet figure in the final placings. Cars lapped while in the Slow Lane suffer no adverse effects, they are assumed to be simply dropping further behind. Lapped cars are not excluded when determining and resolving events.

⓮ THE END OF THE RACE

The first car over the finish line is the winner. When a further five cars (six entrants in total) have crossed the line, the race ends immediately. Positions lower than sixth are determined by a car's placing on the track at that time.

Prize Money and Bonuses are determined from the Finance Chart and a running total can be kept on the Finance Record Sheet. Note that the Bonuses are in addition to the prize money where appropriate.

Example: A Dutch Car (from a C Class Team) performs superbly to take sixth place in the annual Algiers race. He earns $20,000 prize money plus a $100,000 bonus for his team. If his team-mate took eighth place, he would earn a further $60,000 plus a $50,000 bonus for having two C cars (of the same team) in the top twelve finishers. The Dutch team would earn an impressive $230,000 overall, better than even the German Team could achieve by taking first and second in the same race ($180,000).

The player with the highest total earnings at the end of the agreed number of races is the winner. A tie is, quite simply, a tie.

15 OPTIONAL RULES

Optional Rule 1.0 - Points

Rather than vying for prize money, aficionados may wish to decide victory by using the traditional points system:

10pts for 1st   3pts for 4th
6pts for 2nd   2pts for 5th
4pts for 3rd   1pt   for 6th

In this fashion, it is possible to run a season of races controlling two of your favourite teams. Points totals can be recorded on the Points Record Sheet supplied. You may wish to differentiate between the two drivers on each team for atmosphere by using the numbers on the car counters. Some typical drivers for the featured teams are listed in the Race Chart.

Optional Rule 2.0 - The Shorter Game with Fewer Players

If there are only two or three players, there will be a large number of Privateer cars in the race. You may wish to remove, say, one or two B and C teams which will speed up the race while retaining sufficient cars to retain atmosphere and impede progress. Alternatively, you could take control of three teams per player, one each of the A, B and C teams.

Optional Rule 3.0 - Solitaire Play

It is perfectly possible to play Supercharged as a solitaire game. The system is sufficiently balanced to allow for the loss of multi-player decisions and the net result is usually a faster resolution of each individual race. The recommended method is as follows, though you may wish to devise alternative approaches.

All normal rules apply with the following exceptions:

1. There is no need to assign teams as each car will be driven to the best of your ability or in accordance with team tactics. Proceed straight to the grid and start procedures.

2. Assuming all cars are to be involved in the race, the A and B rated cars should use the racing line and the C rated cars use the adjacent track. This will provide sufficient cars to block and, usually, to fill the lower finishing places. Lapped cars move over in the same way as in the standard rules.

3. Do not use the Tactics Cards for solitaire races.

4. If running a series of races, it is strongly recommended that Optional Rule 1.0, points, is used to give the feel of a full season.

Optional Rule 4.0 - Optional Tactics Cards

The game includes five Optional Tactics Cards. You may add these to the game setup, one per player, to make the game slightly easier or if you are running races on longer tracks. You may also permit a player an extra card for play balance, such as for younger players. The optional cards function exactly like the equivalent Tactics Cards, but may be used as either Fast Pitwork or Great Manoeuvre, not both. As with the base cards, when played, the card is discarded and is no longer available.

From all of us at The Dietz Foundation, we would like to thank our Kickstater backers who helped make this game possible and for supporting our efforts to aid our educators and students. We are a non-profit seeking to better education through games. To find out more, or to donate, please visit our website.

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