

# TOP SPEED

## EXAMPLE OF A ROUND

The round starts with the cars in the following situation. The number of laps remaining is reduced by 1.



**Draw phase.** Red starts. Then green, blue, yellow, red...

Red has an 'Engine trouble' on his damage row.

Turn	Red	Green	Blue	Yellow
1				
2				
3				
4				
5		2 'Off track' cards! Green's round ends with no movement points.		
6			Blue passes. His round ends with 3 movement points	2 'engine trouble cards'! Yellow's round ends with no movement points.
7	Red passes. His turn ends with 5 movement points, minus 1 because of the 'Engine trouble' on his damage row. Total=4.			Yellow keeps one of the 'Engine trouble' cards, thus forming his 'Damage row'.

**Movement phase:**

There are 2 'Yellow Flag' cards on the table. Overtaking is not allowed!

Red moves 4 spaces, crossing the finish line (the laps remaining are reduced by 1). Yellow doesn't move. Blue cannot overtake Green as overtaking is forbidden in this lap. Yellow doesn't move.

