

## THE RACING LINE

### INSTRUCTIONS

#### Starting a Game

The Main Menu opens and displays 4 choices:

- New Race: begin a new game
- Load Race: continue a previously-saved game
- Quit: return to desktop
- Return: if you have been running a race, this gives you the option to return to it

#### Starting a New Race

Left-click on 'New Race' and you will be presented with a list of available racing circuits. Left-click to select one and click 'OK'.

The Car Selection Window will open. All available cars are listed in the left box. You can select as many cars as you wish by left-clicking on them. To place them in the race, click on the arrow pointing to the 'in Race' box. To remove a car from the race, click on it and click on the arrow pointing to the 'Available' box. To place or remove all of the cars, click the 'All' button.

In the center is a text box in which you can set the number of laps for the race; the default is 4.

If you are starting a new racing season, check the New Season box; otherwise, leave it unchecked.

#### Setting the Starting Grid

There are 4 ways to set the order of cars on the starting grid:

- by points: cars are placed according to their points standing so far in the season
- random: cars are placed in a random order
- last race: cars are placed according to their standing in the last race
- manually: by leaving all 3 methods unchecked, cars will be placed in the order you selected them.

Whenever you start a new race, you will be invited to select the car or cars you wish to 'drive'.

#### Main Screen

On the Main Screen you will see 3 buttons:

- Auto Mode: toggles 'auto mode' on and off; when it is on, the cars not under your control move by themselves; when it is off, you must move each car by pressing <SPACE> repeatedly (once per track space plus once to activate the next car)

- Save Game: the race is saved to disk under the name of the circuit; later, you can load it and continue
- Main Menu: exit to the Main Menu

The track map is scrolled using mouse zones at the edge of the screen.

The following key press commands are available:

- In manual Mode, <SPACE> moves the current car ahead 1 space
- <A> toggles Auto Mode on & off
- <G> toggles the square Grid lines on & off
- <S> allows you to set the simulation Speed (in milliseconds/move)
- <1> to <9> toggles on & off a 'camera view' that follows the car in position 1 if you press <1>, the car in position 2 if you press <2>, etc.
- <ESC> returns to the Main Menu
- <ENTER> to keep a player-driven car in same gear

## The Track

The track is divided into spaces. Each turn a car is assigned movement points (MPs) according to which gear it is in. It costs 3 MPs to move to an adjacent space in a diagonal direction, and 2 MPs for an orthogonal move.

Each space has 2 lanes. It does not cost any MPs to change lanes.

If a car has MPs remaining at the end of its turn (because, for example, its progress is blocked by 2 cars ahead of it), its remaining MPs carry over to its next turn. However, remaining MPs are lost as soon as a car enters a corner.

A penalty marker is a small diamond-shaped marker containing a '2' attached to a lane in a space. If a car moves into that space in that lane, it uses the normal MP cost plus an additional 2 MPs. These markers are used to create the racing line.

## Movement & Corners

There are 2 types of corners:

- Sharp: a sharp corner has a yellow triangle marker on the first and last spaces of the corner
- Hairpin: a hairpin corner has a red triangle marker on the first and last spaces of the corner

At any given moment, a car will be travelling in 1 of 5 gears or at top speed, which is essentially a 6<sup>th</sup> gear. Each gear provides a different number of MPs per turn.

Each car has a specific 'rated' gear for sharp corners and a different rated gear for hairpin corners. If a car travels through a corner at its rated gear, it will do so safely.

Each car receives a number of 'hard-braking' ("HB") points. The number shown on the car data table is for a 4-lap race; in races of other distances, the number is apportioned accordingly.

If a car enters a corner 1 gear above the rated gear, there is a chance it strays 'off the line'. To avoid this, it must use 1 HB and pass a dice roll. If it fails it will be downshifted automatically to 1 gear **below** the rated gear. If a car has used up all its HBs it suffers the penalty.

If a car enters a corner 2 gears above the rated gear, it must take a chance by 'rolling dice':

- there is a chance the car continues safely (in which case it uses no HBs)
- there is a chance the car suffers a spinout, which brings it to an immediate stop and prevents it from driving at top speed for the rest of the race; the car uses 2 HBs and rolls the dice again to attempt to avoid this result
- there is a chance it crashes and is out of the race; the car uses 2 HBs and rolls the dice again to attempt to avoid this result

If a car enters a corner 3 or more gears above the rated gear, it crashes and is out of the race.

Any leftover MPs are lost as soon as a car enters a corner.

If a car is below its rated gear in a corner, it is allowed to shift up. If a car is within a corner in its rated gear, it must complete the corner in that gear. There is 1 exception: on the last space of a corner a car can shift up.

## Shifting Gears

On each turn, if a car is not within a corner, it may shift up 1 gear.

Some cars can 'over-rev' ("OR") the engine, which allows the car to shift up from 4<sup>th</sup> gear to top speed directly, bypassing 5<sup>th</sup> gear. The number of permitted ORs is specified in the car data table and is for a 4-lap race. An OR may never be used in a corner or during the 1<sup>st</sup> lap. Only 1 OR per lap (after the 1<sup>st</sup> lap) is allowed.

Each turn, a car may stay in the same gear or downshift by the number of gears specified in the car data.

## Race Results

At the end of a race, points are awarded on a 9-6-4-3-2-1 basis and the result is displayed. Average lap times are displayed for each car (but these do not necessarily reflect the exact order of finish). An 'SO' marker indicates a car that suffered a spinout during the race.

Next, the season points standings are displayed. You are offered the chance to save the race results and the season standings.

## Drivers

Each driver has a skill level that affects his likelihood of success on dice rolls:

- 3 = star (receives a bonus)
- 2 = average (no change)
- 1 = lesser skill (receives a penalty)

Each driver has a style type that affects his willingness to take risks:

- 1 = presses for the lead early, taking more risks
- 2 = balanced
- 3 = presses for the lead late, taking more risks

**bug reports, questions, comments?**

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