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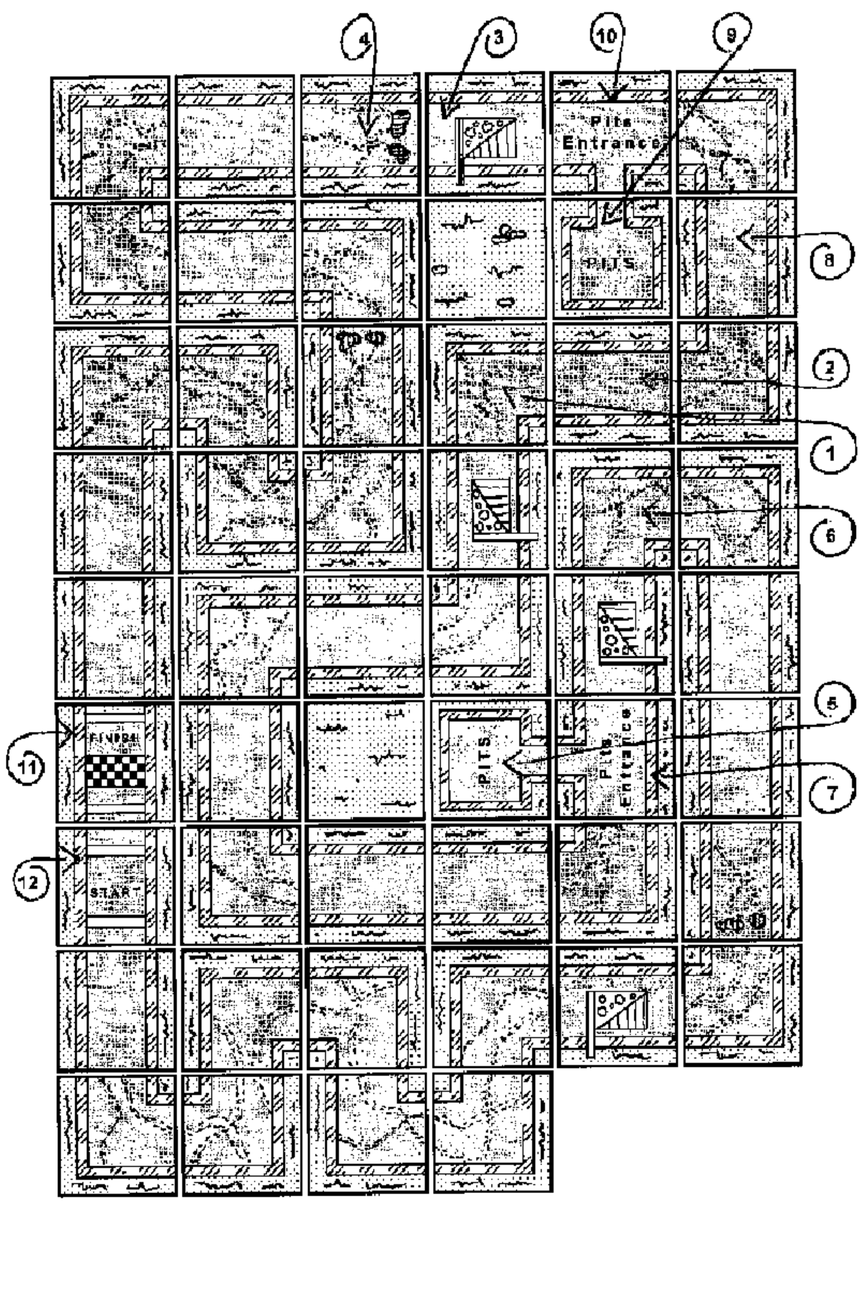
(54) Titre : APPAREIL DE JEU SE JOUANT SUR UNE TABLE AYANT LA FORME D'UNE PISTE DE COURSE POUR AUTOMOBILES

(54) Title: A TILE-BASED BOARD GAME APPARATUS IN THE SHAPE OF AN AUTOMOBILE RACETRACK



(57) Abrégé/Abstract:
A tile-based board game, in the shape of an automobile racetrack. The different tiles in the game represent: the start and finish lines, a curve, the pits, a straight track, an oil patch and a check point. Some tiles have penalties: players landing on curves or the oil patch tiles, must draw a penalty card. Other tiles, like the check point, offer rewards. Before commencing the game, players choose a race-number, -one through six-. This race-number rewards prize-money to the players every time the throw of the die shows their particular number. That prize-money is used to buy race-resources: gasoline, tires and brakes. These race-resources help the players to advance faster and avoid penalties throughout the racetrack. Players begin at the start line tile and by using turns, they throw a single die to advance. First player to reach the finish line, wins.

Abstract

ABSTRACT

A tile-based board game, in the shape of an automobile racetrack. The different tiles in the game represent: the start and finish lines, a curve, the pits, a straight track, an oil patch and a check point. Some tiles have penalties: players landing on curves or the oil patch tiles, must draw a penalty card. Other tiles, like the check point, offer rewards. Before commencing the game, players choose a race-number, -one through six-. This race-number rewards prize-money to the players every time the throw of the die shows their particular number. That prize-money is used to buy race-resources: gasoline, tires and brakes. These race-resources help the players to advance faster and avoid penalties throughout the racetrack. Players begin at the start line tile and by using turns, they throw a single die to advance. First player to reach the finish line, wins.

Specification

SPECIFICATION

DESCRIPTION

a) Title of the invention----------

A tile-based board game apparatus in the shape of an automobile racetrack.

b) Technical field of the invention----------

The present invention relates to a board game apparatus; and more particularly to a tile-based board game.

c) Background art of the Invention----------

Throughout the years, many table games have offered fixed board games representing racetracks for cars, horses, bicycles, etc.

Others, offered board games formed with tiles, where movable pieces conformed the embodiment of the game -generally depicting racetracks-, where the players compete to achieve a specific goal: a test of knowledge, certain amount of points, etc.

Games, played on a board defining an area or track of play are well known. Several examples of issued U.S. patents on board games include:

i)	U.S. Pat. No. 7,758,046	Issued to Moats	2010.....
ii)	U.S. Pat. No. 7,261,296	Issued to Duncan	2007.....
iii)	U.S. Pat. No. 6,464,223	Issued to Rutter	2002.....
iv)	U.S. Pat. No. 6,095,522	Issued to Spell, et al.	2000.....
v)	U.S. Pat. No. 5,482,288	Issued to Cedeno	1996.....
vi)	U.S. Pat. No. 5,350,178	Issued to Hollar	1994.....
vii)	U.S. Pat. No. 5,114,152	Issued to Rouse, et al.	1992.....
viii)	U.S. Pat. No. 5,092,605	Issued to Hoffman	1992.....
ix)	U.S. Pat. No. 4,890,842	Issued to Plange	1990.....
x)	U.S. Pat. No. 4,550,917	Issued to Ferris, et al.	1986.....
xi)	U.S. Pat. No. 4,346,889	Issued to Barlow, et al.	1982.....
xii)	U.S. Pat. No. 4,264,076	Issued to Duncan	1981.....

Specification

U.S. Pat. No. 7,758,046 is an auto racing board game comprising a foldable planar member, a plurality of toy cars and at least one die. The foldable planar member comprises a racetrack imprinted thereon. The foldable planar member comprises a microcontroller operatively coupled to the at least one speaker and to each of the plurality of distinct color buttons.

U.S. Pat. No. 7,261,296 is an automobile race game comprised of a playing surface printed on one side thereof a closed circuit race trace. The racetrack is divided across its width into parallel lanes. Each lane is divided into a sequence of spaces. Some spaces are designated to draw card, requiring player landing on such spaces to draw an event card from the top of an invented stack of event cards. The supplemental die has one face permitting line change, and another multiplying the value of the other two dice. Players may change lanes only if they roll doubles, roll appropriately on the supplemental die, or draw an appropriate event card.

U.S. Pat. No. 6,464,223 is a vehicle racing board game includes a racetrack having a start/finish line crossed by lanes and a pit area connected to the lanes. The lanes and the pit area are divided into a plurality of spaces including starting positions and a crash zone. Toy vehicles are used as playing pieces for advancing around the racetrack according to the numbers generated by the dice. Points are awarded for winning the pole position, winning a lap and finishing position in each race to determine a champion.

U.S. Pat. No. 6,095,522 is a game to simulate an automobile race. The game layout includes at least three contiguous lanes separated by parallel lines. A players token moves around the board a number of spaces within a lane. A player may be required to draw from a set of event cards. The event cards are designated to simulate events that occur in an actual race. The player whose token competes a pre-determined number of laps, is declared the winner.

U.S. Pat. No. 5,482,288 is a board game that is a race to the finish, with obstacles and set-back stations. These stations define a fixed track where the players move a token progressively. Each player has two tokens, one representing himself and a second token representing a public servant.

Specification

U.S. Pat. No. 5,350,178 is an automobile race game in which the board game simulates an automobile racetrack for one or more players. The game board, which is a flexible member, has fixed race track paths printed on both sides of the board. Although the board may be flexible, the track on the board is fixed.

U.S. Pat. No. 5,114,152 is an automobile racing game. Its board is a series of contiguous and continuous tracks. The players, represented by tokens, can switch lanes to gain access to varyingly length spaces to advance about the tracks. Calculator and score indicators are utilized.

U.S. Pat. No. 5,092,605 is a racing game, which board comprises a race course having a starting position, a finish line and six lanes. There are six distinguishable playing pieces, and each player is assigned a playing piece and lane. Six standard cubical dice each die numbered from “1” to “6” to correspond to the six playing pieces, are used to determine movement of the playing pieces. The board further comprises shaded spaces on the lanes and six separate storage locations for placing chips.

U.S. Pat. No. 4,890,842 is a high risk game where two to six players own racing cars represented by their pawns which they race along routes of enumerated spaces through the United States, Canada and Mexico on a game board. Players are given the cars, or purchase them outright or at auction by total cash or part payment with the balance financed against a car’s credit limit. The first player with 100 points, wins the game.

U.S. Pat. No. 4,550,917 is a tiled board racing game. The track consists of a plurality of mobile or sideway movable straight segments of track positioned between fixed curved segments of track. Players are permitted to shift track segments to assist the advancement of the player’s own piece or to interfere with the advancement of the opponent player’s piece.

U.S. Pat. No. 4,346,889 is a movable tile board game with a track created in the tiles for a vehicle. Each tile slides with respect to other tiles on a board base. A self-propelled vehicle is provided to move along the track which is created across the face of the tiles.

U.S. Pat. No. 4,264,076 is a board racing game, which includes playing pieces and a board having arrows marked thereon forming continuous track divided into lanes. One

group of arrows provides a preferred route around the track; another group of arrows provide for lane changing on the track and a third group of arrows affects movement on the track.

d) Technical problem and the solution----------

Many of the aforementioned board games are a fixed racetrack printed on a board: this result in players getting bored soon, as the layout and the challenges of the game, never changes.

By using cardboard tiles to create this game, the players are given the opportunity to design their preferred automobile racetrack layout: a never-the-same looking board game.

This invention has very simple rules that are easily understood and carried over by players of all ages, including very young children.

Also, by keeping all the players in the game until the end, while offering attractive physical components, interesting player interaction and emphasizing strategy over luck, this invention will attract younger and older demographics for longer periods of time.

e) Summary of the Invention----------

This invention relates to a tile-based board game in the shape of an automobile racetrack.

There are eight different tiles in the game. These tiles represent parts of an automobile racetrack, such as: 1) the start line; 2) the finish line; 3) a 90 degree curve; 4) a straight track; 5) a straight track with an oil patch; 6) a straight track with a check point flag; 7) the pits entrance track; and 8) the pits area.

The players will be given 52 tiles -a particular mix of the aforementioned tiles-, with whom they will create their preferred automobile racetrack design -these tiles will be elaborated with the cardboard available in the market today and printed with the already existing methods of manufacture-.

Specification

After assembling the racetrack, the players -who are also the "owners" of the race cars they are competing with- will choose a particular race-number, one through six. This race-number is going to be their "property" throughout the race.

This race-number will reward prize-money to the players every time the throw of the die -at any given time and by any given player- shows their particular race-number – this is what I will be calling endorsement prize.

To help the players remember their chosen race-number throughout the game, each one will be provided with a race-number marker -these race-number markers will be elaborated with the cardboard available in the market today and printed with the already existing methods of manufacture-.

Players can choose the same race-number. So, in order to help differentiate one player from another -if two players choose the number three, for example-, one of the players will be provided with a race-number marker with the number three, while the other will be provided with a race-number marker with the number thirty three. This does not means that the double digit race-number marker player will get double prize-money every time their particular number is shown by the die. The double digit race-number marker is just for proper individualization.

After the players had chosen their particular race-number, they will now choose between identical tokens -preferably in the shape of a car-, but differentiated by their colour -preferably red, orange, yellow, light green, dark green, light blue, dark blue, white, black, grey, pink and/or purple-, their preferred token, which will mark their position throughout the entire racetrack -these tokens will be elaborated with plastic or wood using the already existing methods of manufacture-.

So, after the players have assembled the racetrack and they have decided about their particular race-number, thus received their race-number marker and a token to mark their position in the racetrack; now, each player is furnished by the bank -any playing or non-playing player can be the banker- with $3000 of game-money –this game-money will be elaborated with current paper available in the market today and printed with the already existing methods of manufacture-.

With this initial game-money, players will shape their own race-strategy by buying different resource-cards and premium-protection cards.

Specification

The resource-cards in the game are: a) the gasoline card; b) the tires card; and c) the brakes card -these resource-cards will be elaborated with the cardboard available in the market today and printed with the already existing methods of manufacture-.

Each one of this cards serve a different purpose. For example, the gasoline card will help the players advance faster throughout the racetrack by allowing them to play the higher numbers in the die (5 & 6), and by allowing them as well, to throw the die consecutively when the smaller numbers in the die show up (1 & 2).

The tires card will help them avoid certain risks: when players land onto a curve tile, they must draw a penalty/reward card so-called curve card; but by surrendering a tires card every time the land onto a curve tile, they will avoid the draw of the curve card, thus having less risk of getting an unwanted penalty.

The brakes card helps the players shape their speed -by adjusting down the throw of the die, thus the number of spaces that a particular player will advance-. As an example of the last, the brakes card can be used by the players when they need to go inside the pits: the only place in the racetrack where the race-resources can be bought. In order to do so, they need to throw -with the die-, the exact number that will land them inside the pits. If the number thrown is higher than the number needed, by surrendering a brakes card to the bank, the players can adjust down the outcome of the die: the brakes card will “erase” one or more numbers from the die; or using other words: by applying the brakes, players can stop earlier.

Another kind of cards, are the premium-protection cards: a) the master mechanic card and b) the star driver card -these premium-protection cards will be elaborated with the cardboard available in the market today and printed with the already existing methods of manufacture-.

These cards help the players avoid actual penalties that had already been imposed to them by the curve cards or by the oil patch cards. Think of these premium-protection cards like an “insurance card”, that can be used after a bad thing happened.

Now, everything is ready to start: The: players will place their token at the start line tile and the player with the smaller race-number marker shoots first.

Specification

By using a single die, the players will determine the extent or length of their moves along the automobile racetrack -the die will be elaborated using the already existing methods of manufacture-.

After the starting player shoots the die, the rest of the players will take turns to do so, following the clockwise rule, meaning that it does not matter which race-number player is at the left hand of the starting player, that player, is the second to shoot and so on.

Remember that throughout the racetrack, the throw of the die always means two things:

First, it indicates the extent or length that the individual player -that one that has thrown the die-, should advance its token.

Second, it indicates which player or players will receive prize-money for "owning" that particular race car/race-number: the endorsement prize.

So -accordingly to the preferred rules of the game-, if another player is throwing the die, and the number shown is your race-number, then the shooter will advance his token as many tiles as the number shown on the die, while you receive $500 from the bank as the endorsement-prize.

But if the player that is throwing the die shoots his own race-number, then this player will advance his token as much tiles as the number shown by the die and he will receive $1000 from the bank as an endorsement prize. As it can be seen, when a player throw his "own" race-number with the die, this player will be rewarded a double endorsement prize: $1000, instead of the $500 if their race-number is shoot by another player.

So, players will be shooting the die by turns, thus advancing alongside the automobile racetrack, while placing their token in the respective tile they land onto to mark their position on the racetrack.

Because the tiles in the game represent parts of an automobile racetrack, these tiles are trying to recreate the situations that could happen on a real race contest. In order to achieve this objective, some tiles are just standard tiles, tiles without penalty or rewards; tiles where the players will be free of penalties or rewards when landing onto them -think of them as "secure parts of the racetrack-". These "neutral" tiles are: the start line and the finish line tiles, the straight track tile, the pits entrance tile and the pits

tile. Players landing on these, receive nor penalty nor reward. And because the penalties or rewards in this invention come in the form of cards, when landing onto these tiles, the players wont draw any kind of card.

Beside the “neutral tiles”, other tiles represent risk situations, like the curve tile: in a real-life contest curves are risky if not handled properly.

So any player that lands onto a curve tile must draw a penalty/reward card so-called curve card. These cards are penalty/reward cards because about 60% of them offer penalties, while about 40% offers rewards -these curve cards will be elaborated with the cardboard available in the market today and printed with the already existing methods of manufacture-.

Each card will clearly inform the players the severity of the penalty or the size of the reward they have earned.

As a part of the preferred rules of the game, the players can avoid drawing the respective curve cards when landing onto the curve tile by surrendering one tires card to the bank, each time they land onto a curve. Think it like this: a good set of tires can help you handle better a risky curve.

Another set of tiles represent danger: like the oil patch tile: in a real-life contest an oil patch will make a race car skid and possibly crash.

So any player that lands onto an oil patch tile must draw a penalty card so-called oil patch card -these oil patch cards will be elaborated with the cardboard available in the market today and printed with the already existing methods of manufacture-.

Drawing this penalty card is unavoidable; this means, that there is no resource that can impede the drawing of the oil patch card: once a player landed onto an oil patch tile, this player must draw an oil patch card.

Each card will clearly inform the players the severity of the penalties.

Remember that there is protection against the penalties already imposed: by surrendering to the bank one premium-protection card a) the star driver card; or b) the master mechanics card, the players can avoid their already imposed penalties.

Finally, some set of tiles represent rewards: the check point tile. Any player that lands onto a check point tile, must draw a reward card so-called check point card -these

Specification

check point cards will be elaborated with the cardboard available in the market today and printed with the already existing methods of manufacture-.

Each card will clearly inform the players the size of the reward they have earned.

The penalties or rewards earned in the different cards, can be in the form of: a) play-money; b) resource-cards; c) premium-protection cards; d) the loose of turns, or e) the advancement or set back of certain number of tiles.

The automobile racetrack will have 52 tiles that the players must travel from the start line tile to the finish line tile; while doing so their original race-resources -those bought before the commencement of the game-, will start to deplete: because of the different penalties they will incur when landing onto different tiles or by surrendering different race-resources to the bank by following the preferred rules of the game.

So, the players, in order to advance faster and protect themselves against penalties throughout the rest of the racetrack, are going to need to replenish their race-resources and premium-protection cards; in order to do so, the players need two things: first, they need to have game-money on hand. This game-money is rewarded to them as an endorsement prize every time their particular race-number appears on the die; or, as well, as a prize when drawing a risk/reward card throughout the racetrack.

Secondly they need to be inside the pits; because following the preferred rules of the game, only inside the pits a player can replenish their race-resources/premium-protection cards, by buying those from the bank.

So, in order for a particular player to get inside the pits, this player has to shoot the exact number that will land him in the pits. In other words, if three spaces are between the player and the pits tile, the throw of the die has to be exactly a number three.

If a smaller number appears, he has to advance those spaces, and wait until his next turn to throw the die again. But if a higher number appears on the face of the die, then the player has to do one of two things: 1) use one resource-card so-called brakes card to adjust the shoot and enter the pits with the exact speed or number; or 2) if the player does not have a brakes card on hand, he shall continue its path straight ahead to the finish line, without entering the pits.

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Accordingly to the preferred rules of the game, no backward moves are allowed throughout the entire racetrack, neither a player can go back and forth inside the pits to accommodate a particular shot.

For example, if a player has three tiles to reach the pits and the die is showing a five, then, this player cannot count the three spaces up to the pits, then one more move that takes him out, and the last move to get him in again.

So in this particular case, this player must continue its path forward, loosing the opportunity to access that particular pits at that particular time.

Another preferred rule of the game is that the players inside the pits, shall not throw the die on their own turn if they intend buy race-resources or premium-protection cards. In other words: the players are exchanging their right to throw the die, for the right to buy/sell resources with the bank. So, buy passing the dice along -an according to the preferred rules of the game-, the players can do transactions with the bank worth up to $1000 per turn -buy or sale-.

When a player inside the pits throws the die -even by accident-, this player must leave the pits; otherwise he must surrender a brakes card to maintain his position in the pits.

Players inside the pits will still receive all their endorsement prizes earned by the throw of the die of the players that are not inside the pits.

Players can use this "fresh game-money to buy race-resources or premium-protection cards.

In this game, there is no player elimination: if a certain player throughout the racetrack has depleted all his race-resources, and has no game-money at hand, he can still continue in the race just like the rest of the players. If this same player lands onto a certain tile that has imposed him a penalty that he cannot meet or pay, the penalty for that particular player will be that he must go back to the nearest pits and loose one turn per $500 dollars of value of the penalty that he cannot meet. For example, if a player has to pay $1000 dollars of game-money in fines, and he has no race-resource cards to exchange with the bank for money, then this player will loose two turns. This player will put beneath is token, the loose-a-turn marker showing the back face, with the number two -accordingly to the preferred rules of the game-; -these loose-a-turn

markers will be elaborated with the cardboard available in the market today and printed with the already existing methods of manufacture-.

But if this same player has one race-resource that can be exchanged with the bank, then this player will and must exchange it to the bank and pay for half of the penalty -$500-, and now, this player will only loose 1 turn, putting beneath his token, the loose-a-turn marker, showing the face side that reads: stop.

While on penalty inside the pits, the player cannot buy race-resources: he has no turn that can be exchanged for the right to buy resources from the bank; but yes, he can receive all of his endorsement prizes.

After the penalty is over, this player can stay inside the pits; and now, because he is an active player, he can do transactions up to $1000 each turn this player decides to maintain its position inside the pits, and by doing so, he is exchanging his right to throw the die for the right to exchange up to $1000 with the bank.

The first player that lands or passes the finish line tile, wins the game; but because in this game every shot rewards an endorsement prize to the active players in the racetrack, all the players in the game should play until they reach the finish line tile. Not mattering how far behind they are in the racetrack, they must continue to roll the die until the end.

Remember that the endorsement prize is only paid to competing players in the race: those players that have already arrived to the finish line, do not receive more endorsement-prizes.

f) Description of the figures in the drawings of the Invention----------

What I have illustrated in the drawings and will now describe in detail, it is to be understood that in its broader aspect, this invention is not limited to the representation or simulation (among other features) of the types of tracks herein represented, or the penalties or rewards they offer, inasmuch as other types of tracks, and other penalties or rewards are comprehended within the scope thereof.

So, in order that the principle of the invention may be readily understood, I have disclosed the necessary drawings wherein:

Specification

Figure no. 1: Is a plain view of one possible arrangement of 52 tiles. (As it will be explained latter, the game will provide 52 tiles to the players, so they can design their preferred racetrack design).

Figure no. 2: Is a view of the face side of the tile so-called start line: this is the starting point of the game.

Figure no. 3: Is a view of the face side of the tile so-called finish line: this is the finishing point of the game.

Figure no. 4: Is a view of the face side of the tile so-called pits: the pits, is the place where the players can buy resource-cards or premium-protection cards from the bank.

Figure no. 5: Is a view of the face side of the tile so-called pits entrance: the pits entrance is the tile that connects the pits tile to the rest of the racetrack

Figure no. 6: Is a view of the face side of the tile so-called straight track: this tile offer no risk or reward to whoever player lands on it.

Figure no. 7: Is a view of the face side of the tile so-called curve track: this tile represents risk. Whoever player that lands -not crosses or passes, but lands- on a curve tile, must draw a curve card, unless he surrender a tire-card to the bank.

Figure no. 8: Is a view of the face side of the tile so-called oil patch track: this tile represents danger. Whoever player that lands -not crosses or passes, but lands- on an oil patch tile, must draw an oil patch card.

Figure no. 9: Is a view of the face side of the tile so-called check point track: this tile represents reward. Whoever player lands -not crosses or passes, but lands- on a check point tile, must draw a check point card.

Figure no. 10: a) is a view of the back side of the tiles representing a landscape of plain grass. This design on the back side of the tiles -randomly distributed among the different track tiles-, will permit the whole set of tiles -when not in use-, to be part of the general landscape of the entire race track design; while b) is a view of the back side of the tiles representing a landscape of grass with some rocks. This design on the back side of the tiles -randomly distributed among the different track tiles-, will permit the whole set of tiles -when not in use-, to be part of the general landscape of the entire race track design.

Figure no. 11: Is a view of the approximate sizes of the tiles in the game.

Specification

Figure no. 12: Is a view of the race-number markers.

Figure no. 13: Is a view of the identical tokens that are to be used by the several players -which preferably will be in the shape of automobiles-, but differentiated by their colour -preferably red, orange, yellow, light green, dark green, light blue, dark blue, white, black, grey, pink and purple-.

Figure no. 14: Represents the resource so-called gasoline card: this resource card allows the players to advance faster throughout the race track.

Figure no. 15: Represents the resource so-called tires card: this resource card allows the players to avoid certain risks throughout the race track.

Figure no. 16: Represents the resource so-called brakes card: this resource card allows the players to adjust or reduce the value of the shoot of the die.

Figure no. 17: Represents the protection card so-called star driver card: this premium protection card helps the players throughout the racetrack to avoid any penalty that can arise in the curve cards or in the oil patch cards and that are related to any driving conditions.

Figure no. 18: Represents the protection card so-called master mechanics card: this premium protection card helps the players throughout the racetrack to avoid any penalty that can arise in the curve cards or in the oil patch cards and that are related to any engine problems.

Figure no. 19: Represents in perspective, the die used to determine the extent or length of the moves of the players along the automobile racetrack, and will help reward the endorsement prize according to the preferred rules of the game.

Figure no. 20: a) Represents the face side of the so-called loose-a-turn marker, while b) Represents the back side of the so-called loose-a-turn marker.

Figure no. 21: Is a view of the game or script money used in denominations of $500 and $1000 dollars.

Figure no. 22: Represents the face side of the so-called curve cards.

Figure no. 23: Represent twenty four penalty/rewards pertaining to the so-called curve cards, which are to be drawn by every player who lands -not crosses or passes, but lands- onto any curve track tile.

Figure no. 24: Represents the face side of the so-called oil patch cards.

Specification

Figure no. 25: Represents twenty four penalties pertaining to the so-called oil patch cards, which are to be drawn by every player who lands -not crosses or passes, but lands- onto any oil patch track tile.

Figure no. 26: Represents the face side of the so-called check point cards.

Figure no. 27: Represents twenty four rewards on the so-called check point cards, which are to be drawn by every player who lands -not crosses or passes, but lands- onto any check point track tile.

g) Detailed description of the Invention----------

GENERALITIES OF THE GAME

THE GAME: a tile-based board game in the shape of an automobile racetrack.

PURPOSE OF THE GAME: to be the first player to land or cross the finish line tile.

THE BOARD GAME: desirably -but not necessarily-, the game will constitute of:

a) Fifty two (52) tiles which will include: one (1) start line tile -**fig 2**-, one (1) finish line tile -**fig 3**-, twenty four (24) curve tiles -**fig 7**-, fourteen (14) straight track tiles -**fig 6**-, four (4) check point tiles -**fig 9**-, four (4) oil patch tiles -**fig 8**-, two (2) pits entrance tiles -**fig 5**- and two (2) pits tiles -**fig 4**-

b) Six (6) tokens -**fig 13**- that are to be used by the several players -which preferably will be in the shape of automobiles-, but differentiated by their colour -preferably red, orange, yellow, light green, dark green, light blue, dark blue, white, black, grey, pink and/or purple-

c) Six (6) race-number markers -**fig 12**-, each one representing one of the next twelve numbers: 1 – 2 – 3 – 4 – 5 – 6 – 11 – 22 – 33 – 44 – 55 – 66

d) Three (3) loose-a-turn markers -**fig 20 a) and 20 b)**-.

e) Thirty six (36) gasoline cards -**fig 14**-.

f) Thirty six (36) tires cards -**fig 15**-.

g) Thirty six (36) brakes cards -**fig 16**-.

h) Six (6) star driver cards -**fig 17**-.

i) Six (6) master mechanics cards -**fig 18**-.

j) Twenty Four (24) so-called curve cards -**fig 22 & fig 23**-.

k) Twenty Four (24) so-called oil patch cards -**fig 24 & fig 25**-.

Specification

l) Twenty Four (24) so-called check point cards -**fig 26 & fig 27**-.

m) One (1) die -**fig 19**-.

n) Script-money -**fig 21**-: the amount of play or script money is variable within the scope of the invention, but trying to be sufficient to provide six players with enough money they need to perform and complete the game.

- PLAYING THE GAME -

THE SET UP, THE RULES AND OTHER GENERALITIES

NUMBER OF PLAYERS: the number of players is not fixed; any reasonable number can play, but three to six players have been found to be most desirable.

While the setup is allowing up to six players, more than six players can be in the game: any coin or another object can be used by the players if the tokens provided -**fig 13**- are not enough. The higher number of players will translate in the scarce of race-resources -**fig 14, fig 15, fig 16**-, forcing them to shape a better race strategy in order to win the game.

BOARD GAME ARRANGEMENT: players will arrange the board game by shaping their preferred racetrack design: using the fifty two (52) tiles provided or less -if they decide to do so-. -**Fig 1**- shows a particular design, using all the 52 tiles in the game; but again, the tiles being independent, allows the players to shape the racetrack of their liking.

RACETRACK DESIGN: It can be done as a circuit: where the start line -**fig 2**- and the finish line -**fig 3**- are placed next to each other, creating a continuous track.

Or it can be open ended, where the start line is placed in certain place, while the finish line is placed anywhere else on the track but beside each other. This is entirely up to the liking and preference of the players.

CHOOSING A RACE NUMBER: The players in the game “own” and “race” their particular race cars -**fig 13**-.

In order to “identify” their race car throughout the racetrack, each player will choose a particular race-number. This race-number is to be chosen between the numbers one through six: which represent each side of the playing die -**fig 19**-.

Specification

Also, this race-number will reward prize-money -**fig 21**- to the players every single time the throw of the die shows their particular race-number: this reward will be called endorsement prize and will be explained later as one of the preferred rules of the game.

SELECTING A RACE-NUMBER MARKER: in order to help the players remember their race-number throughout the racetrack, race-number markers -**fig 12**- will be provided. These markers have depicted the numbers 1, 2, 3, 4, 5, 6, 11, 22, 33 ,44 ,55 and 66.

The single or double digits depicted on the race-number markers, has the only purpose of create a clear individualization of the players. The double digit marker do not mean that the player holding that marker, will get double prize-money -**fig 21**- every time that their particular race-number is shown by the die.

Different players can choose the same race-number, this means that two or more players can choose the number three -for example-. But accordingly to the preferred rules of the game, if two to six players are on the game, they are to choose each one, a different number from each other, one through six.

If more than six and up to twelve players are playing the game, then some race-numbers will be shared by two players. And yet again, accordingly to the preferred rules of the game, only two players can share the same race-number. In other words, you cannot have three players sharing the same race-number, while another number is taken by only one player: race-numbers should be evenly selected -or balanced- between the players.

Once the players had chosen their race-number, they can use either the single or double digit race-number marker -**fig 12**- of their liking; for example, if a player chooses the number three as his race-number, he can take either the race-number marker depicted three or thirty three.

THE ENDORSEMENT PRIZE: think this prize like this: the throw of the die -or its outcome- is like television time. For example, if the number three has been shot, this is like if the car number three/thirty three -or the player/players holding the race-numbers three/thirty three-, have been shown on television: the cameras are on you!!!... and your sponsors love when you are on television; thus they will pay you -through the bank- an endorsement prize.

Specification

As it can be seen, this reward is intimately related to each player race-number: from the very first throw of the die, every single time that a particular race-number is identical to the number shown on the face of the die, the bank will pay to the owner or owners of that particular race-number an endorsement prize, not mattering who the shooter was.

Again, any time that a particular number is shown by the die, hypothetic sponsors - through the bank- will pay the race-number owner/player a $500 dollars reward. This prize becomes $1000, if the same race-number owner/player, is the one that throws his own race-number. Think it like: when the cameras were on you, you were able to perform somehow phenomenal!!!.

So, it does not matter how many consecutive times any particular race-number appears on the die, the particular race-number owner/player will receive $500 dollars every single time that any other player throws their number and $1000 dollars every single time, the same race-number owner/player throws his own race-number.

As well, it does not matter the whereabouts of a certain player on the racetrack, or if he is currently serving a penalty, the endorsement prize is always paid. In other words, even if a player is on the pits -**fig 4**- or has been penalized anywhere in the track -by loosing one or two turns, as a result of any penalty card -**fig 22, fig 23, fig 24, fig 25, fig 26, fig 27**-, the endorsement prize is always rewarded.

But the endorsement prize is only for "active" players on the racetrack: so, if a certain race car has reached the finish line tile -**fig 3**-, that particular player will stop receiving the endorsement prize for the rest of that game. Think it like: the endorsement prize is for cars "actually racing" on the track; so now, and because your car is no longer on the racetrack -thus the T.V. cameras will be no longer showing your car "racing"-, this is a prize that you will no longer receive.

SELECTING A TOKEN: after the players had selected a race-number and received their respective race-number marker -**fig 12**-, they will now choose between identical tokens -**fig 13**-, preferably in the shape of a car and differentiated by their colour - preferably red, orange, yellow, light green, dark green, light blue, dark blue, white, black, grey, pink and purple-, their preferred token, which will mark their position throughout the entire racetrack.

Specification

SELECTING THE BANKER: any playing or non-playing person can be selected as the banker. This person is going to do all the transactions on behalf of the bank. So in the future, when I am referring to the banker, it has to be understood that I am utterly referring to the bank.

The banker will be in charge of all the game-money -**fig 21**- that belongs to the bank or in other words, the money that is not in possession of the players.

The banker also handles -on behalf of the bank- all the resource-cards -**fig 14, fig 15, fig 16**- and all the premium-protection cards -**fig 17, fig 18**-, until acquired by the players.

The banker is the one to receive all of the resource-cards, and premium-protection cards, when surrendered by the players throughout the racetrack.

All the fines or penalties are to be collected by the banker and all the prizes are to be paid by him as well.

All the transactions throughout the game must be done only with the bank: all the resource-cards -**fig 14, fig 15, fig 16**- and all the premium-protection cards -**fig 17, fig 18**-, must be bought or sold to the bank and to the bank only. In other words, no single transaction is allowed to happen between players, at any given moment in the game.

The banker may also act as another player and for that purpose he will be provided with an equal sum of script money -**fig 21**- and in all ways will participate in the game with the other players.

INITIAL ENDORSEMENT AMOUNT: all the players, at the beginning of the game, will be furnished by the bank with an equal sum. According to the next:

a) if two players: each one will receive $5000 dollars of game money.....
b) if three players: each one will receive $4000 dollars of game money.....
c) if four players: each one will receive $3000 dollars of game money.....
d) If five players: each one will receive $2500 dollars of game money.....
e) If six or more players: each one will receive $2000 dollars of game money.....

PRE-RACE STRATEGY: the players will shape their own pre-race strategy by buying different resource-cards that will help them a) advance faster: gasoline card -**fig 14**-, b) avoid risks: tires card -**fig 15**-, and c) shape their speed: brakes card -**fig 16**-.

Specification

As well, players can buy premium-protection cards that will help them avoid current penalties imposed by the oil patch cards or by the curve cards: such as a) the star driver card -**fig 17**-; and b) the master mechanic card -**fig 18**-.

Here is a full description of the aforementioned cards:

THE GASOLINE CARD: this card helps the players advance faster throughout the racetrack. It has a face value of $500 and can only be bought from the bank when inside the pits -**fig 4**-. It can also be sold at its face value of $500, and only to the bank when inside the pits.

The gasoline cards help the players advance faster because with these cards -following the preferred rules of the game-, the players can avoid forfeiting certain shots of the die or can throw the die repeatedly.

To understand the aforementioned idea, think of the throw of the die -**fig 19**- like engine acceleration, where numbers one and two are considered low acceleration, numbers three and four are considered medium acceleration and numbers five and six are considered high acceleration: the higher the number, the bigger the advancement, thus the bigger consumption of gasoline.

With low to medium acceleration (die numbers 1, 2, 3 and 4), there will be no need to surrender a gasoline card -**fig 14**- in order for the players to be able to advance the respective spaces.

But with high acceleration (die numbers 5 and 6), the player must surrender one gasoline card in order to be able to advance such distance: the engine of his race car is spending a lot of gasoline to achieve such speed and distance!!!.

So, if the number five or six are showing on the upper face of the die and the respective player is not able to surrender a gasoline card -**fig 14**-, this player must forfeit the throw -because hypothetically he does not have enough gasoline to accelerate and advance such distance-. Then, he will pass the die over to the next player without advancing not a single tile at all; but the endorsement prize is paid to the respective player -$500-, even to himself -$1000-, if this is the case.

It is important to mention that forfeiting a shot do not mean that a player that had shot a 5 or 6, and is lacking a gasoline card to surrender, is allowed to advance one, two, three or four spaces -numbers that do not require the surrendering of a gasoline card-.

Specification

No, forfeiting the shoot is not advancing at all. So every time a player shoots a 5 or a 6, and he has no gasoline cards at hand to surrender to the bank, this player do not advances at all: the shoot has to be taken in full or not take it at all: but yet again the endorsement prize must be properly paid.

Another example of the usage of the gasoline card is that it provides the ability to throw the die repeatedly: if a player shoots the die and the outcome is a 1 or a 2 -a shoot that is not required to surrender a gasoline card-, by surrendering a gasoline card, this same player is buying the right to do a second engine acceleration -in other words: to throw the dice again-, immediately after his last shot. This is what I will be calling: the low acceleration rule.

The low acceleration rule means that the player that had shoot a number 1 or 2 can throw the die again; but in order to do so, the player will pay one gasoline card -**fig 14**- for the right to throw the die -**fig 19**- again.

But the outcome of the new shoot is also shaped by the preferred rules of the game, where the numbers 1, 2, 3 and 4 are exempted of the payment of a gasoline card, while with the numbers 5 and 6, a gasoline card must be surrendered by the player in order to be able to use the shoot. In other words, if the new outcome is a number between one and four, the player can advance such distance; but if the number on the face of the die is a five or a six, the player must surrender a “second” gasoline card (another one besides the first one surrendered by the player in order for him to throw the die again under the low acceleration rule) in order for him to use this “new” or second throw: the first gasoline card paid under the low acceleration rule, allows the player to throw again and -as well- allows him to advance the “free” numbers one to four show. But if a higher number appears -five or six- another gasoline card must be surrendered to the bank.

The low acceleration rule can be applied as many consecutives times as a player throws consecutives 1´s or 2´s, and he or she are willing to or are able to pay a gasoline card to gain the right to throw the die again.

The low acceleration rule can be used at any particular moment throughout the race: at the beginning of the competition, or at the very end, even if a player wins the race by throwing consecutive shoots using the low acceleration rule.

Specification

Remember that every single time that the die is thrown under the low acceleration rule, the endorsement prize should be properly paid -$500-, even to himself -$1000- if it happened to be so.

But the playing player that shoot a one or a two, is not enforced to take the low acceleration rule: this rule should only work in his favour. So, if the player is okay with only advancing one or two spaces and or is part of his own strategy to save his resources for later, then he can just advance the one or two spaces and pass the die along to the next player.

Another of the preferred rules of the game referring to the gasoline cards -**fig 14**- is that if a player has shoot a five or a six, and he has at least one gasoline card on hand, he must surrender the gasoline card and take the shoot. So, surrendering a gasoline card when a five or a six has been shoot, is not an option, it is a must. Even though the player would prefer not to take the shoot and keep the race-resource. Or even if by paying this gasoline card, the player depletes his race-resources, or even though this number lands them on a tile that they would prefer not to land -like the oil patch tile -**fig 8**-: every player with a gasoline card on hand must pay it when a five or a six is showing in the upper face of the die.

In other words, a 5 or a six cannot be forfeited for any reason, but the lack of gasoline cards by the player.

THE TIRES CARD: this card helps the players avoid risks throughout the racetrack. It has a face value of $500 and can only be bought from the bank when inside the pits -**fig 4**-. It can also be sold at its face value of $500, and only to the bank when inside the pits.

As a preferred rule of the game, when a player lands on a curve tile -**fig 7**-, this player must draw a curve card -**fig 22, fig 23**-. These curve cards -as it has been depicted before- can reward or penalize a player. So, as another preferred rule of the game, a player can avoid the draw of a curve card, by surrendering a tires card -**fig 15**- to the bank every time he lands onto a curve tile.

Tires cards only work on curve tiles: anywhere else in the racetrack, they do not avoid drawing penalty cards. In other words: if a player lands onto an oil patch tile -**fig 8**-, the

player cannot avoid the penalty by surrendering a tires card. No, this player must draw an oil patch card.

THE BRAKES CARD: this card helps the players adjust down the outcome of the die. It has a face value of $500 and can only be bought from the bank when inside the pits. It can also be sold at its face value of $500, and only to the bank when inside the pits.

The brakes card -**fig 16**- is a useful race-resource that shapes the roll of the die to the convenience of the player. It has to be understood that this card, only diminishes or reduces the value of a certain shoot: if a player shoot a four, the player can decide to use a brakes card and turn that number anywhere from zero, to three.

As it has just been mentioned, the outcome of a shoot can be reduced all the way to zero. When this happens, it has to be considered that the player has forfeited the shoot, not advancing any tile at all. However, the endorsement prize must be paid to the respective player -$500-, even to himself -$1000- if it happens to be the case.

When a player use a brakes card, turning a shoot into a zero -thus forfeiting the shot-, this do not mean that this player is re-landing onto the tile again. No, it is like if that shoot never occurred, except for the endorsement prize that is properly paid.

For example, if a player is on a curve tile -**fig 1, no. 1**- and his shoot is a number one, where advancing this number is taking him onto an oil patch tile -**fig 1, no. 2**-, the most severe of the tiles, this player has the option to surrender a brakes card -**fig 16**- to the bank and turn his throw in a zero. Then, this player will not move at all, thus staying in the curve tile -**fig 1, no. 1**-. So, following the preferred rules of the game, in this case, staying in the curve tile will not mean that this player has now to surrender a tires card -**fig 15**- to avoid drawing a curve card -**fig 22, fig 23**-. No, the shoot has been forfeited, thus it is like the shoot had never occurred, thus no re-landing applies, but remember to pay the endorsement prize -500-, even to the same player -$1000- if this happens to be the case.

Same thing happens when the player have landed on a check point tile -**fig 1, no. 3**-: if for any reason the player uses a brakes card to turn a shoot into a zero, this does not means that he is re-landing on the check point tile, thus earning “another” check point card -**fig 26, fig 27**-. No, the player is forfeiting the shoot, and it has to be considered

like if this shoot never occurred, except for the endorsement prize that is properly paid, even to the same player if it happens to be the case.

THE STAR DRIVER CARD: this card helps the players throughout the racetrack to avoid any penalty that arises in the curve cards -**fig 22, fig 23**- or in the oil patch cards -**fig 24, fig 25**- and that are related to any driving conditions. It has a face value of $1000 and can only be bought from the bank when inside the pits -**fig 4**-. It can also be sold at its face value of $1000, and only to the bank when inside the pits.

This card can be used anywhere and anytime throughout the racetrack.

THE MASTER MECHANICS CARD: this card helps the players throughout the racetrack to avoid any penalty that arises in the curve cards -**fig 22, fig 23**- or in the oil patch cards -**fig 24, fig 25**- and that are related to any engine problems It has a face value of $1000 and can only be bought from the bank when inside the pits. It can also be sold at its face value of $1000, and only to the bank when inside the pits.

This card can be used anywhere and anytime throughout the racetrack.

GAME-MONEY VERSUS RACE RESOURCES: in order for a player to succeed in this game, they have to shape a proper race-strategy that will allow them advance with the lesser risk and the fastest speed throughout the racetrack. This is important to be mentioned because it has to be clearly stated that having game-money -**fig 21**- is not the same as having resource-cards -**fig 14, fig 15, fig 16**- or vice versa. For example, if a player has $1000 in script money but not a single resource-card on hand, when this particular player is in the need of a particular resource-card, he cannot use the script money instead of any particular resource card, even though they have the same economic value ($500 for example).

Or if this same player has a certain combination of resource-cards -worth, let say $2000-, but no script money at hand, when this particular player is penalized in script money by certain penalty card -**fig 22, fig 23, fig 24, fig 25**-, he cannot pay this penalty with resource cards: each penalty has to be settled either on game-money or race-resources, as clearly specified by each penalty card.

As well, the resource-cards are not to be used as another resource card different to what they are. In other words: they are not interchangeable.

Specification

For example if a player has three gasoline cards -**fig 14**- but no tires cards -**fig 15**- nor brakes cards -**fig 16**-, this player cannot surrender one gasoline card instead of a tire card or a brakes card -even though they have the same face value-: each card is meant to work and to be used in a such different situation. Thus race strategy, money and resource management are crucial to succeed in the entire race.

GAME MONEY AND RESOURCES TO BE KEPT AT PLAIN SIGHT: each player will keep their acquired resources in front of themselves and must keep them at plain sight to the rest of the players. Their money also must be at plain sight.

As a preferred rule of the game, they can have either one or two resource-cards or premium-protections cards face down with the purpose of protecting their race strategy throughout the game, but these face down cards, are still "alive" throughout the race, and must be surrendered, played and sold at any time, and follow all the rules of the game.

THE COMMENCEMENT OF THE GAME.

THE START LINE: The playing commences at the start line tile -**fig 1 no. 12 / fig 2**-, where all the players will place their tokens -**fig 13**-, and -as one of the preferred rules of the game-, the start line tile has to be considered also "the first pits", where all the players will buy the race-resources of their convenience in order to shape their own pre-race strategy.

The expression "the first pits" also means that if a player incurs in a certain penalty that is forcing him to go back to the nearest pits, but he has not yet passed any "actual" pits **fig 1, no. 5**, then this player has to go back to the start line tile -**fig 1 no. 12**-, considered for this matter to be "the first pits".

ADVANCEMENT THROUGHOUT THE RACETRACK: in this game only forward moves are allowed; in other words, no backward moves are permitted anywhere or anytime throughout the racetrack, unless otherwise authorized by the premium or penalty cards.

LANDING ON A TILE: each player, as the result of the throw of the die, will advance his token as many tiles as the number shown on the die. So each player will place his token onto any tile, even though another player is on the same tile. As a preferred rule

of the game, every single tile in the racetrack can be shared by two or more players at the same time.

RE-LANDING ON A TILE: landing on a tile over and over by going back and forth over it just to try to shape a particular shot is absolutely forbidden by the preferred rules of the game.

As an example, if a player is on tile -**fig 1 no. 6**-, and needs to go inside the pits -**fig 1 no. 5**- to replenish his race-resources, then, this player needs to throw exactly a number 3 on the die. If this player shoots a number 5, this player cannot count three spaces that will take him onto the pits -**fig 1 no. 5**-, one more space out onto the pits entrance tile -**fig 1 no. 7**-, and one last move onto the pits again -**fig 1 no. 5**-.

Another example of what should not be done is this: a player landed on -**fig 1 no. 8**-. shoots a number 4 that will land him next onto an oil patch tile -**fig 1 no. 4**-, this player cannot go inside the pits tile -**fig 1 no. 9**-, to finally land onto the pits entrance tile -**fig 1 no. 10**-, thus avoiding the draw of the oil patch cards. No, this player must go straight ahead to the oil patch tile -**fig 1 no.4**-, without entering the pits -**fig 1 no. 9**-.

THE FIRST PLAYER TO PLAY: the player with the smaller race-number marker -**fig 12**- shoots first.

By using a single die, the players will determine the extent or length of their moves along the automobile racetrack.

After the starting player shoots the die, the rest of the players will take turns to do so following the clockwise rule. This means that it does not matter which race-number marker/player is at the left hand of the starting player, that player is the second to shoot and so on.

THE THROW OF THE DIE: the throw of the die determines the extent of the advancement of the players; but not only that, as explained before, the number shown by the die also determines which player receives the endorsement prize.

So, every single time the die is thrown, two things happen:

1) It indicates the extent that the current player should advance his token throughout the racetrack.

2) The endorsement prize is paid: it is $500 dollars if any other player throws a particular race-number, but it is $1000 dollars if a player rolls their “own” race-number.

This endorsement prize is always paid, even if the shoot is for any reason forfeited. Remember that only “active” players on the racetrack can receive this prize: players still on the track, players that have not yet arrived to the finish line tile -**fig 1 no.11 / fig 3**-.

THE DICE OUTCOME: to understand the following rule, think about the dice to be *engine acceleration*: the engine that is making possible that your race car can move throughout the racetrack.

So, as it has been explained before -and now will capitulate-, the different outcomes of the throw of the die have different rules according to the preferred rules of the game:

a) **One and two**: are considered low engine acceleration. There is no need to surrender a gasoline card.

But according to the preferred rules of the game these two numbers (1 and 2), will offer to the player, the opportunity to throw the die repeatedly under what it is called the low acceleration rule. The low acceleration rule means that the player that had shoot a number 1 or a number 2 can throw the die again; but in order to do so, the player will have to surrender one gasoline card for the right to throw the die again. But the outcome of the new shoot is also shaped by the preferred rules of the game, where the numbers 1, 2, 3 and 4 do not need an extra gasoline card to be surrendered in order to advance such spaces; while numbers 5 and 6, an extra gasoline card must be paid by the player in order to be able to use the shoot and advance. The low acceleration rule can be applied as many consecutives times as a player throws consecutives 1´s or 2´s, and the player is willing to or able to pay a gasoline card to gain the right to throw the die again. The low acceleration rule can be used at any moment throughout the race: at the beginning of the competition, or at the very end, even though a player wins the race by throwing consecutive shoots using the low acceleration rule.

Specification

Every time the low acceleration rule is applied, the endorsement prize should be properly paid.

The player that throws a 1 or 2 is not enforced to use the low acceleration rule: this rule should only work in his favour.

So, if the player is okay with advancing only one or two spaces, or if it is part of his own strategy to save his resources for later, then he can just advance the one or two spaces and pass the die along to the next player.

Now, using the low acceleration rule consecutively, do not mean that a player has not landed or avoided the penalty or reward of a certain tile, in other words: these are not accumulative shots. No, they are independent shots, independent advancements, done consecutively.

b) **Three and four**: are considered medium acceleration: there is no need to surrender a gasoline card and also the low acceleration rule does not apply with these numbers. The player advances this spaces and the endorsement prize is paid, then the player passes the die along to the next player.

c) **Five or six**: are considered high acceleration. Every single time this number appear on the face of the die, the shooter must surrender a gasoline card in order to play the throw. If the player does not have a gasoline card on hand, he must forfeit the shoot -by not advancing any tile at all-. And before passing the die to the following player, the banker must ensure that the endorsement prize has been paid, even if it is to be paid to the same player that has just forfeited the shot. Remember that even though this player forfeited the shot, he has to receive $1000 if it was himself the own player who threw his “own” number.

It is important to reaffirm that forfeiting the shoot means that the player will not advance at all. It do not mean that the player that threw 5 or 6 -without a gasoline card to surrender- can advance 1 or 2 or 3 or 4 spaces; this is, numbers that do not need a gasoline card to be surrendered in order to advance. No, forfeiting the shoot is not advancing at all.

Forfeiting a shot is like this shoot never happened: thus re-landing do not apply.

Now, no one can forfeit a shoot because of convenience or for any other reason: if the player has thrown the die and the outcome is a 5 or a 6, and he

has at least one gasoline card, this player must surrender this gasoline card and take the shoot, thus advancing 5 or 6 squares throughout the race track even if playing the shoot has a bad outcome for the player.

THE PITS ENTRANCE: the pits entrance tile -**fig 1 no. 7**- is NOT the pits -**fig 1 no. 5**-: it is the tile that connects the pits with the rest of the racetrack, and you would need one more tile to advance to get inside the pits. As well, when going out from the pits tile, the first tile to be counted is the pits entrance tile -technically, the only tile that can be re-landed on, on the only circumstance accepted by the preferred rules of the game: when going out from the pits.

THE PITS: is the place where a player can exchange game-money -**fig 21**- for race-resources -**fig 14, fig 15, fig 16**-, and premium-protection cards -**fig 17, fig 18**-. This can also be done the other way around, where a player can sell his resources and get game-money -**fig 21**- from the bank -to pay for a penalty, for example-.

All the transactions are to be done with the bank and with the bank only: no transactions between players are allowed at any moment before, during or after the game.

All the transactions are to be done at the face value of the resource-cards or premium-protection cards. In other words, there is no fee for buying or selling race-resources or premium-protection cards from/to the bank at any given moment of the game.

Remember that for the purposes of the game, the start line is also considered to be the first pits.

Also remember that according to the preferred rules of the game, the players should not go in and out the pits to shape a particular shoot.

In order to get into the Pits, the players must roll with the die the exact number that will land them in the pits tile. If a higher number is rolled, two things could happen:

1) The player can use one brakes card -deceleration card- to adjust the number to land him onto the Pits.
2) If the player has no brakes card on hand, he must follow his way towards the finish line: it is absolutely forbidden accordingly to the preferred rules of the game, that any player tries to adjust certain shoot, by going in and out of the pits.

Specification

Immediately after entering the pits, the players have two options: do transactions up to $1000, or do nothing at all.

But in their next playing turn, the players, in order to be able to maintain their position inside the pits, must do at least a $500 transaction and a maximum of $1000.

For each turn that a player spends inside the pits, this player can do transactions up to $1000. This means, this player can buy $500 and up to $1000 in race-resources or premium-protection cards.

Because the maximum value of transactions that a player can do in one turn is $1000, these are the possible transactions to he held: 1) a player can buy or sell up to two race-resources -worth $500 each-; or 2) buy or sell one premium-protection card -worth $1000 each-; or 3) or selling one resource card -worth $500-, thus getting script-money, then using this script-money to buy another resource-card -worth $500-. In other words, this last transaction is converting one race-resource card into another one.

There can be as many players in the Pits as players in the game, at any particular time, and as for as many turns as the circumstances may present, trading cards or money from/to the bank: only from the bank.

Remember that -as a preferred rule of the game-, the players are exchanging their right to throw the die, for the right to buy or sell resources from/to the bank. So, when inside the pits, a player must not throw the die. If he does do so -even by accident-, according to the preferred rules of the game, first, he loses the chance to exchange -buy or sell- race-resources or premium-protection cards to the bank, and secondly and very important, this player must abandon the pits: throwing the die means engine acceleration and this player must advance his car as many spaces as the die shows.

If this player does not want to leave pits, the only thing that will allow him to stay inside the pits, is to surrender a brakes card. By using a brakes card this player has the ability to convert any throw as low as zero. But this player has lost his ability to do transactions with the bank -in this particular turn-: the players are exchanging their right to throw the die, for the right to buy or sell resources from/to the bank, and because this player threw the die, he cannot exchange -in this turn-, resources with the bank; but remember to reward the endorsement prize!!!.

Specification

Another example of players throwing the die inside the pits by "accident" is that if a certain player throws the die and the shoot is a 5 or a 6, and this player -that must surrender a gasoline card in order to play the shot and advance- does not have a gasoline card on hand, then this player can and must stay inside the pits, considering that this player has forfeited his shoot because the lack of the proper resource-card to support the acceleration; buy yet again, this player looses his chance to do transactions with the bank: remember that you are exchanging your right to throw of the die, for the right to deal with the bank.

Players inside the pits still receive the endorsement prize when their particular number is shoot. They can use that fresh game-money to buy race-resource or premium protection cards.

PENALTIES AND REWARD CARDS: In this invention, the tiles in the game represent parts of an automobile racetrack. Those tiles are trying to recreate the situations that could happen on a real race contest. In order to achieve this objective, some tiles are just standard tiles, tiles without penalty or rewards; tiles where the players will be free of penalties or rewards when landing onto them -think of them as "secure parts of the racetrack-". These "neutral" tiles are: the start line -**fig 1 no. 12 / fig 2**- and the finish line -**fig 1 no. 11 / fig 3**- tiles, the straight track tile -**fig 1 no. 8 / fig 6**-, the pits entrance tile -**fig 1 no. 10 / fig 5**- and the pits tile -**fig 1 no. 9 / fig 4**-. Players landing on these, receive nor penalty nor reward. And because the penalties and rewards in this invention come in the form of cards, when landing onto these tiles, the players wont draw any kind of cards.

Other tiles represent risk situations, like the curve tile -**fig 1 no. 6 / fig 7**-: in a real-life contest curves are risky if not handled properly.

So any player that lands onto a curve tile -**fig 1 no. 6 / fig 7**- must draw a penalty/reward card so-called curve card -**fig 22, fig 23**-. These cards are penalty/reward cards because about 60% of them offer penalties, while about 40% offers rewards. As a part of the preferred rules of the game, the players can avoid drawing the respective curve cards when landing onto the curve tile by surrendering one tires card -**fig 15**- to the bank. Think it like this: a good set of tires can help you to handle better a risky curve.

Specification

Another set of tiles represent danger, like the oil patch tile -**fig 1 no. 4 / fig 8**-: in a real-life contest an oil patch in the road, will make a race car skid and possibly crash.
So any player that lands onto an oil patch tile -**fig 1 no. 4 / fig 8**- must draw a penalty card so-called oil patch card -**fig 24, fig 25**-. Drawing these penalties cards is unavoidable; this means, that there is no race-resource that can impede the drawing of the oil patch card: once a player landed onto an oil patch tile, this player must draw an oil patch card.
But remember that there is protection against the penalties already imposed: by surrendering to the bank one premium-protection card -**fig 17, fig 18**-, the players can avoid their already imposed penalties.
Finally, some set of tiles represent rewards: the check point tile. Any player that lands onto a check point tile -**fig 1 no. 3 / fig 9**-, must draw a reward card so-called check point card -**fig 26, fig 27**-.
Remember that all the penalties and/or rewards are in the form of cards. And each card will inform the players the severity of the penalty or the size of the reward.
The penalties or rewards in this game can be in the form of: 1) game-money; 2) resource-cards; 3) premium-protection cards; 4) throwing turns; and or 5) advancing or returning certain number of tiles.
The penalty and reward cards -**fig 22 to 27**- will be kept by the banker, and will be piled by groups preferably face down, until they are drawn by the players.
When a player is compelled by the rules of the game to draw a premium or penalty card, he will take the top card from the particular group and after following the instructions printed thereon, keeps this to himself or returns the card face down to the bottom of the pack or group of cards.
Each card will have a clear depiction of the penalty or reward that a player has earned as a result for drawing it.
PARTICULAR DESCRIPTION OF THE PENALTIES AND REWARDS CARDS:
Players landing on certain tiles, -not crossing or passing them, but landing-, will be compelled to draw the next cards:

Specification

1) Curve tile: each time a player lands onto a curve tile, a CURVE CARD -**fig 22, fig 23**- must be drawn. As a preferred rule of the game, a player can surrender a tires card -**fig 15**- to the bank, thus avoiding the draw of the curve card.
   If the player decides not to surrender a tires card -because it is part of his own race strategy or because he does not have one of these race-resources on hand- he must draw the curve card and strictly follow the clear instructions depicted by each one of these curve cards.
   The curve cards are desirably twenty four in number and the character of the penalty or reward is clearly stated thereon.
2) Oil Patch tile: each time a player lands onto an oil patch tile, an OIL PATCH CARD -**fig 24, fig 25**-must be drawn. The drawing of these cards is unavoidable; this means, that any player landing on them has to draw one of this cards. In other words: no resource-card, neither a premium-protection card stops the player from drawing an oil patch card. What the premium-protection cards do, is to help the players against a penalty already imposed.
   If the player draws the oil patch card, he must strictly follow the clear instructions depicted by each oil patch card.
   The oil patch cards are desirably twenty four in number and the character of the penalty is clearly stated thereon.
3) Check point tile: each time a player lands onto an check point tile, a CHECK POINT CARD -**fig 26, fig 27**- must be drawn.
   If the player draws the card, he must strictly follow the clear instructions depicted by each check point card.
   The check point cards are desirably twenty four in number and the character of the reward is clearly stated thereon.

Against all these penalties, players can buy a premium-protection card: either the star driver card -**fig 17**- or the master mechanics card -**fig 18**-, provides full protection against the penalties that can arise on the curve cards or the oil patch cards.

PENALTIES: According to the preferred rules of the game, all the penalties must be settled exactly in the “currency” or race-resource as the penalty cards are requesting for, in order for a player to maintain their actual position in the racetrack. If a player is

required to pay certain penalty that he cannot meet, he has to go back to the nearest pits. Once in the pits, all the penalties can be settled in game-money -**fig 21**-.

For example, if certain penalty card -**fig 22 to fig 25**- is asking the payment of one gasoline card -**fig 14**- the player must pay one gasoline card to the bank. If the player is not holding a gasoline card to settle the penalty -even though he has another race-resource, or enough game-money on hand-, then this player is forced to go back to the nearest pits and settle the penalty immediately, but now this can be done in game-money -trying with this to favour all the penalized players-.

If a player was sent back to the nearest pits, and his penalty worth only $500 / or certain race-resource card-, this player can still do another $500 dollar transaction with the bank. This rule, also trying to benefit the penalized players: forced to go back is already “painful and difficult”. So, according to the preferred rules of the game, players can exchanging race-resources with the bank up to $1000 per turn.

If a player is penalized, and he has no game-money or race-resources -at all-, that help him settle the penalty, this player will loose one turn, for every $500 dollars of penalty that he cannot meet.

Another preferred rule of the game is that if a player has enough game-money or race -resources at hand, this player must settle the penalty immediately: this player do not have the option to choose to go back to the pits instead, or not pay the penalties imposed at all and take the loose of turns in order to protect his actual “wealth” or race strategy. In other words, if a player can settle the penalties, the player must pay.

When a player incurred in a penalty with the loose of turns, as a preferred rule of the game, this player will put his token -**fig 13**- back onto the nearest pits, and beneath his token, the loose a turn marker, showing the number 2 (back side) -**fig 20, b)** -if he has lost two turns; or the face side -**fig 20, a)**- with the “stop” sign if he only have lost one turn.

If certain penalty that is sending a player back to the nearest pits, occurs before the first pits tile -**fig 1 no. 5 / fig 4**-, the start line tile -**fig 1 no. 12 / fig 2**- must be considered for this effect as “the first pits”, so the player must go back to the start line tile and settle the penalties there.

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A penalized player -and while this player is loosing one or two turns Inside the pits-, can still collect all of his endorsement prizes.

If the endorsement prizes this player is receiving are enough to pay the remnant of the penalty ($500 saves the player 1 lost turn and $1000 saves the player 2 lost turns), he can use the “fresh” game-money to pay his dues -by paying at any time, even out of his turn-.

If the player is only able to pay half of the penalties, this means $500, this player must change his marker from the number two, to the “stop” sign.

If the player pays all of the penalties, this player must remove the loose-a-turn marker from beneath his token, this way all the rest of the players will know that he is allowed to throw the die in his immediate next turn.

After his dues are paid, or the loose of turns has expired, this player can leave the pits or stay in, and buy race-resources or premium-protection cards up to $1000 per turn.

Remember that the players exchange their right to throw the dice for the right to exchange race-resources to the bank; so, while this player has the loose-a-turn marker beneath his token, this player cannot exchange race-resources with the bank, because technically, he has no turn to exchange, for the right to buy race resources from the bank.

LOOSE-A-TURN MARKER: the loose-a-turn marker is a helpful device that helps the players keep track of how many lost turns they are due. As it can be seen in the drawings, the face side of this marker -**fig 20 a)**- shows the universal sign of the stop sign, while in the back side -in the center of the red octagon- a white number two is depicted -**fig 20 b)**-. The face side, marks the loose of one turn; while the back side depicting the number “2”, means that two turns are to be lost by the particular player.

Preferably, the players will place the loose-a-turn marker beneath their token -**fig 13**- wherever they are in the racetrack, so it is going to be easily identified that, that particular player, is loosing one or two turns.

If the penalty is of two turns, the players should show the number two -**fig 20 b)**-. When one of this turns has passed, the player should turn upside down the loose-a-turn marker, showing now the face side or stop sign side -**fig 20 a)**-.

Specification

When the second turn has passed as well, the player must take out the loose-a-turn marker from beneath his token and handle it to the banker, indicating that in his next turn this player is ready and entitled to throw the die.

WINNER OF THE RACE: the player that reaches -lands or crosses- the finish line tile -**fig 1 no 11 / fig 3**-. first, wins!!!.

ALTERNATIVE ENDING TO THE GAME: this game can also be played as a "points race"; where the winner of the contest will be the overall "points champion". Using this way of crowning a winner, the "luck factor" is diminished, while strategic thinking and smart management of race-resources and game-money will reward the players, giving them a definitive edge in the competition.

So this "points race" will consider three mayor categories:

a) Overall Speed: this category will reward points and game-money to the fastest competitors in the racetrack, according to the following.
   1) the first player to reach the finish line tile will be rewarded with 10 points and $3000 dollars as the first prize.....
   2) the second player to reach the finish line tile will be rewarded with 7 points and $2000 dollars as the second prize.....
   3) the third player to reach the finish line tile will be rewarded with 5 points and $1000 dollars as the third prize.....
   4) the fourth player to reach the finish line tile will be rewarded with 3 points and $500 dollars as the fourth prize.....
   5) the fifth player to reach the finish line tile will be rewarded with 2 points and $500 dollars as the fifth prize.....
   6) the sixth player to reach the finish line tile will be rewarded with 1 point and $500 dollars as the sixth prize.....
   7) the seventh player and over to reach the finish line tile will be rewarded 0 points and $0 dollars for their effort.....
b) Race Strategy: this category appreciates more the efficient planning and consumption of resources, than the over-spending in such race-resources. So, the more efficient player, the player with the less resource-cards and/or premium-protection cards on hand at the end of the race, wins.

Specification

In this category, having zero race-resources cards and/or premium-protection cards on hand is the best possible outcome, as this player used all his resources until fully depleted.

This category will reward points to the most efficient players, according to the following.

1) the player with the least number of race-resources and premium protection cards on hand at the end of the race will be rewarded with 10 points for his first place in the category of race strategy.....
2) The second player with the least number of race-resources and premium protection cards on hand at the end of the race will be rewarded with 7 points for his second place in the category of race strategy.....
3) The third player with the least number of race-resources and premium protection cards on hand at the end of the race will be rewarded with 5 points for his third place in the category of race strategy.....
4) The fourth player with the least number of race-resources and premium protection cards on hand at the end of the race will be rewarded with 3 points for his fourth place in the category of race strategy.....
5) The fifth player with the least number of race-resources and premium protection cards on hand at the end of the race will be rewarded with 2 points for his fifth place in the category of race strategy.....
6) The sixth player with the least number of race-resources and premium protection cards on hand at the end of the race will be rewarded with 1 point for his sixth place in the category of race strategy.....
7) The seventh player and over with the least number of race-resources and premium protection cards on hand at the end of the race will be rewarded with 0 points for their efforts in the category of race strategy.....

The category of Race Strategy, offer the possibility of ties between players: players having the same number of cards on their hands. If this happens, then the value of them gets into consideration: the lesser the value, the better. For example if two players have only one card, but one of those players has a card with a value of $500, then this player was more efficient than the player with

one card with a higher value. Another example would be if one player have only one card left with a value of $1000, and another player has two cards, each with a value of $500, totalling $1000, then the first player on this example will be the winner in this situation, because to begin with, he only has one card.

So, if two or more players have the same number of cards, which have the same value, all of those players will score the same amounts of points; but the next player or group of players behind them, will have to count how many individual players ahead of them posted a better race strategy performance and then place themselves after the last non-assigned place. For example, if three players finished the race in first place with only one card each one, and all of those with the same face value, those three players will earn 10 points for their race strategy performance; but the next player or group of players will be rewarded only 3 points, as this player or group of players are to be considered as the fourth best player in the competition –being the other three, the first place players with only one card, with the same face value-, and so on.

c) Money Management: for this category, the richest player, the one that has more script-money on hand at the end of the race thus banking that money at the end of the race, will be crowned the winner.

The total money has to include the money that every player might win by their overall speed performance. For example, if the player that landed or crossed the finish line tile in first place, ended with $500 on game-money on hand, this player will receive $3000 for crossing the finish line first. So the total worth of this player in script or game-money at the end of the race is $3500 dollars.

As a preferred rule of the game, in the money management calculation, the players shall not include the value of the race-resources they might have on hand at the end of the race. Doing so, would be like rewarding the inefficient planning, contradiction to the race strategy category.

In other words, overspending in race-resources will affect the overall performance of a player; because this extra spending in not used race-resources cards will leave him with less game-money, affecting his score in the

Specification

money management category, as well in the race strategy category where the more efficient player, that one that has less cards on hand, scores the highest. So, the money management category will reward points to the richest players, according to the following.

1) the player with the most quantity of game-money at the end of the race will be rewarded with 10 points for his first place in the category of money management.....
2) the player with the second biggest quantity of game-money at the end of the race will be rewarded with 7 points for his second place in the category of money management.....
3) the player with the third biggest quantity of game-money money at the end of the race will be rewarded with 5 points for his third place in the category of money management.....
4) the player with the fourth biggest quantity of game-money money at the end of the race will be rewarded with 3 points for his fourth place in the category of money management.....
5) the player with the fifth biggest quantity of game-money money at the end of the race will be rewarded with 2 points for his fifth place in the category of money management.....
6) the player with the sixth biggest quantity of game-money money at the end of the race will be rewarded with 1 point for his sixth place in the category of money management.....
7) The seventh player and over with the biggest quantity of game-money at the end of the race will be rewarded with 0 points for their efforts in the category of money management.....

The category of money management, offer the possibility of ties between players: players having the same amount of game-money on their hands at the end of the race. If this happens, all of those players will score the same amount of points; but the next player or group of players behind them, will count how many individual players ahead of them were wealthier and then place themselves after the last non-assigned place. For example, if three players

finished the race in first place with, lets say $4500, all of them will earn 10 points for their race strategy performance; but the next player or group of players will be rewarded only 3 points, as this player or group of players are to be considered as the fourth best player in the competition -being the other three, the first place players with $4500 of wealth-.

CALCULATING THE OVERALL POINTS WINNER: players now, must add up the total points they have earned in each category. The player with the most points, will win the game, even though this particular player did not finished first in one or in none of the categories listed above.

PLAYING A SINGLE RACE VS PLAYING MULTIPLE RACES: A CHAMPIONSHIP: this option is entirely up to the players. If they want to play more that one game, and re-design the playing racetrack, it is their decision: players can play one race on one circuit, or play multiple races on multiple circuits.

All the above rules will remain unchanged except for the following: when players decided to play a championship, this is, multiple races in multiple courses, in order to keep parity and increase the importance of overall race-strategy, the players will be able to use in the following race, their leftover race-resources. As well, as a preferred rule of the game, players can buy up to $3000 in race-resources cards and premium-protection cards at the beginning of the next race –this means in the start line tile-, but they must use their own game-money "not banked", this means, game-money that was not accounted -or game-money left aside- when calculating the money management category. For example, if a player has $4500 dollars at the end of the race, and decides to "bank" $3500, this player can only buy race-resources or premium-protection cards up to $1000, that is the only "free" money for that player at the beginning of the race.

Remember, players still can use the race-resources and the premium-protection cards leftover from the last race. So, a correct pre-race management, will be deciding how much of the money they have on hand at the end of the race will be put into the bank -that will be into consideration for the money management category-, while the rest will be game-money that can be used -up to $3000- to buy the race-resources.

Specification

As a preferred rule of the game, if a player's overall assets are less than $3000, the bank will stake him up to reach $3000. In other words, all players must have a wealth of at least $3000 to start every single race.

If a player had a left over of -say- seven race-resources, and he decided not to bank, lets say $3000 in the prior race, this player still can buy race-resources or premium-protection cards up to $3000: this player is taking "punishment" on the race just ended, in order to be in a better position for the incoming race.

Claims

Having thus described one illustrative embodiment of the invention, it is to be understood that although specific terms are employed, they are used in a generic and descriptive sense and not for the purposes of limitation. The embodiments of the invention in which an exclusive property or privilege is claimed are defined as follows:

I Claim:

1) A tile-based board game apparatus in the shape of an automobile racetrack, which comprises a group of tiles that conform the body of the board game. These tiles are:

a) A square game-board-tile that is depicting the start line of an automobile racetrack on the face side: depicting grassland outside the track; with track shoulders showing intermittent red and white coloring bordering the center asphalt and the center asphalt showing a couple of white lines and the word *START* in between; while depicting a landscape of grass or a landscape of grass and rocks on the back side and which accordingly to the preferred rules of the game, it has to be considered the initial point of the game and the first pits.

b) A square game-board-tile that is depicting the finish line of an automobile racetrack on the face side: depicting grassland outside the track; with track shoulders showing intermittent red and white coloring bordering the center asphalt and the center asphalt showing a couple of white lines, the word *FINISH* and a checker flag in between; while depicting a landscape of grass or a landscape of grass and rocks on the back side, and which accordingly to the preferred rules of the game it has to be considered the finishing point of the game.

c) A square game-board-tile that is depicting the pits area of an automobile racetrack on the face side: depicting grassland outside the pits area; with a track shoulder showing intermittent red and white coloring bordering the center asphalt and the center asphalt showing the word *PITS*; while depicting a landscape of grass or a landscape of grass and rocks on the back side and which accordingly to the preferred rules of the game, it is the place on the board game -besides the start line tile-, where the players can buy or sell race-resources cards and premium-protection cards from and to the bank.

Claims

d) A square game-board-tile that is depicting the pits entrance of an automobile racetrack on the face side: depicting grassland outside the track; with track shoulders showing intermittent red and white coloring bordering the center asphalt and the center asphalt showing the words *PITS ENTRANCE*; while depicting a landscape of grass or a landscape of grass and rocks on the back side and which accordingly to the preferred rules of the game, this is the tile that connects the pits tile to the rest of the racetrack.

e) A square game-board-tile that is depicting a 90 degree curve of an automobile racetrack on the face side: depicting grassland outside the track; with track shoulders showing intermittent red and white coloring bordering the center asphalt and the center asphalt showing skidding tire marks; while depicting a landscape of grass or a landscape of grass and rocks on the back side and which accordingly to the preferred rules of the game, this is a tile where players landing thereon, must draw a so-called curve card. This card will depict clear instructions, informing the size of the penalty or reward that the players had earned on that particular draw.

f) A square game-board-tile that is depicting a straight track of an automobile racetrack on the face side: depicting grassland outside the track; with track shoulders showing intermittent red and white coloring bordering the center asphalt and a clean center asphalt; while depicting a landscape of grass or a landscape of grass and rocks on the back side and which accordingly to the preferred rules of the game, this is a tile where players that land onto, will receive nor penalty nor reward when landing thereon.

g) A square game-board-tile that is depicting a straight track with an oil patch of an automobile racetrack on the face side: depicting grassland outside the track; with track shoulders showing intermittent red and white coloring bordering the center asphalt and the center asphalt showing a couple of oil patches, followed by skidding tire marks; while depicting a landscape of grass or a landscape of grass and rocks on the back side and which accordingly to the preferred rules of the game, this is a tile where players landing thereon, must draw a so-called

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oil patch card. This card will depict clear instructions, informing the size of the penalty that the players had earned on that particular draw.

h) A square game-board-tile that is depicting a straight track with a check point flag of an automobile racetrack on the face side: depicting grassland outside the track; with track shoulders showing intermittent red and white coloring bordering the center asphalt and the center asphalt showing a two colour flag; while depicting a landscape of grass or a landscape of grass and rocks on the back side and which accordingly to the preferred rules of the game, this is a tile where players landing thereon, must draw a so-called check point card. This card will depict clear instructions, informing the size of the reward that the players had earned on that particular draw.

2) A tile-based board game apparatus in the shape of an automobile racetrack, which comprises a group of so-called race-resource cards. These race-resources are:

a) The gasoline card: which, accordingly to the preferred rules of the game, helps the players advance faster throughout the racetrack. These so-called gasoline cards will depict a vintage rusted gasoline can and will have a face value of $500. They will be acquired and surrendered following the preferred rules of the game.

b) The tires card: which, accordingly to the preferred rules of the game, helps the players avoid drawing the so-called curve cards, when landing onto the curve tiles. These so-called tires cards will depict a group of vintage tires and will have a face value of $500. They will be acquired and surrendered following the preferred rules of the game.

c) The brakes card: which, accordingly to the preferred rules of the game, helps the players shape their advancement throughout the racetrack by diminishing the number thrown on the die. These so-called brakes cards will depict a vintage brake pedal and will have a face value of $500. They will be acquired and surrendered following the preferred rules of the game.

Claims

3) A tile-based board game apparatus in the shape of an automobile racetrack, which comprises a group of so-called premium-protection cards. These premium-protection cards are:

a) The star driver card: which, accordingly to the preferred rules of the game, helps the players avoid current penalties that arose in the curve cards or in the oil patch cards and that are related to driving conditions. These so-called star driver cards will depict a vintage driving wheel and will have a face value of $1000. They will be acquired and surrendered following the preferred rules of the game.

b) The master mechanics card: which, accordingly to the preferred rules of the game, helps the players avoid current penalties that arose in the curve cards or in the oil patch cards and that are related to engine or mechanical problems. These so-called master mechanics cards will depict a group of vintage tools on the face side of the card and will have a face value of $1000. They will be acquired and surrendered following the preferred rules of the game.

4) A tile-based board game apparatus in the shape of an automobile racetrack, which comprises a group of penalty and/or rewards cards. These penalty and/or rewards cards are:

a) The curve cards. These curve cards are to be drawn every single time a player lands onto a curve tile. The face side of this card will depict the image of an actual curve tile with the lettering CURVE CARD on top. The back side of this card will depict clear instructions of the penalty or reward that a player has earned when they draw them. The penalties or rewards earned in the different cards can be in the form of: a) play-money; b) resource-cards; c) premium-protection cards; d) the loose of turns, or e) the advancement or set back of certain number of tiles. The penalties or rewards therein, can be seen on the drawings section of this invention. They should be played accordingly to the preferred rules of the game.

b) The oil patch cards. These oil patch cards are to be drawn every single time a player lands onto an oil patch tile. The face side of this card will depict the

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image of an actual oil patch tile with the lettering OIL PATCH CARD on top. The back side of this card will depict clear instructions of the penalty that a player has earned when they draw them. The penalties earned in the different cards can be in the form of: a) play-money; b) resource-cards; c) premium-protection cards; d) the loose of turns, or e) the advancement or set back of certain number of tiles. The penalties therein, can be seen on the drawings section of this invention. These cards should be played accordingly to the preferred rules of the game.

c) The check point cards. These check point cards are to be drawn every single time a player lands onto a check point tile. The face side of this card will depict the image of an actual check point tile with the lettering CHECK POINT CARD on top. The back side of this card will depict clear instructions of the reward that a player has earned when they draw them. The rewards earned in the different cards can be in the form of: a) play-money; b) resource-cards; c) premium-protection cards; or d) the advancement of certain number of tiles. The rewards therein, can be seen on the drawings section of this invention. These cards should be played accordingly to the preferred rules of the game.

5) A tile-based board game apparatus in the shape of an automobile racetrack, which comprises a race-number marker. The race-number marker is used by the players to help them remember their chosen race-number. These markers, accordingly the preferred rules of the game, also give "ownership" to the players of their race cars, thus earning them an endorsement prize, each time their chosen race-number appears on the face of the die. These race-number markers will depict one of the next numbers: one, two, three, four, five or six. As well, the double digits: eleven, twenty two, thirty three, forty four, fifty five and sixty six. The race-number markers will be used following the preferred rules of the game. They will be in the form of a highway marker, so all the atmosphere surrounding the game will speak of automobiles.

6) A tile-based board game apparatus on the shape of an automobile racetrack, which comprises a loose-a-turn marker. This loose-a-turn marker is used by the players to

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keep a correct account of the turns they are currently loosing at any moment throughout the race. These markers will be played accordingly to the preferred rules of the game and will be in the form of a stop sign: in the face side, the word *STOP* in white letters will be printed thereon; while in the back side the number 2 -in white, as well-, will be depicted. With this, the atmosphere surrounding the game will speak of automobiles.

7) A tile-based board game apparatus in the shape of an automobile racetrack, which comprises tokens that will be used by the players to mark their position throughout the racetrack; a die that will help the players determine the extent or length of their moves along the racetrack and assign the endorsement prize; script money that will be used by the players to buy race-resources and premium-protection cards, as well to pay for penalties and receive rewards; and all of the aforementioned, will be utilized following the preferred rules of the game.

8) A tile-based board game apparatus in the shape of an automobile racetrack, which comprises the general rules of the game. These rules are an integral part of the board game, thus I sought protection for them as well.

9) In this claim I sought protection for the entirety of this game and the possibility that the game can be transformed digitally, electronically or in any other possible way the game can be played.

Figure no. 1

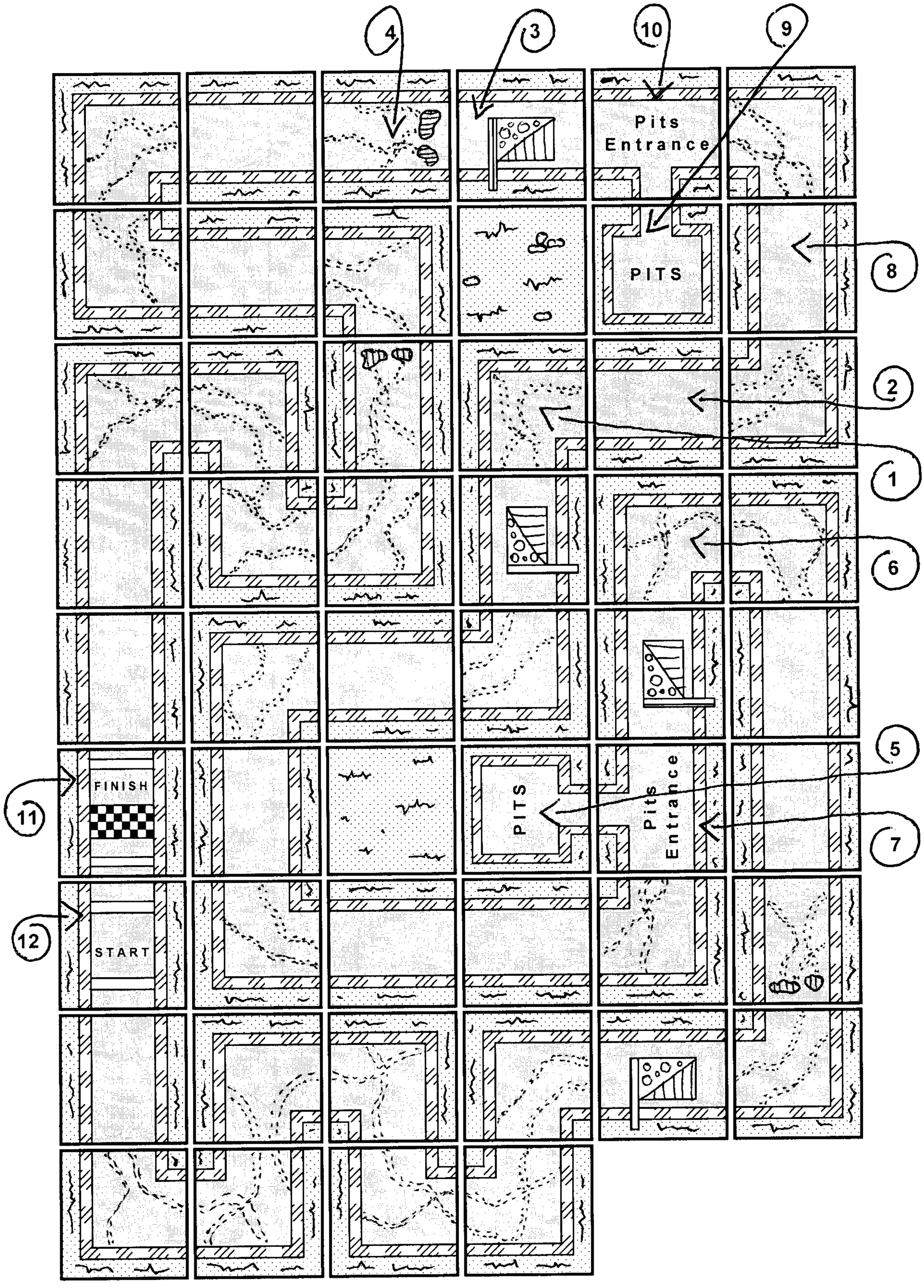
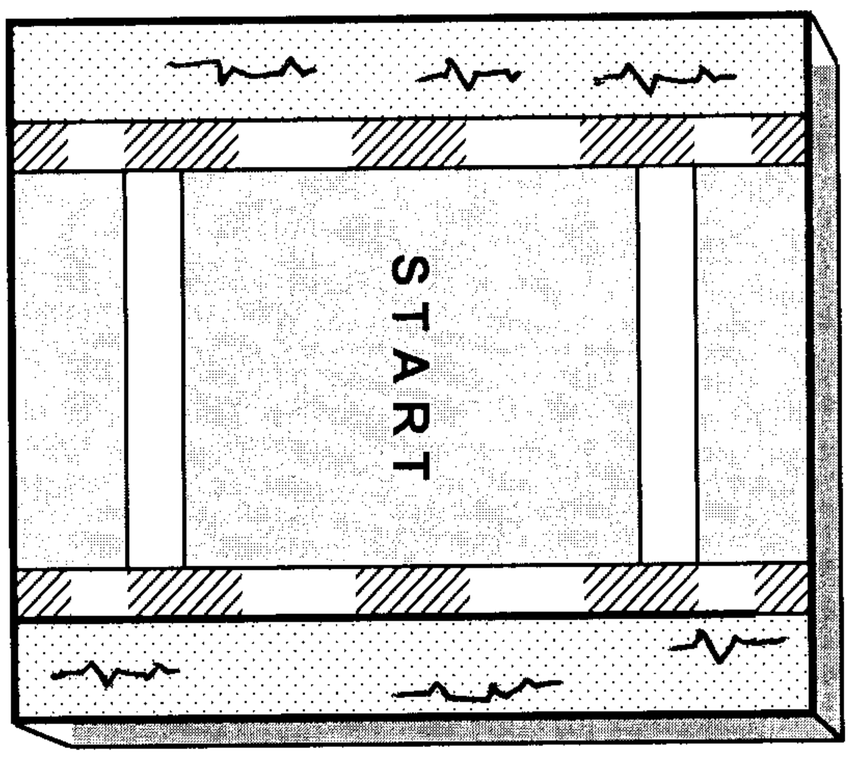

4
3
10
9
Pits
Entrance
PITS
8
2
1
6
5
FINISH
11
PITS
Pits
Entrance
7
12
START

Figure no. 2



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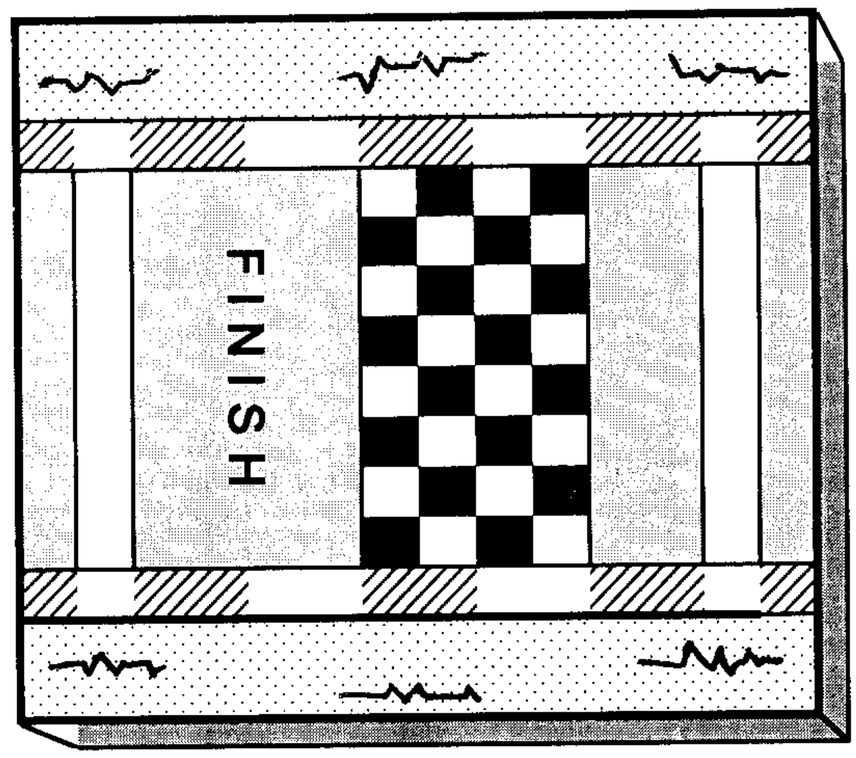

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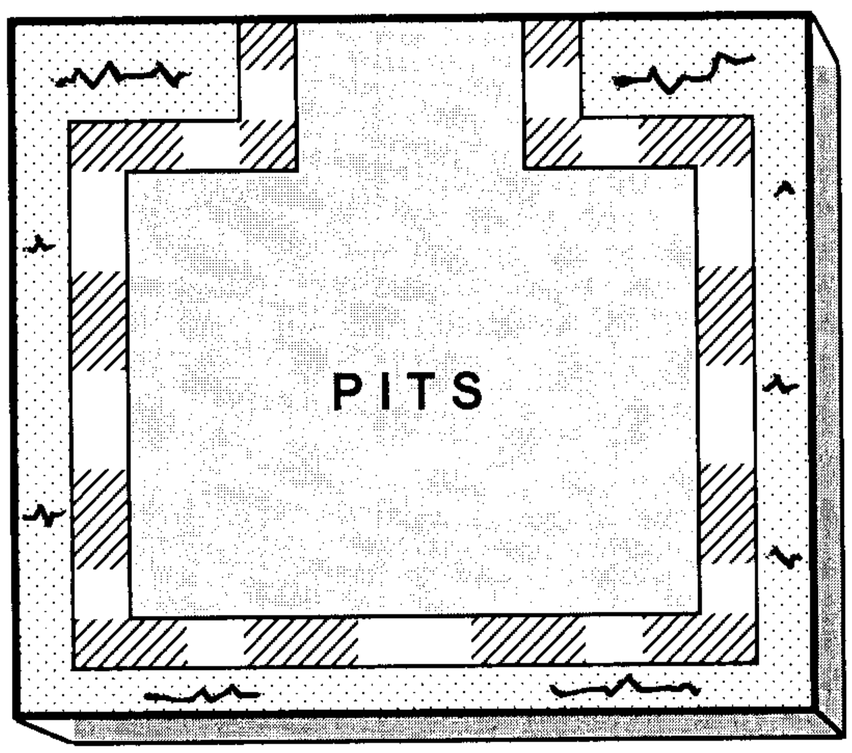

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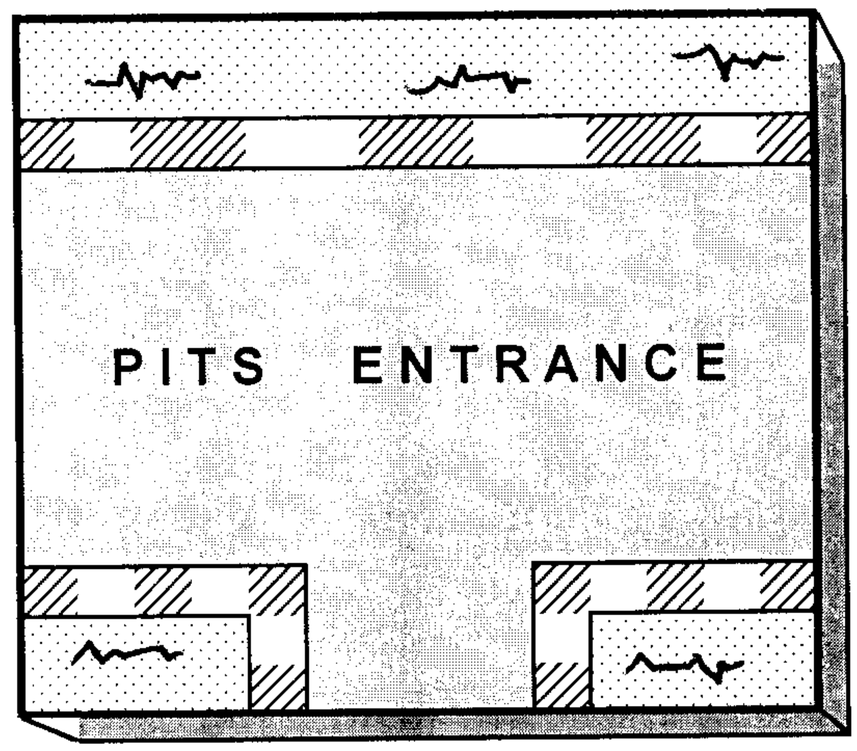


Green showing some grass

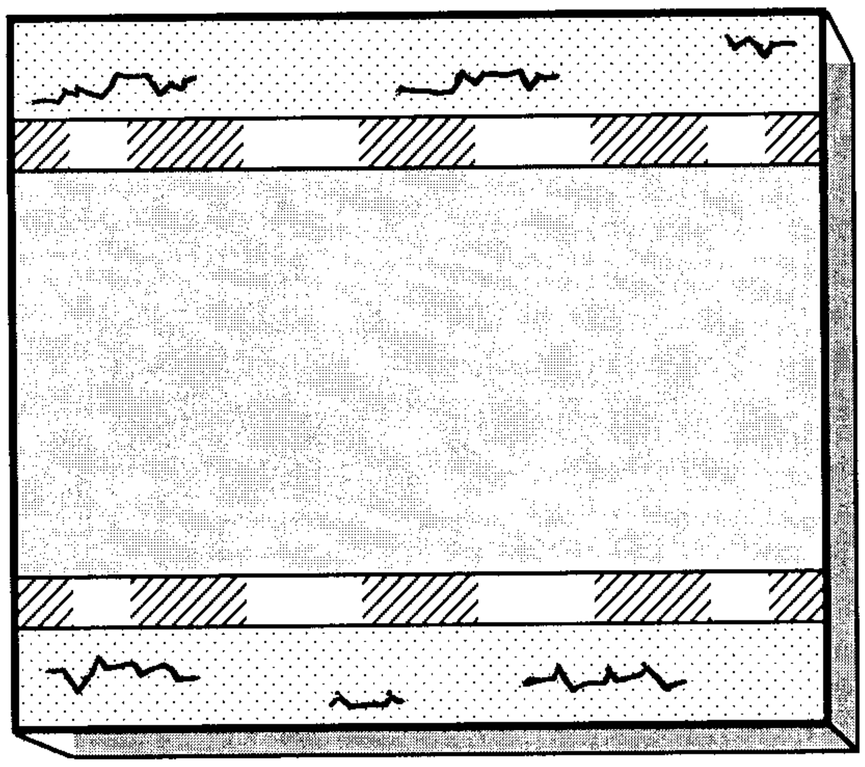
Grey

Red

White

Black

Figure no. 6



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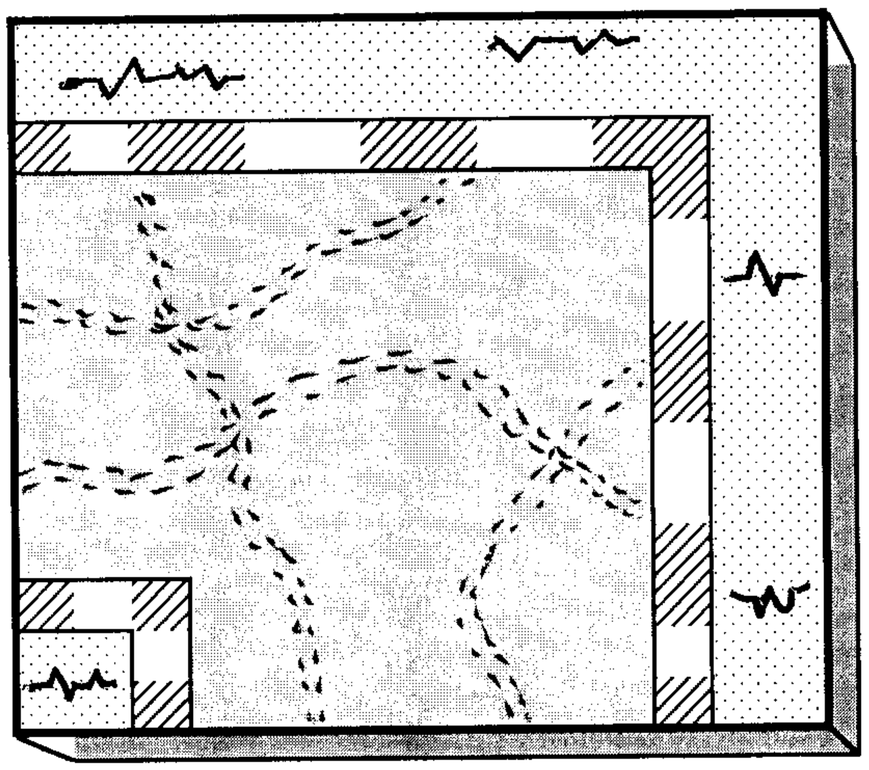

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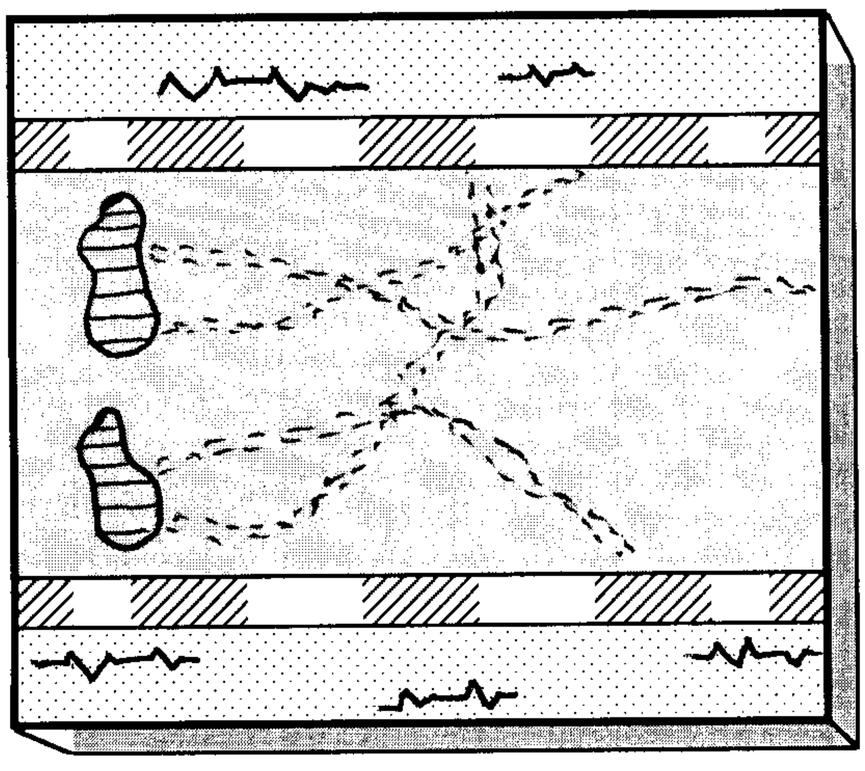

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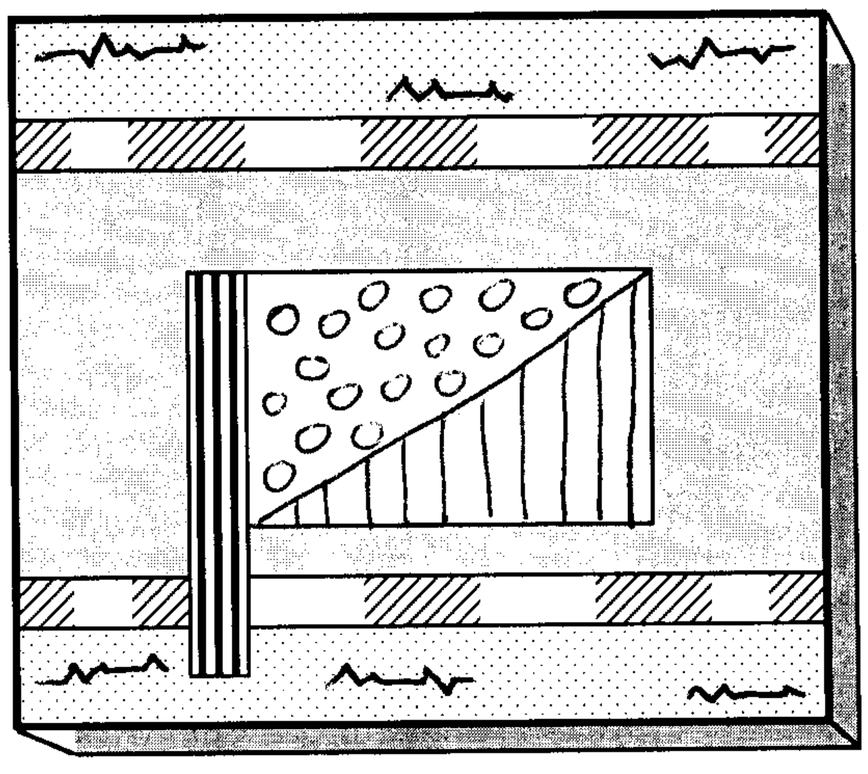
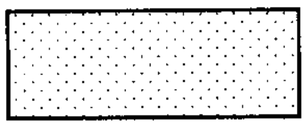
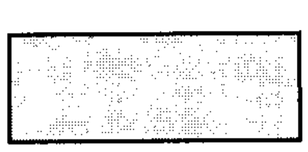


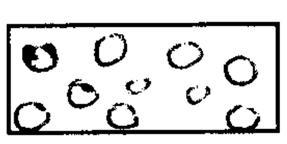


Green showing some grass

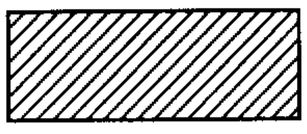
Dark Grey



Grey



Yellow



Red

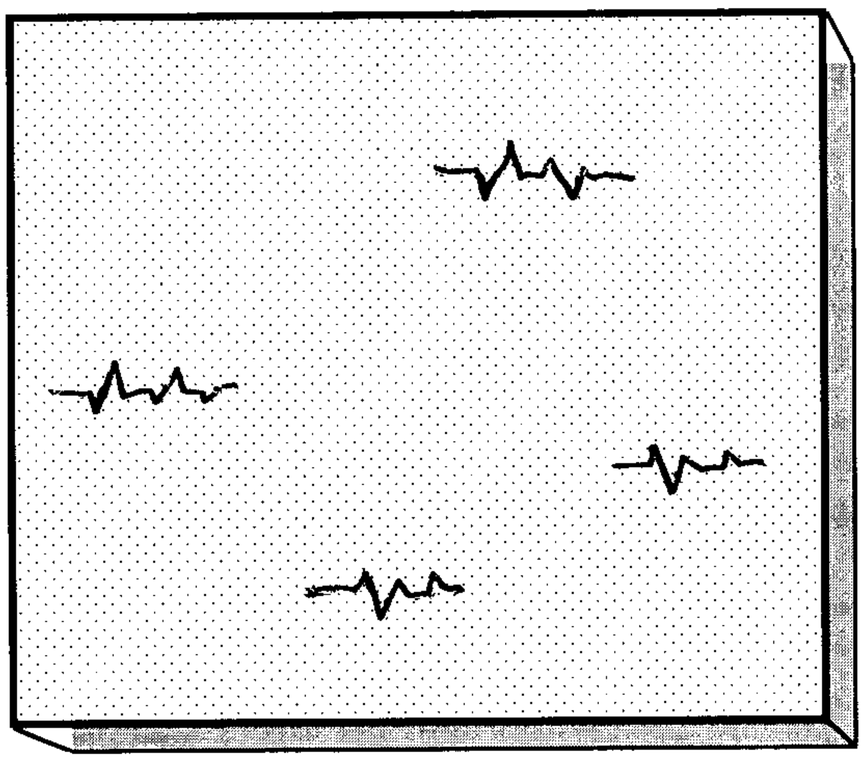
Blue

White

Dark Brown

Figure no. 10

a)



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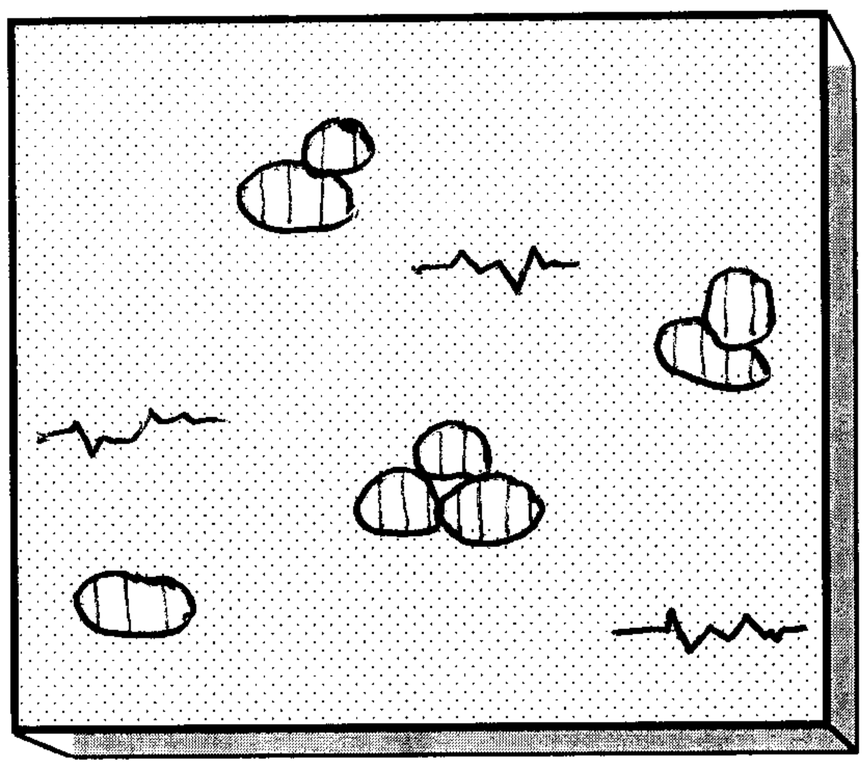
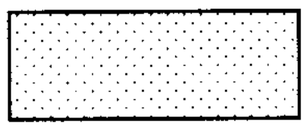
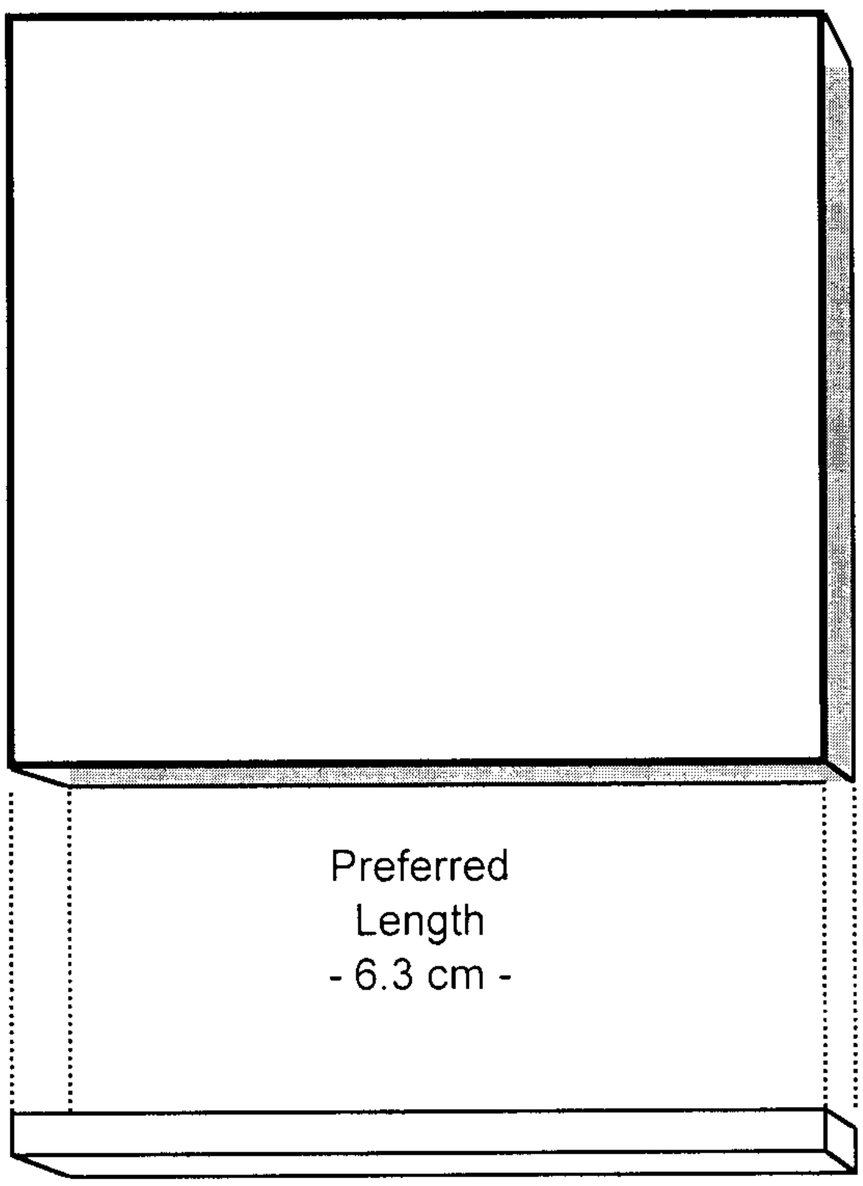




Green, showing some grass

Brown

Figure no. 11



Preferred
Height
- 6.3 cm -

Preferred
Width
- 2 or 3 m.m. -

Figure no. 12

RACER
1
RACER
2
RACER
3
RACER
4
RACER
5
RACER
6
RACER
11
RACER
22
RACER
33
RACER
44
RACER
55
RACER
66

Figure no. 13

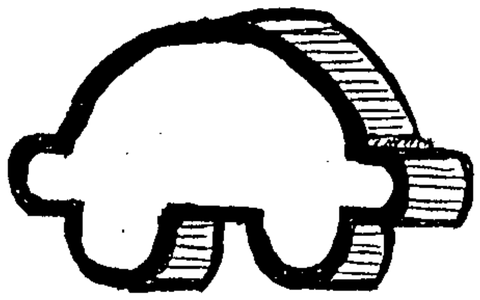
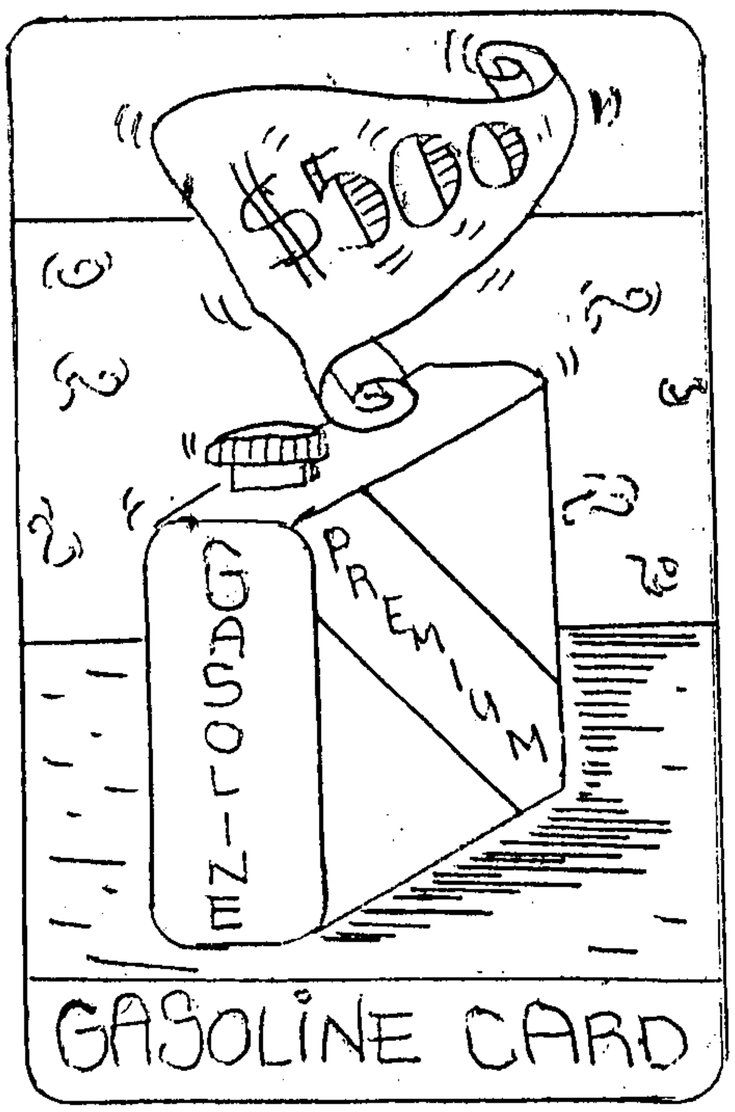


Figure no. 14



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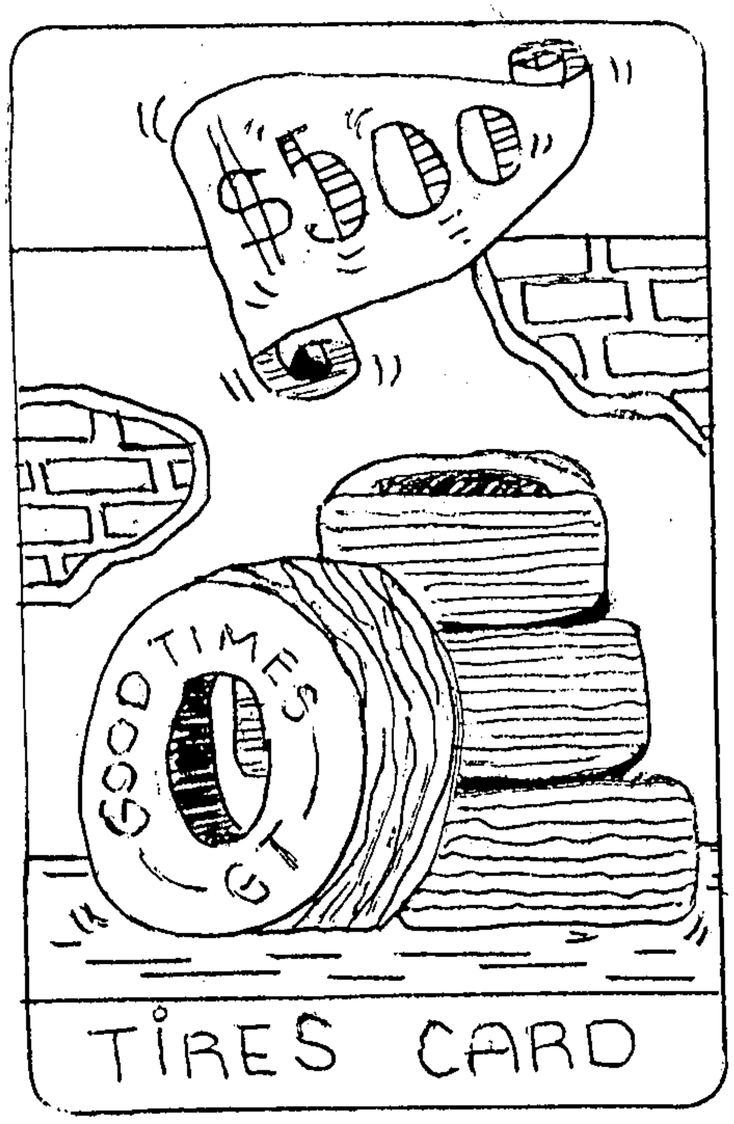

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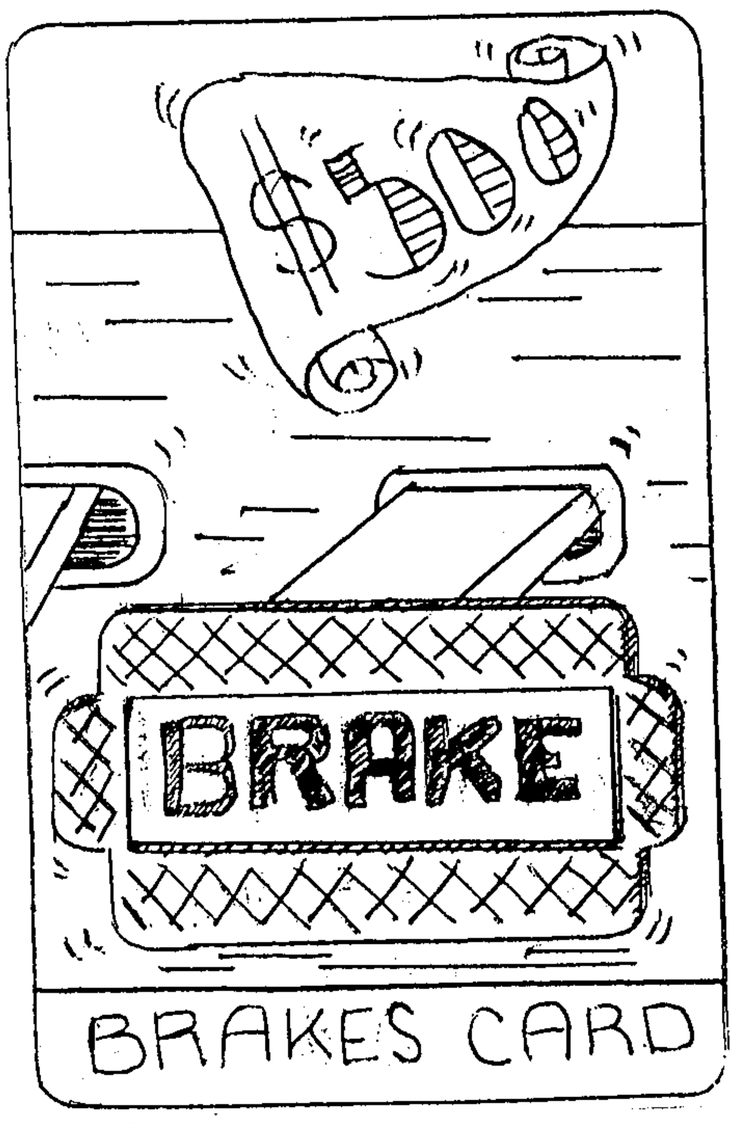

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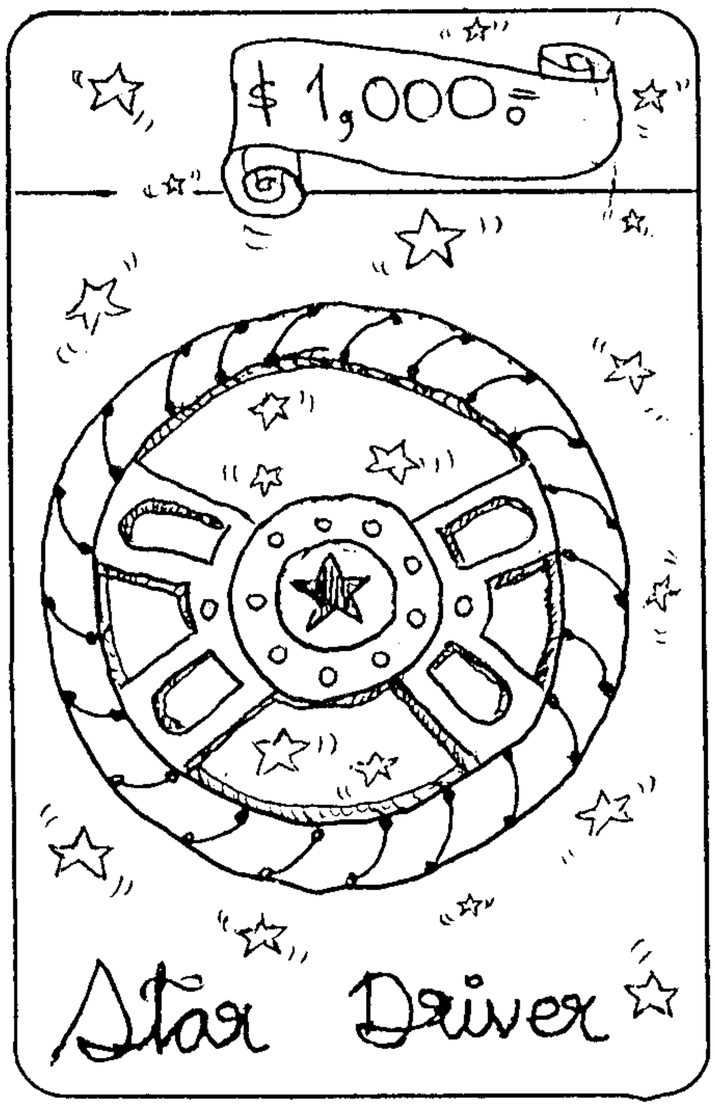


Figure no. 18

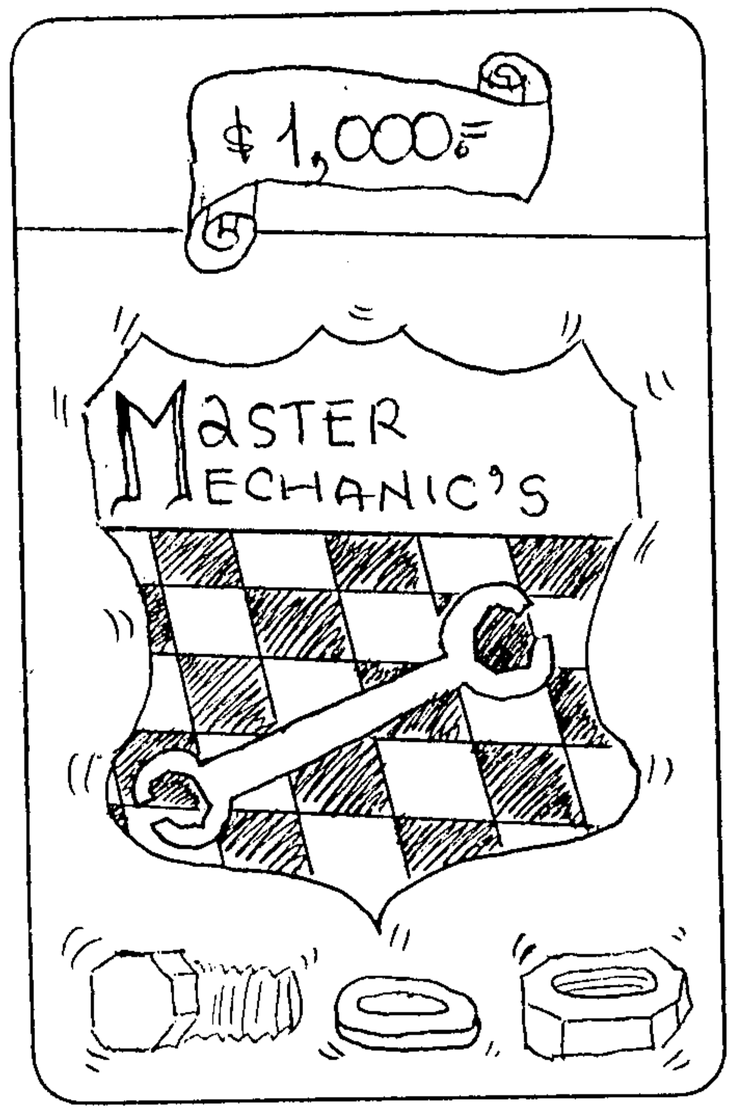
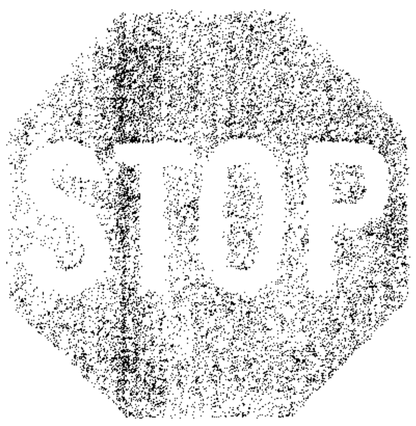


Figure no. 19

Figure no. 20

a)



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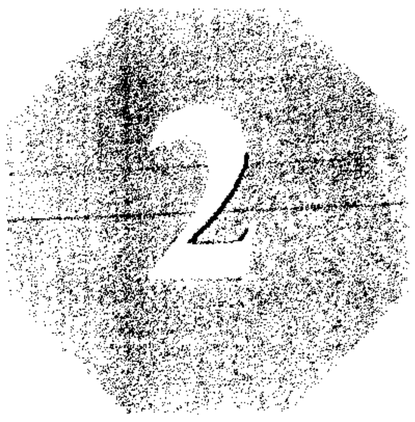
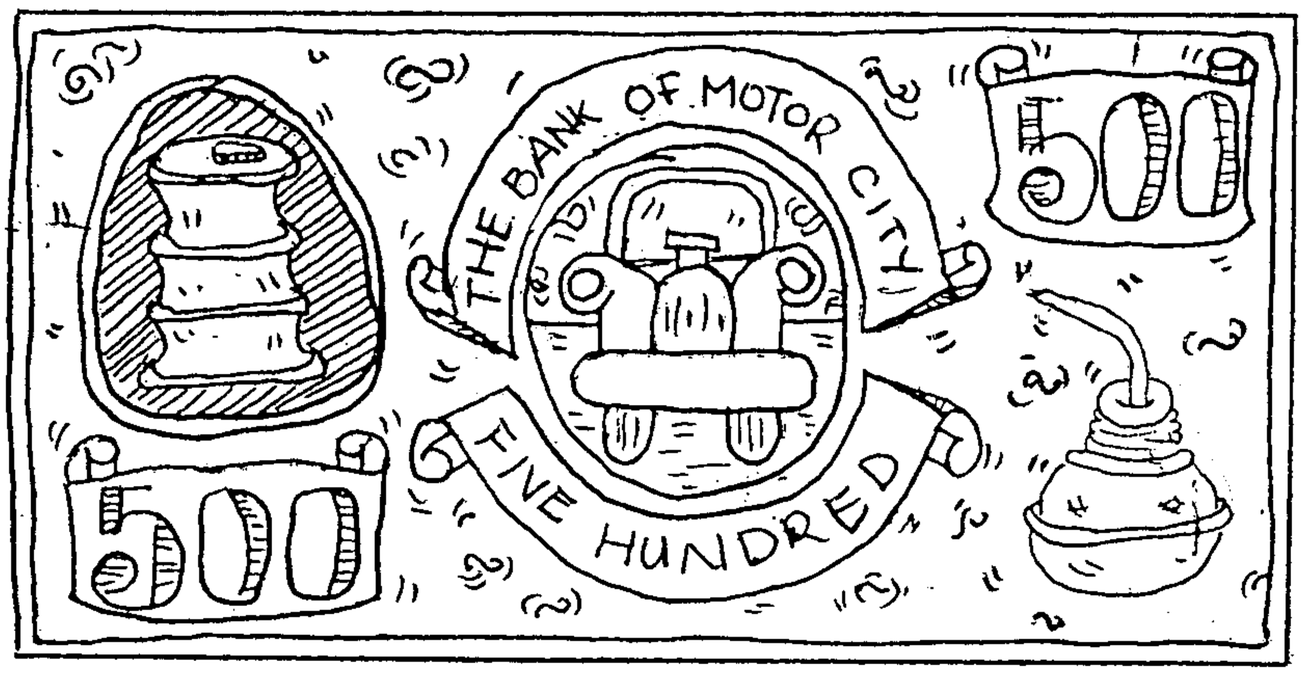


Figure no. 21


THE BANK OF MOTOR CITY
500
FIVE HUNDRED

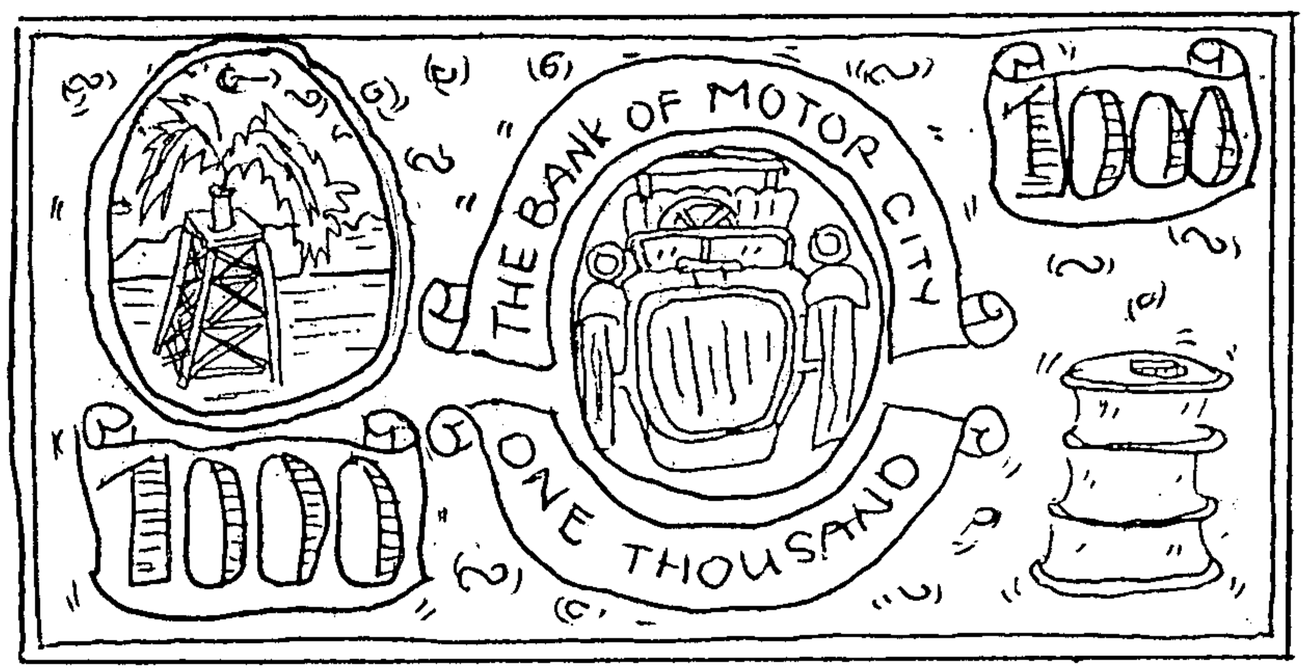

THE BANK OF MOTOR CITY
1000
ONE THIOUSAND

Figure no. 22

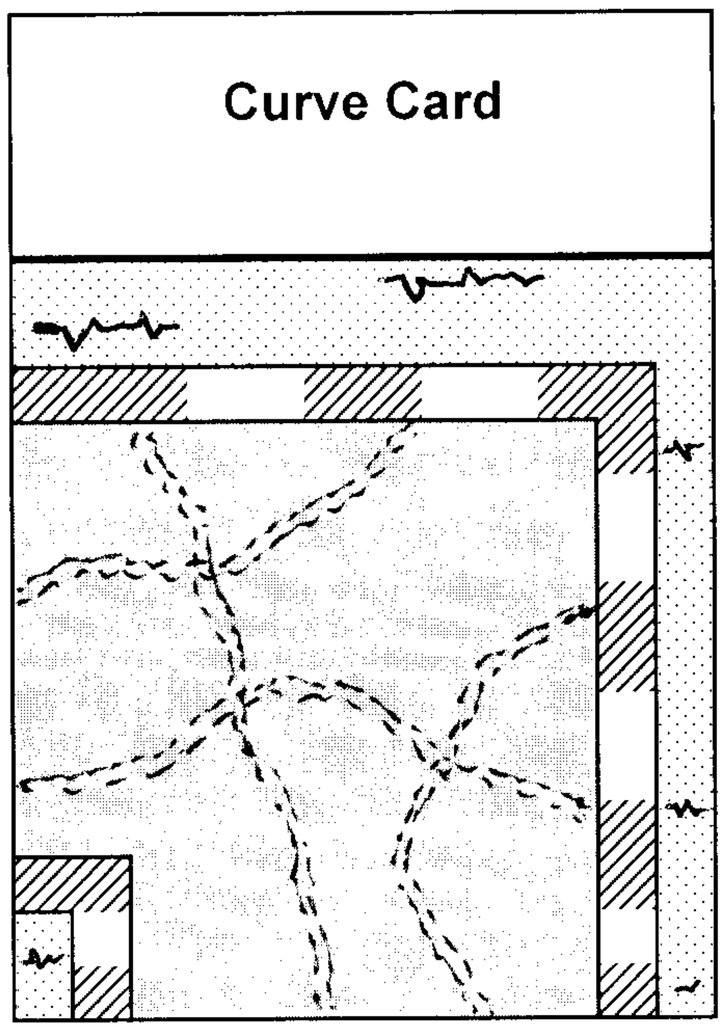


Figure No. 23

Curve Cards

collect one -1- gasoline card

collect one -1- brakes card

collect one -1- tires card

Collect $500

Advance 1 space -now-

Advance 2 spaces -now-

Over accelerated
pay one -1- gasoline card
Avoid w/Star Driver Card

Damaged Brake Caliper
pay one -1- brakes card
Avoid w/Master Mechanic

Low Tire Pressure
pay one -1- tires card
Avoid w/S.D. or M.M.

Unsafe Driving
Pay $500
Avoid w/Star Driver Card

Go back one space -now-

Go back 2 spaces -now-

Overspeed on Pit Lane
Loose one -1- Turn
Avoid w/Star Driver Card

Regulation Safety Violated
Go back to the nearest pits
Avoid w/S.D. or M.M.

Exceeded Team Cap-budget
Pay one race resource of
your liking

If your throw was 1, 2 or 3, there is no penalty at all. If you throw was 4, 5 or 6, you must draw another curve card

Defective Rubber!: all players with at least one tires card on hand, must surrender one tires card to the bank

Turbo throw: throw the dice, if 4, 5 or 6 is shown, you must pay a gasoline card. If not on hand, you forfeit the throw. -No endorsement prize is paid-

Used disapproved technology
Loose one -1- Turn
Avoid w/Master Mechanic

You are the judge: the player you choose looses 1 turn

Illegal Chassis
Pay $500
Avoid w/Master Mechanic

Roll the dice, that player has to pay you $500. If the player does not want to pay, he looses one turn instead

Explosive Gasoline!: all players with at least one gasoline card on hand, must surrender one gasoline card to the bank

Engine Oil Spill!: Your engine spilled oil from your starting point up to here. All players on those tiles -including you- must draw an oil patch card

Figure no. 24

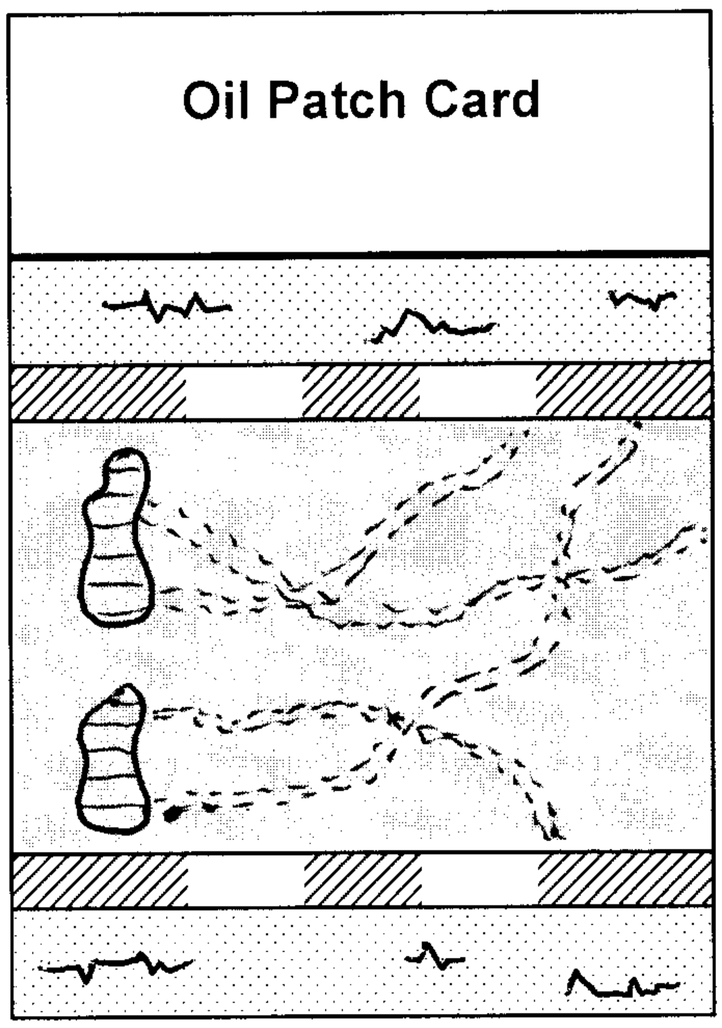


Fig no. 25

Oil Patch Cards

Engine Stall
Loose one -1- Turn
Avoid w/Master Mechanic

Accelerator Pedal Problem
Pay one -1- Gasoline Card
Avoid w/Star Driver

Damaged Brake Pads
Pay one -1- Brakes Card
Avoid w/Master Mechanic

Pinched Tires
Pay one -1- Tires Card
Avoid w/S.D. or M.M.

Lost your Driver's Licence
Pay $1000
Avoid w/Star Driver

Team Orders!
Go back two -2- spaces

Transmission Failed
Loose two -2- Turns
Avoid w/Master Mechanic

Damaged Fuel Injectors
Pay two -2- Gasoline Cards
Avoid w/Star Driver

Damaged Brake Rotors
Pay two -2- Brakes Cards
Avoid w/Master Mechanic

Defective Rubber on Tires
Pay two -2- Tires Cards
Avoid w/S.D. or M.M.

Team Orders!
Go back three -3- spaces

Team Orders!
Go back Four -4- spaces

Need new Carburator
Pay $500
Avoid w/Master Mechanic

Air intake Polluted
Go back to the nearest pits
Avoid w/Master Mechanic

All Players with at least one Gasoline Card on hand, must surrender one -1- Gasoline Card

All players with at least one Tires Card, must surrender one -1- Tires Card

Over steered and Skidded
Loose one -1- Turn
Avoid w/Star Driver

Roll the dice and go back as many spaces as the number shown. - if a Star Driver o a Master Mechanic is surrendered, instead of going back, you go forward.

Need new Gearbox
Pay $1000
Avoid w/Master Mechanic

Unstable Aerodynamics
Go back to the nearest pits
Avoid w/Star Driver

All Players with at least one Brakes Card on hand, must surrender one -1- Brakes Card

Violated Driving Code
Pay $500
Avoid w/Star Driver

Skidded and Hit the wall
Loose two -2- Turns
Avoid w/Star Driver

Roll the dice and pay that player $500. But if you roll your own number, roll again, then that player must pay you $1000

Figure no. 26

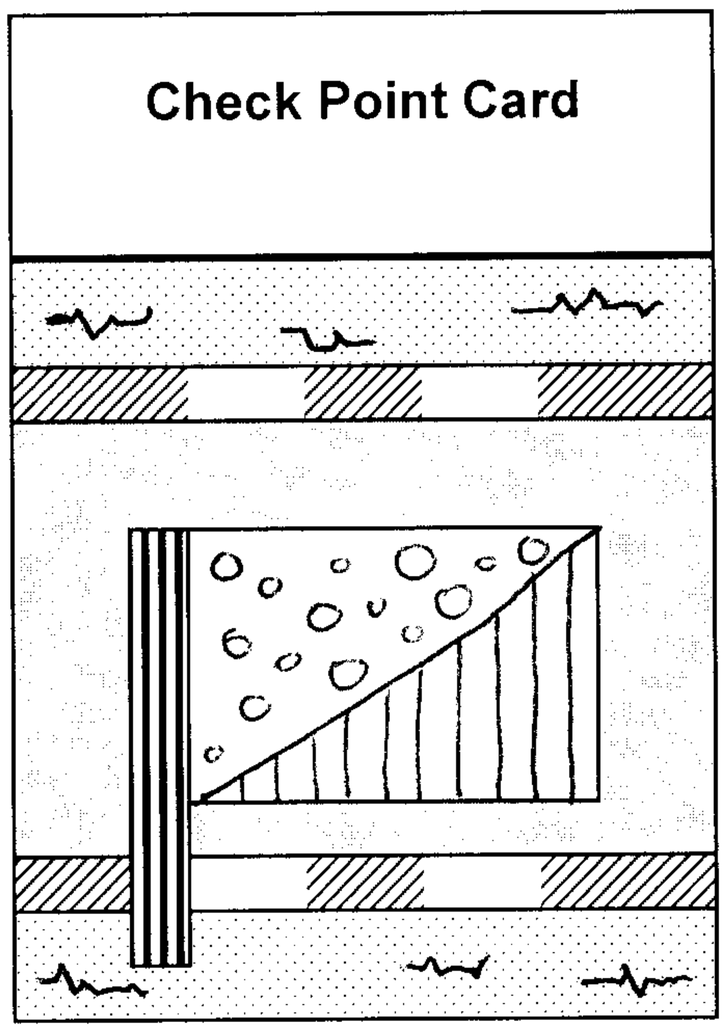


Figure No. 27

Check Point Cards

Super engine: Throw the dice advance as much spaces as number shown - if numbers 5 or 6 are thrown, there is no need to surrender a Gasoline Card

collect one -1- gasoline card

collect one -1- brakes card

collect one -1- tires card

Collect $500

This is a star driver card -use it when you need it-

In your turn, use this card instead of the dice to advance one, two or three spaces. -no endorserment prize is paid-

collect two -2- gasoline cards

collect two -2- brakes cards

collect two -2- tires cards

Collect $1000

This is a master mechanics card -use it when you need it-

After your shot, add one space to your throw; this will become your landing spot. -keep this card and use it anytime-

Buy one -1- resource card from the bank at any time

Advance three spaces -you must advance now-

Exchange one -1- of your resource cards with the bank at any time

Collect one -1- resource-card from the bank

You are the judge: the player you choose, looses 1 turn - must use this card now-

After your shot, add one or two spaces to your throw; this will become your landing spot. -keep this card and use it anytime-

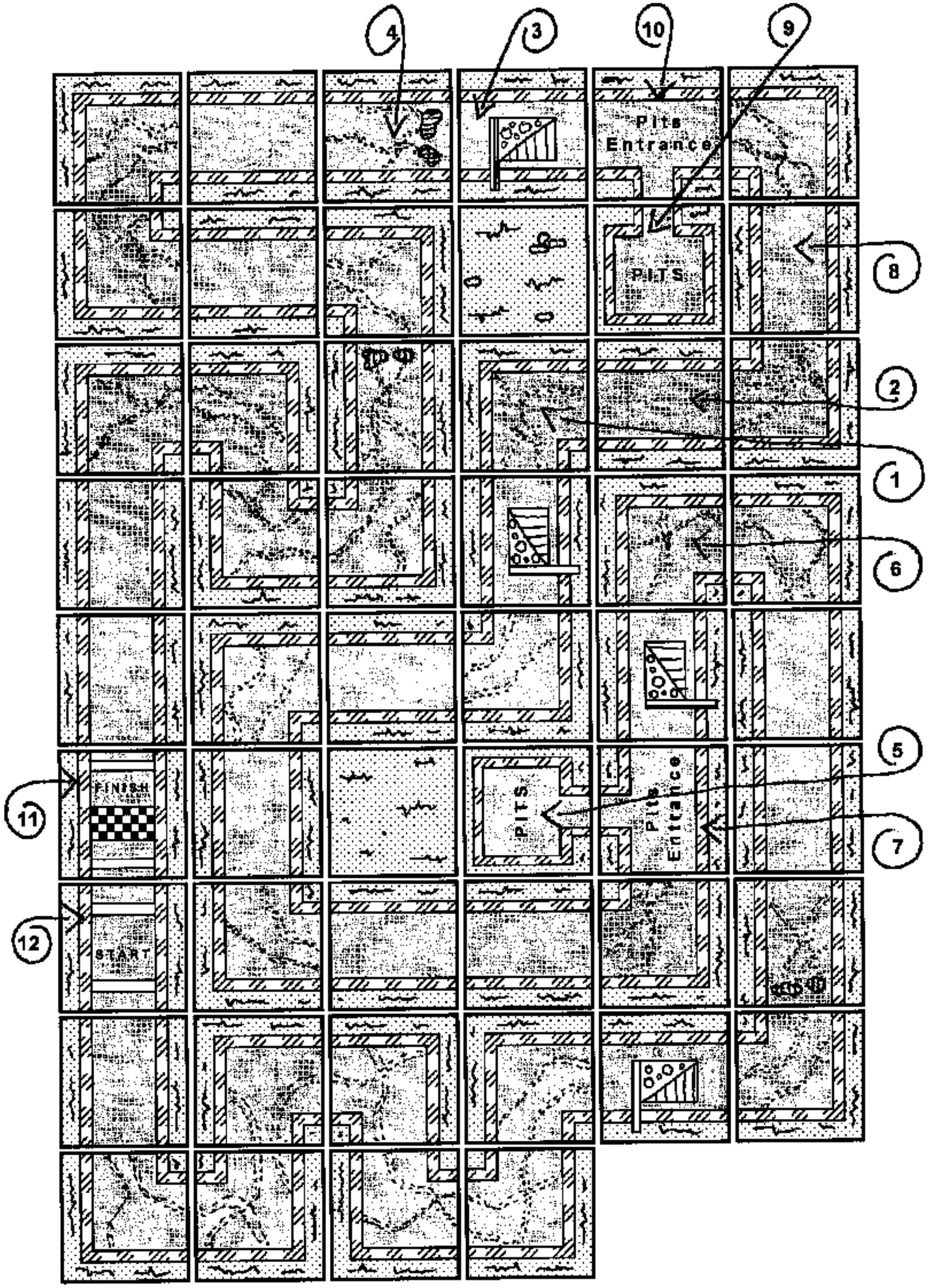
Buy two -2- resource cards from the bank at any time

Take one card from the player you choose

If you finish the race in the top three places, collect an extra $1000. Otherway you collect an extra $500.

Collect two -2- resource-card from the bank

Insurance card: Use this card against any penalty.


4
3
10
9
Pits
Entrance
PITS
8
2
1
6
5
FINISH
11
PITS
Pits
Entrance
7
12
START