

Three Forms of TROUBLE: An Add-On for RED WHITE & BLUE RACIN' Stock Car Action Game

Laurence Davis, Indianapolis, IN submitted this alternate TROUBLE sequence for RED WHITE & BLUE RACIN' Stock Car Action Game. Laurence writes, "I have to admit, I haven't been a fan of NASCAR all of life, but I've been faithfully watching the races for two seasons now and I feel I have a pretty good grasp of what the "trouble results" are looking like.

"As you use these revised guidelines, I think you'll see a couple of good things happening for the game. First, you will lose that sort of instant 'you wrecked, now you are out of the race' results you see with the original rules. But secondly, and more importantly I think, you can now give each race TRACK a little more uniqueness and different feel! For instance, on the road courses you seldom have those big pile-ups where twelve or fifteen cars get involved, and are each at risk of being put completely out of the race. On road courses, guys get tangled up, but there's a lot more of the "going around and losing positions" on that track than there are cars that get totaled. You see the same thing with tracks like Bristol. You get a lot of bumping and banging, but it's just too small to generate the kind of speeds that put cars out of action all race long. Super-speedways like Darlington and Talladega, though, have the opposite effect."

In Laurence's TROUBLE result procedure, there are three different forms of TROUBLE that can occur...

ACCIDENTS

ACCIDENTS are minor incidents in which very few drivers are affected.

- If TOP group has ACCIDENT, roll two dice and divide the total by 3. Round up fractions.
- If MIDDLE group has ACCIDENT, roll two dice and divide the total by 2. Round up fractions
- If BOTTOM group has ACCIDENT, roll two dice and use that total.

The number created by the die roll and subsequent calculation is the number of drivers affected in that group. Randomly choose a driver and some drivers behind him, each rolling against his ESCAPE range. Wrap around to the front of group if necessary.

EXAMPLE: ACCIDENT result, TOP Group. Roll two dice, a 3 and a 5, for a total of 8. Divide that by 3= 2.67. Rounding up, that means three drivers are involved in the ACCIDENT. Use the Driver Finder to determine first driver. Let's say it's the driver in the #6 position. Thus, Driver #6, Driver #7, and the RACE LEADER each must to roll for ESCAPE (and REPAIR, if needed).

EXAMPLE: ACCIDENT result BOTTOM Group. Roll two dice, a 6 and a 5, for a total of 11. That means eleven drivers are involved in the Accident. Use the Driver Finder to determine first driver. Let's say it's the driver in the #21 position. Driver #21, 22, 23, 24, etc., each must to roll for ESCAPE (and REPAIR, if needed).

NOTE: Always wrap around and choose drivers in the front/head of that group if you need to. Never choose drivers outside of Group that rolled original Trouble result.

CRASHES

CRASHES are incidents on the track where several drivers could be affected, but little to no damage is caused. Roll for ESCAPE in Group, as usual. NOTE who fails to ESCAPE, but don't remove them from position/place just yet. All drivers who failed to ESCAPE, will get a second chance to roll for ESCAPE.

- Drivers who fail ESCAPE Roll TWICE have to check for REPAIR. (Place at end of Bottom Group if they pass Repair Roll.)

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- Drivers who passed ESCAPE Roll on the SECOND try have lost position on the track but DO NOT need REPAIR dice roll! Instead, these drivers roll two dice (adding the total) to determine how many positions they have lost. Move them back that number of positions, or to the end, if necessary.
- Drivers who pass ESCAPE the first time are unaffected and move up positions if available.

EXAMPLE: CRASH result MIDDLE Group. Roll for ESCAPE as usual. 6 drivers fail the ESCAPE Roll. Those 6 Drivers roll for ESCAPE again. 3 Drivers fail ESCAPE again! Those drivers have to roll for REPAIR and are either out of race or go to end of the BOTTOM group. 3 Drivers (#11, 14, 15) PASS escape on the second try. Roll two dice for each driver. Driver # 11 rolls 3 and is placed three positions back (to Position # 14). Driver #14 rolls 5 (and goes back five positions to Position #19). Driver #15 rolls 6 and goes back six positions (to #21—he's in the BOTTOM Group now!). Drivers that were not affected now move up to "fill the gap" in the empty/available positions.

WRECKS

WRECKS are incidents that could affect several drivers. Use normal dice rolls for ESCAPE and REPAIR, as outlined in the rules.

When the game generates a TROUBLE result, you decide arbitrarily (or, randomly, using a die), which form of TROUBLE is occurring, from a distribution determined before the game. On an index card or similar, create spaces for ACCIDENTS, CRASHES and WRECKS. At the start of the race, place one of the blue chips on each of these spaces. Then place extra chips, one chip for every ten additional turns beyond 30. (Thus, a 50 turn race would have two extra chips.) The extra chips can be placed however you want, but in keeping with the track's characteristics. So on a road course, you might put them on the ACCIDENT space; on a super-speedway, you might put them on the WRECK space.

During the game, as TROUBLE results occur, remove a chip from one of the spaces. Once a space is out of chips, you can't choose from that TROUBLE category again until every other space has run out of chips. Once every space has run out of chips, start over from the beginning.

Laurence says, "I hope this doesn't look too complicated, because it's really not. After a few TROUBLE results you will get the hang of things pretty quickly and see the reasoning behind them."

If this looks interesting to you, feel free to try out Laurence's rules, and let us know how they work for you! The e-mail address is info@plaay.com.