# Allen's Dirt "The Game" – A Dirt Track Strategy Game - Quick Start Guide
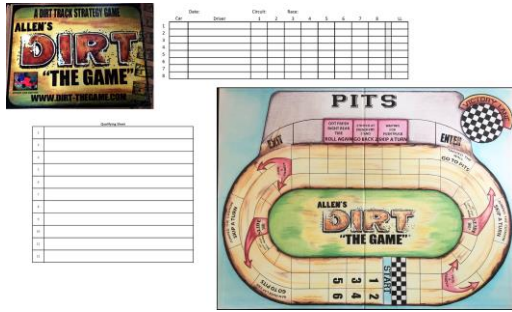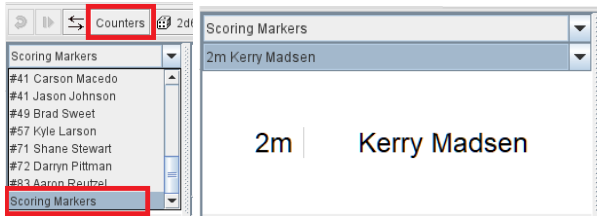
1. Select Boards
2. This method will allow for qualifying and race scoring
   a. Add Row, Add Column
   b. Top Left – Select Dirt
   c. Bottom Left – Select Qualifying
   d. Top Right – Select Scoresheet
   e. Bottom Right – Select Dirt Track
3. Final Board will show as below



4. Select 8 Driver Cars for race
5. Proceed to Qualifying in Rules
6. After Qualifying, record race start order on scoresheet using Scoring Markers
   a. Scoring Markers are in a Drop-down menu below drivers



       i. Drag Scoring Markers on to Scoresheet

| | Car | Driver |
|---|---|---|
| 1 | 15 | Donny Schatz |
| 2 | 7s | Jason Sides |
| 3 | 41 | Jason Johnson |
| 4 | 17 | Sheldon Haudenschild |
| 5 | 1a | Jacob Allen |
| 6 | 20 | Greg Wilson |
| 7 | 71 | Shane Stewart |
| 8 | 41 | Carson Macedo |

7. Begin Race
8. Record race positions each lap
   a. Position Markers (within Scoring Markers) are used to record race position for each lap complete

| | Car | Driver | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | LL |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | 15 | Donny Schatz | 5 | 6 | 5 | 7 | 7 | 7 | | | |
| 2 | 7s | Jason Sides | 7 | 7 | 7 | 6 | 6 | 6 | 6 | | |
| 3 | 41 | Jason Johnson | 2 | 5 | 4 | 3 | 3 | 4 | 5 | 5 | |
| 4 | 17 | Sheldon Haudenschild | 4 | 1 | 2 | 2 | 1 | 2 | 3 | 4 | 2 |
| 5 | 1a | Jacob Allen | 3 | 3 | 1 | 1 | 2 | 3 | 2 | 2 | 2 |
| 6 | 20 | Greg Wilson | 1 | 2 | 3 | 4 | 4 | 1 | 1 | 1 | 4 |
| 7 | 71 | Shane Stewart | 6 | 4 | 6 | 5 | 5 | 5 | 4 | 3 | |
| 8 | 41 | Carson Macedo | 8 | 8 | 8 | | | | | | |