

Allen's Dirt "The Game" – Modified Game Rules*

1. Select 8 Racers to participate in the race
2. **Qualifying:**
 - a. Roll 2d6 for each car. Record their roll on the Qualifying Chart
 - b. Car with the highest roll is the **Pole Sitter!** and starts first
 - i. **Pole Sitter!** has a one-time benefit to add +1 to any roll at any time during race
 - c. In the event of any ties, re-roll 2d6, car with higher roll starts higher
3. Order cars on the start grid 1 through 8
4. Record Driver starting order on the score sheet.
 - a. Recommended race length is 8 laps
5. Start Race
6. Each racer rolls 2d6 and moves car that number of spaces
 - a. Players must use all their movement, even if it means landing on a trouble location. The only exception is **stopping short** if there is a car ahead and they wish to avoid Contact!
 - b. If **stopping short** results in landing on a trouble location, the racer is affected by the trouble. If stopping short results in landing on a "Sweet Spot" location, the "Sweet Spot" does NOT apply.
 - c. Racers can only move forward or change lanes, they may not move backward unless directed by the game (in the pits)
 - d. Racers cannot occupy the same spot on the track (except in the pits), the Start/Finish line, or in the case of Contact!
 - e. The Start/Finish line is considered one of your moves, however you may exit in any lane
7. **Skip A Turn:** If a racer lands on **skip a turn**, they must make a subsequent 2d6 roll.
 - a. If the racer rolls a 2 he spins, resulting in a **yellow flag** and the racer must restart in the back of the field
 - b. Any other roll results in the racer moving half-speed on their next roll.
8. **Go To Pits:** If a racer lands on **skip a turn**, they must make a subsequent 2d6 roll.
 - a. If the racer rolls a 2 or 3, they must immediately go to the pits
 - i. Do not roll for racer in the pits until their next player turn
 - b. Any other roll results in the racer moving half-speed on their next roll.
9. **Contact!** If a racer in the course of his turn overtakes another racer, he can choose to go around that racer, stop in the spot directly behind that racer, or make contact!
 - a. If contact is made, both racers roll 2d6. The racer with the lowest roll is affected by the contact. In the event of a tie, both racers are affected by the contact.
 - b. The affected racer(s) must make a subsequent roll of 2d6
 - i. If a racer rolls a 2, they **Crash!** and are eliminated from the race. **Red Flag**
 - ii. If a racer rolls a 3 he must immediately go to the pits
 - iii. If a racer rolls a 12 he spins, resulting in a **Yellow flag** and the racer must restart in the back of the field
 - iv. Any other roll results in the racer moving half-speed on their next roll.
 - v. If they share the same spot on the track, the affected racer is behind the unaffected racer.
10. **Snake-Eyes:** If a racer in rolls a natural 2 on their turn, they must make a subsequent 2d6 DR

- a. If a racer rolls a subsequent 2 or 3, they spin resulting in a **Yellow flag** and the racer must restart in the back of the field.
 - b. Any other roll results in no affect
11. **Crash!** In the event of a **crash**, all players within 5 spaces behind the crash must make a 2d6 dice roll to determine if they are caught in the crash.
- a. A roll of 2 or 3 results in the player being involved and eliminated from the race
12. **Yellow Flag / Red Flag:** In the event of a **Yellow Flag** or **Red Flag**, racing stops immediately and the race order reverts to the last completed lap. If the majority of drivers have completed the current lap, then that lap is finished and all drivers are marked complete for that lap (in the current order on the track for drivers who have not yet crossed the Start/Finish line).
- a. The race is then restarted with in the correct racing order from the Start/Finish line.

Suggested Optional Variant: 10-Race Circuit

1. Select 12 Drivers for your circuit
2. Conduct Qualifying with all 12 drivers
 - a. The top 8 drivers by qualifying will compete in Race #1
 - b. The 4 remaining drivers will compete in Race #2
3. Race as usual. At conclusion of race
 - a. First Place driver gets 4 points and will carry forward to compete in next race
 - b. Second Place driver gets 3 points and will carry forward to compete in next race
 - c. Third Place driver gets 2 points and will carry forward to compete in next race
 - d. Fourth Place driver gets 1 points and will carry forward to compete in next race
 - e. Drivers finishing 5 through 8 get no points and must sit out the next race
4. Record Circuit points for each driver and continue for Races 1 through 9
5. **Season Finale – Race 10:**
 - a. For Race 10, the top 8 drivers by total points for Races 1 through 9 will compete for the championship.
 - b. Top 6 Finishers receive points in Race 10 as follows
 - i. First place: 6 points, Second Place: 5 points, Third Place: 4 points,Fourth Place: 3 points, Fifth Place: 2 points, Sixth Place: 1 point
6. **Champion:** The driver with the most points after 10 races is the champion
 - a. In the event of a tie for most points, the tie-breakers in order are:
 - i. Wins (If still tied, go to ii.)
 - ii. Average Finishing Position (Total of race finish positions divided by number of races) (If still tied, go to iii.)
 - iii. Top-4 finishes (If still tied, go to iv.)
 - iv. Laps Led

*Game rules modified with optional rules from John Van Natta and Jeff Caballero based on extensive play-testing, including over a dozen 10-Race circuits.