How to Use the Benetton Window

This is for use with the fun Benetton rules for solo play created by Stan Hilinski as posted on the BoardGameGeek websit**e.**

**Qualifying/Fuel Chits:** The stars fuel chits have been added to the game’s Qualifying window. Find them at the top left. They will be drawn face up. Use them just for deciding the starting position, then use the normal chit for marking the pit turn on the turn track. Then you can delete the gray stars qualifying chit.

**Movement chits**: At the start of a game the window contains two stacks of movement chits. The left stack has the 30 chits with value 4 [the “4-stack”] that are used at the beginning level of play. To use them in a race just draw one of them off the stack each turn as you need it and flip it face up, or even better, as suggested by Hilinski, at the start of the race put one of them face down on each of the spaces in the race turn track.

**To level up**, it is a 3-step process that is only slightly more complicated. You will have to add in some chits from the “5” value chit stack to the 4-stack, but to make sure they will be drawn before the race ends you will first have to remove some chits from the 4-stack. This is easy. First, see how many turns the race is and remove enough chits from the 4-stack (which begins with 30 chits) so only as many chits are left in the stack as there are turns in the race. If the race is 26 turns, then remove 30 – 26 = 4, so just draw and delete 4 chits from the 4-stack. Secondly, make space for the level-up chits by drawing and deleting from the 4-stack as many chits as you are going to level up. If you are leveling up 3, draw and delete 3 chits from the 4-stack. Thirdly, and finally, draw from the 5-stack, leaving them face down, and add to the 4-stack as many chits as you are going to level up. If you are leveling up 3, draw 3 chits off the 5-stack and add them face down to the 4-stack. The 4-stack automatically shuffles the chits as you add them, so the chit stack is now ready for use.