

# Pile Up Racing

*A print-and-play auto racing simulation game from Short Season Games  
Season sets and game charts are available for download at shortseasongames.com*

Overview.....1
Materials.....1
How to read the cards.....2
The Quick Card.....5
Special Results Chart.....11
How to play (summary).....11
How to play (detailed, with an example).....12
Questions.....18
Things to remember.....19
Credits and contact info.....19

## Overview

Pile Up Racing takes an exciting race weekend and lets you play through it at lightning speed! With ratings given for every driver on specific types of tracks, plus different parameters for every real-life race, no two races should be the same.

This is meant to be a simulation, and while there aren't any decisions the player has to make (other than who's racing and where), I hope in the future to add more features, additional skill and track ratings (allowing things like drafting skill or turn banking to come into play), and player choices that affect the outcome of the race (such as how aggressive to drive or when to pit). Currently, Pile Up Racing is developed with stock car racing series like Nascar in mind, but one day, I hope to expand to open-wheel racing series like F1 or IndyCar as well.

## Materials

You will need:

- One set of Driver Cards
- One Track Card
- A Race Quickcard and Special Results chart

- A pen/pencil
- Raceday scoresheet
- At least 2 six-sided dice or, even better, your favorite dice-rolling app (at some points, you may need to roll 5d6 at a time, but rolling a single d6 five times instead won't change anything in the game)

## How to read the cards

For each season, every driver that started or attempted to qualify for a race is carded, as is every race held in that particular season.

### Driver Cards

A ->

B ->

C ->

D ->

E ->

2023 US Major Stock Series						
Ryan Blaney						
R	36	W	3	T5	8	
Road	C	C	Short	C	C+	
Speedway	A	A+	Super	A	C+	
Acc1	Pit +1		Mech/DNF	A/4		

(c) Short Season Games

**A:** The season and series the card is from

**B:** The driver's name and an associated color scheme<sup>1</sup>

**C:** Some simple season statistics - races entered (R), wins (W), and top 5 finishes (T5). Some drivers may have a decimal in their R stat; this corresponds to races they entered but did not qualify for. For example, "3.1" would mean the driver started in three races and attempted (but failed) to qualify for one.

**D:** This is the Skill section of the Driver Card. Each section is broken into four parts: Road (road course or circuit), Short (short track), Speedway, and Super (superspeedway). These are the ratings you'll refer to over the course of a race. The scale runs from A (among the best) to E (typically means that the driver did not race on that type of track, but in some cases may mean that the driver did dreadfully terrible on that type of track). The smaller letter to the left of each box is for qualifying on that particular kind of track, whereas the larger letter is the driver's skill rating for the race itself. For example, Ryan Blaney is rated A at qualifying on superspeedways, but he's rated a C+ for the actual race.

Also, note the plusses in some of Blaney's ratings. When appended to a qualifying rating, that means the driver won at least one pole at that type of track in the given season. When applied to a race rating, that driver led at least 5% of all laps at that type of track for the given season. Some drivers even have "++" ratings, which means they led at least 10% of all laps at that kind of track. Other drivers may have a "-" (negative grade) rating, indicating they typically finished much worse than they qualified on that particular type of track.

**E:** This is the Caution section of the Driver Card. The first column indicates the driver's Accident rating, or how prone they are to getting into crashes. The rating ranges from Acc1 to Acc6, with Acc1 being the best (least likely to crash) and Acc6 the worst (most likely to crash).

These numbers are based on the actual number of caution-flag-causing accidents each driver was involved in during that season. It could be as simple as spinning out, or they could have been involved in a multi-car wreck.

The middle column corresponds to the driver's Pit modifier, expressed as a number from -2 to +2. These numbers adjust the Skill rating being used for that track, as seen in the chart to the right.

For example, Ryan Blaney has a C+ rating on a superspeedway and a +1 Pit modifier. His superspeedway Pit rating would be B+ (C increases by 1

		Skill Rating				
		A	B	C	D	E
Pit Modifier	-2	C	D	E	EE	EEE
	-1	B	C	D	E	EE
	0	A	B	C	D	E
	+1	AA	A	B	C	D
	+2	AAA	AA	A	B	C

<sup>1</sup> I usually aim to recreate their Daytona 500 color scheme, but that's not always possible, or there's another I found that I like better/is more unique

level to B). He also has an A+ rating on a speedway. His speedway Pit rating would be AA+.

The final column is the Mech/DNF column. The Mech rating indicates how likely a driver is to have mechanical issues during the race, again based on actual reported in-race mechanical issues, where A is the best (least likely to have a mechanical issue) and E is the worst. And finally, the DNF number is on a scale of 1-7 of how likely the driver is to not finish a race due to a crash or mechanical issues (for more info, see the Questions section on page 18).

## Track Cards

2023	
<b>Daytona Beach, FL</b>	
<i>Superspeedway</i>	
Race	1/36
Starters	40
Laps	200
Dist	500
S1	
S2	
FS	
(c) Short Season Games	

< - A  
<- B  
<- C  
<- D  
<- E  
<- F (green box)

**A:** The year or season the race took place.

**B:** The physical location of the track

**C:** Track type, either Road Course, Short Track, Speedway, or Superspeedway. Short tracks, speedways, and superspeedways are typically oval racetracks. The big difference is lap length: short tracks are under 1 mile,

speedways are between 1 and 2 miles, and superspeedways are over 2 miles. (I'm sure there are more nuanced definitions, but for the purposes of this game, this is how they're defined.) Road courses have much longer laps and many more turns.

**D:** Basic information about the real-life race that the card represents. This includes where in the schedule the race falls (e.g. 1st of 36), how many drivers started the race, and how many laps and the distance (in miles) that were planned for the race.

**E:** Nascar races are currently divided into stages (commonly three), which are indicated on the card by S1 (stage one), S2 (stage 2), and FS (final stage). The length of these stages is indicated by the number of boxes or segments. In Pile Up Racing, each segment is approximately 20 miles<sup>2</sup>. I would recommend crossing off these segments as you complete them as an easy way to see how far along you are in the race.

**F:** The Final Lap (indicated by the green box) is exactly what it hints at: it represents the final lap of the race. Since so much can happen after the white flag, the last lap of every race gets its own phase. This is played out just like all the previous segments of the race with one slight difference (discussed later).

## The Quick Card

Pile Up Racing has one major chart called the Quick Card that dictates the vast majority of the actions in the race. It also includes brief instructions and reminders for how to play.

In the following descriptions of the results chart, the phrase "active pile" means the pile you're currently rolling for, "frontward" means towards the race leader or front of the race (improving position), and "rearward" means towards the back of the race or away from the race leader (worsening position).

Also, note that anytime drivers are to advance or fall back to a different pile and there is no pile that has already been created there (i.e. not an empty pile/pile of 0 drivers between piles), create one. This can happen when drivers from the Lead Pile advance or drivers in Pile D fall back.

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<sup>2</sup> If you really want to get into how the game is designed, the formula for determining the number of segments in a race is  $\text{ROUNDUP}(\text{Race length in miles} / 20) + 2$ . This ensures that a race has at least one normal segment and one Final Lap, but it does mean that the segments equal a slightly different mileage for each race. For example, looking at the 2023 races, each Daytona segment is 18.4 miles, while the Charlotte roval race is 16.4 (but most should be closer to 20).

To use the Quick Card, first roll for your 2d6 result. Find the result in the numbers column and read the result in the first text column. Some actions will stop in the first column, others will be expanded upon in the second column. And still others will have roll charts in the third column.

2

***Caution Flag > Contrasting d6 indicates which drivers are involved in crash > 1: Acc1-6, 2: Acc2-6, 3: Acc3-6, 4: Acc4-6, 5: Acc5-6, 6: SR***

With this Caution Flag result, check the contrasting d6, then find the result in the column three list. For example, if the contrasting d6 is a 3, then the drivers involved in the crash are those in the active pile with ratings Acc3, Acc4, Acc5, and Acc6. If the contrasting d6 is a 6 (“SR”), consult the Special Results chart.

Once an active pile causes a caution flag, resolve the action and freeze the field where it is. Re-form the drivers into four piles (just like at the start), and mark off the current segment on the Track Card. This segment is now complete, and you can move on to the next. (For caution flags on the Final Lap, see Overtime on page 17.)

3

*Shuffle pile\**

Simply shuffle the active pile and place it back in the same spot. The asterisk indicates that during the Final Lap (the final segment on the Track Card for this race), the 3 result becomes a crash result. Follow the steps for 2 as though you had just rolled a 2.

4

*Re-arrange pile by driver rating > If multiple drivers have the same rating, shuffle them*

Take your active pile, and re-arrange it by driver skill rating for that type of track. The “+”, “++”, and “-” letter ratings come into play here, so take those into account when re-arranging (“A+” being better than “A”, “B++” being better than “B”, “D” being better than “D-”, etc). If any drivers have the same skill rating, shuffle them together. Then, re-combine the pile and place it back in the same spot.

If you roll a 2 + 2, use the Pit ratings for the drivers. The Pit rating modifies the driver's Skill rating (see page 3 of these instructions).

5

*Advance top X drivers to forward pile > X = contrasting d6 result*

Check your contrasting d6 and count that many from the top of the active pile. For example, if the contrasting d6 is a 2, take the top two drivers from the active pile. Then shuffle them and place them at the bottom of the frontward pile (if none exists, create one). If there are fewer drivers in the pile than the contrasting d6 result indicates, advance them all.

6

*Advance by skill to bottom of frontward pile > Re-roll 2d6; sum indicates which drivers are affected > 2: E 3: D 4: C 4-6: B 7-12: A*

This result will improve the positions of anyone in the active pile with the specific rating shown by the re-rolled 2d6. So if I re-roll the 2d6 and get a 5, I'll sort through my active pile and separate out the drivers with a B rating at this type of track. Being sure to keep the non-B-rated drivers in the same order, I place the non-B drivers back in the active pile, and then I shuffle the B drivers before advancing them to the bottom of the frontward pile.

To further my example, if my active pile is (top to bottom) Larson (B)-Briscoe (C)-Bell (B)-Chastain (B)-Keselowski (C), then my active pile would become Briscoe-Keselowski (in that order), and I would then shuffle and advance Chastain-Larson-Bell to the bottom of the frontward pile.

7

*Duel > Top X drivers of pile challenge each other for spot in next pile > Skill rolls - A: 5d6 B: 4d6 C: 3d6 D: 2d6 E 1d6*

Rolling a 7 results in a head-to-head (...to-head-to-head...) fight for a spot in the next pile towards the front.

Take the contrasting d6 and separate out that number of drivers from the top of the active pile (if the d6 number is greater than the number of drivers in the pile, use all the drivers). Now, roll the appropriate number of d6's based

on the drivers' ratings on that type of track<sup>3</sup>. Add the d6 results for each driver (you may want a scratch piece of paper to note these down on), then re-arrange the drivers from highest result to lowest. The highest result advances to the rear of the forward pile; the rest are placed back on the active pile in their new order.

Here's an example. I roll a 7, and my contrasting d6 is a 3. I'm racing on a Speedway, and the top three drivers in order on my active pile are Denny Hamlin (A+), Kevin Harvick (A), and Joey Logano (B). I roll 5d6 for Hamlin, 5d6 for Harvick, and 4d6 for Logano. My results are: Hamlin 18, Harvick 10, and Logano 12. Thus, I would advance Hamlin to the rear of the forward pile, and I would place the others back on the active pile in the order of Logano-Harvick.

8

*Drop bottom X drivers one rearward pile > X = contrasting d6 result*

Check your contrasting d6 and count that many from the bottom of the active pile. For example, if the contrasting d6 is a 4, take the bottom four drivers from the active pile. Then shuffle them and place them at the top of the rearward pile. If there are fewer drivers in the pile than the contrasting d6 result indicates, drop them all back.

9

*Drop by skill to top of rearward pile > Re-roll 2d6; sum indicates which drivers are affected > 2: A 3: B 4-5: C 6-7: D 8-12: E*

This result will worsen the positions of any driver in the active pile with the specific rating shown by the re-rolled 2d6. So if I re-roll the 2d6 and get a 7, I'll sort through my active pile and separate out the drivers with a D rating at this type of track. Being sure to keep everything in otherwise the same order, I place the non-D drivers back in the active pile (no change to their order), and then I shuffle the D drivers before placing them at the top of the rearward pile.

10

*Ladder Duel > Driver indicated by contrasting d6 challenges their way up > Skill rolls - A: 5d6 B: 4d6 C: 3d6 D: 2d6 E: 1d6*

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<sup>3</sup> Here's an optional rule you can use: if a driver has a "+" rating, add 1 to their d6 total. If they have a "++" rating, add 2. If they have a "-" rating, subtract 1. If you choose not to play with this rule, ignore the plusses and minuses for this action.

A ladder duel (a term I made up that could probably have a better name) is like a cross between a mini ladder tournament and rolling a 7 in this game. Take the number from the contrasting d6 (call it X) and separate out the top X drivers from the active pile, being sure to keep them in the same order. The Xth driver then competes in skill rolls against the driver directly in front of him. Take the winner of that matchup, and have them compete against the next driver ahead of them. Continue until the driver on top of the pile has competed in a one-on-one duel.

Note: if the original Xth driver is able to win their way up the ladder and beats the driver on top of the pile, they may then challenge the driver at the bottom of the next frontward pile. This driver may continue challenging drivers in the next pile, working bottom to top, until they lose. Remember that this is only valid for the original Xth driver, and does not apply if a frontward pile is empty (thus has no one to challenge).

Here's an example: I roll a 10 (6 + 4), and my contrasting d6 is a 4. I find the fourth driver from the top of my active pile, and I separate out my top four in order: Stenhouse Jr (C)-Preece (C+)-Truex Jr (A)-Suarez (D). My first matchup is Suarez vs Truex; I roll 2d6 for Suarez and 4d6 for Truex. Surprisingly, I get a 12 for Suarez and an 11 for Truex--an upset! Suarez jumps Truex Jr and is now matched up against Preece. I roll a 3d6 for Preece and again a 2d6 for Suarez. This time, Preece gets the better of Suarez, winning 15 to 8. Now Preece gets to face off against Stenhouse for the top spot in the pile. I roll a 3d6 for Preece and a 3d6 for Stenhouse. The results are 12 for Preece and 9 for Stenhouse, so Preece has taken the top spot. The order of the active pile is now Preece-Stenhouse Jr-Suarez-Truex Jr.

In the event of a tie, the leading driver wins the matchup.

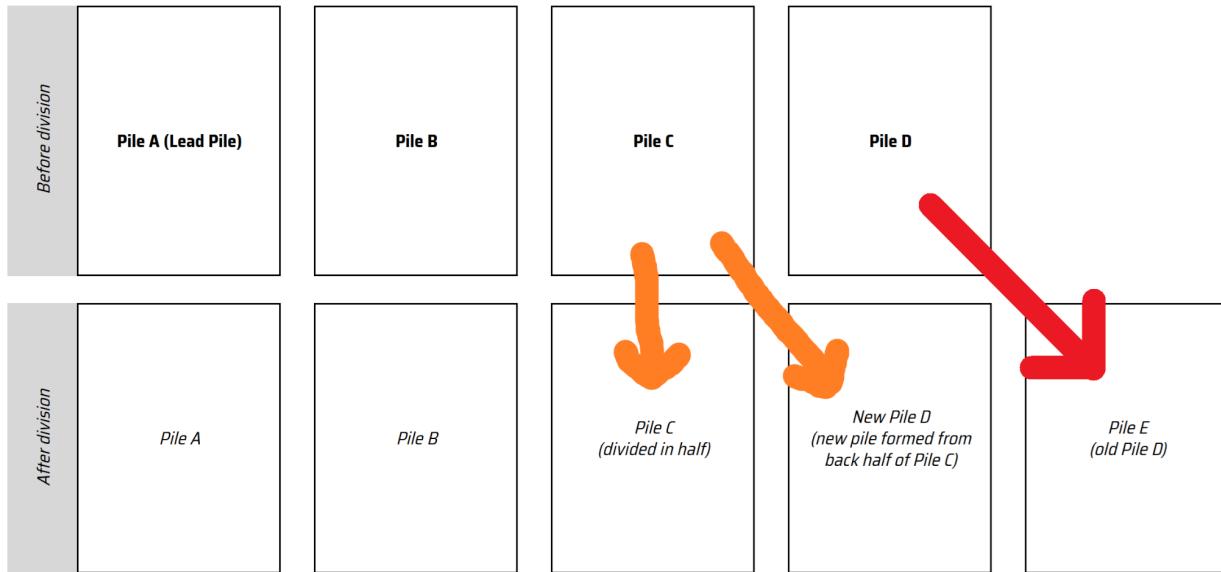
Also, if you roll a 5 + 5, use the Pit ratings for the drivers. The Pit rating modifies the driver's Skill rating (see page 3 of these instructions).

11

*Divide pile in half\* > Create a new pile by separating bottom half of pile into new pile > If necessary, drop rearward piles further back*

With this result, the front half of the active pile's drivers pull away from the back half of the active pile. Count the number of drivers in the active pile, then take the top half and place it back where the active pile was. Next, take the bottom half, and place it one rearward position behind the active pile; if you need to move other rearward piles backwards, do so. If there's an odd number of drivers in the active pile, round the top half up (e.g., if the active pile has 7 drivers, the divided active pile would have four drivers, while the new rearward pile would have three drivers).

The following diagram shows an example of this. If you have four piles and roll an 11 for Pile C, then Pile C is halved, a new pile is inserted behind it with the back half of Pile C (this becomes a new Pile D), and the former Pile D is now a brand new Pile E. (Please pardon my crude MS Paint arrows.)



12

**CAUTION FLAG** > Drivers indicated by contrasting d6 may have mech issue > 1: A-E 2: B-E 3: C-E 4: D-E 5: E 6: Special Result

With this Caution Flag result, check the contrasting d6, then find the result in the column three list. For example, if the contrasting d6 is a 2, the drivers with Mech ratings of B, C, D, and E may be affected (if the contrasting d6 is a 6/“SR”, consult the Special Results chart). Now, starting at the top of the active pile, find the first driver with the same Mech rating. Roll 2d6 against this driver’s DNF rating to see if they stay in the race; if they can return to the race, place them at the back of the rearmost pile, but if they DNF, remove them from the field.

Once an active pile causes a caution flag, resolve the action and freeze the field where it is. Reform the drivers into four piles (just like at the start), and mark off the current segment on the Track Card. This segment is now complete, and you can move on to the next. (For caution flags on the Final Lap, see Overtime on page 17.)

## Special Results Chart

The Special Results chart is checked with the sum of a 3d6 roll, and the action applies only to a selected driver. Roll the contrasting d6 to determine the driver (for example, a 3 would be the 3rd driver from the top in the pile; if the d6 is greater than the number of drivers in the pile, use the last driver). Then roll 3d6 and apply the result to that driver and any others specifically mentioned on the Special Results chart.

## How to play (summary)

If you want to jump right into a race, or you just need a reminder of how the process works, look here. If you need a longer description, jump to the next section.

1. Choose your racers and your race (Track Card). Be sure to pay attention to the type of track your drivers will race on.
2. (If desired) Hold qualifying. Deal out racers randomly into four piles, then adjust their positions based on their Qualifying grades for that type of track. If you want fewer drivers in your race than you have in qualifying, discard all drivers who fall beyond your cut.
3. To start the race, create four piles of the qualified drivers and line them up in a horizontal line (doesn't matter if the pole winner is at the left or the right, as long as all drivers are in the order they qualified). The first three piles should have 6 drivers each, and the last pile should have the remaining drivers.
4. Beginning with the rearmost pile (drivers in 19th position and worse), roll 2d6 for each pile. Look up the results on the Quick Card and resolve the action. If needed consult the Special Results table as well.
5. Proceed to the next pile toward the front and repeat step 5.
6. Once you've resolved the action for the pile that contains the lead driver, mark off a box on the Track Card.
7. If you're running a stage race, re-form four piles with all active drivers at the end of each stage.
8. In the final segment of the race, each pile will have two actions to resolve, which ideally recreates the jostling and mad dash at the end of an actual stock car race.

## How to play (detailed)

This will go in-depth step by step and includes an example of gameplay.

You will need: a set of driver cards, a track card, 3d6 (or at least 2d6<sup>4</sup>) with one of them a different color or somehow different from the other two, pen/pencil, and a Race Day scoresheet.

### 1. Choose your drivers

Choose your field of drivers from one of the Pile Up Racing seasons available on [shortseasongames.com](http://shortseasongames.com). I'd recommend avoiding cross-era races for the time being because I haven't yet tested out anything for mixing driving cards from different seasons, but I'll leave that up to you.

### 2. Choose your race

There's a Track Card for every race in a given season. One box or segment on the Track Card indicates 20 miles of that particular race; that could be 8 laps (Daytona) or that could be 40 laps (Bristol). Choose the race you wish to run and set the other Track Cards aside. You should always have your desired Track Card out and close by.

Once you have your Driver Cards and your Track Cards, the next several steps are somewhat optional. You could choose to run a race with its original starting positions, or run qualifying with the original participants to shake things up. Totally up to you.

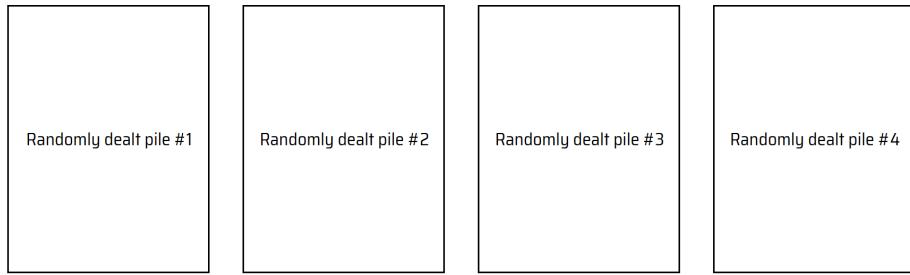
### 3. Qualifying (if desired)

Qualifying in Pile Up Racing is easy and pretty quick to complete (budget 10 minutes, but it typically takes me less than 5). Follow these steps:

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<sup>4</sup> If you only have 2d6, that's fine. You'll just have to use one or both of them again for the same pile. But, it's likely that at some point during the Race phase, you'll need the sum of a 5d6 roll. If you have that many d6, that's great! If not, don't worry; rolling a single d6 five times will work fine, but it could add up if you find yourself needing to roll that many d6 a bunch of times during the race.

A. Shuffle your Driver Cards face down and deal them out evenly into 4 piles. It's ok if a pile has one more driver than others. Arrange them in a horizontal line:



B. Take randomly-dealt pile #1 and turn it over so you're looking at the first driver's ratings. You'll now look at the small Skill grade under the appropriate track type (short, road, etc.).

C. Begin dividing the Driver Cards by Qualifying rating in a new horizontal line beneath the randomly-dealt line (see diagram). Drivers with a Qualifying rating of A will be placed two spots to the left of where randomly-dealt pile #1 was. Drivers with a Qualifying rating of B will be placed one spot to the left of where the pile was. All Cs will be placed beneath where pile #1 was. All Ds will be one spot to the right, and all Es two spots to the right.

It might be easiest to think of it this way: drivers with Qualifying rating C will always go directly underneath their original randomly-dealt pile, with better-rated drivers to the left and worse-rated drivers to the right.

Also, I recommend dividing the Driver Cards into their new piles FACE DOWN. This will make it easier in the final step to see your running order.



D. Continue down the line with the rest of the randomly-dealt piles. Eventually, you'll have up to 8 piles that are made up like this:



E. Now pick up the first pile to the left, the one comprised only of drivers from the randomly-dealt pile #1 with a track qualifying rating of A. (If you dealt cards into this pile face up, reverse the order of the pile so that the first card placed into the pile is on top, followed by the second card placed into the pile, and so on. If you dealt the cards face down, just turn the pile over.)

Next, look through the pile for any driver with an A+ qualifying rating. Place these drivers at the top of the pile. If there are multiple drivers with an A+ qualifying rating, move them to the top but keep them in the order they were dealt into the pile.

Your top card on this pile is your pole winner. Record the order of the drivers in this pile on the Raceday sheet, starting at #1 until you record the last card in the pile.

F. Repeat step (E) for each subsequent pile. Make sure to move any driver with a "+" qualifying rating to the top of their pile.

G. Combine all these piles (or as many up to the number of drivers you want to qualify for this race), and your starting field is set!

NOTE: At some point, I'd like to develop a method to determine if any cars are required to move to the back of the pack after qualifying. I haven't created anything like that yet, so qualifying ends here for now!

## 4. The race

I'll run an example along with these instructions. **You'll see the example in boldface after the appropriate section.**

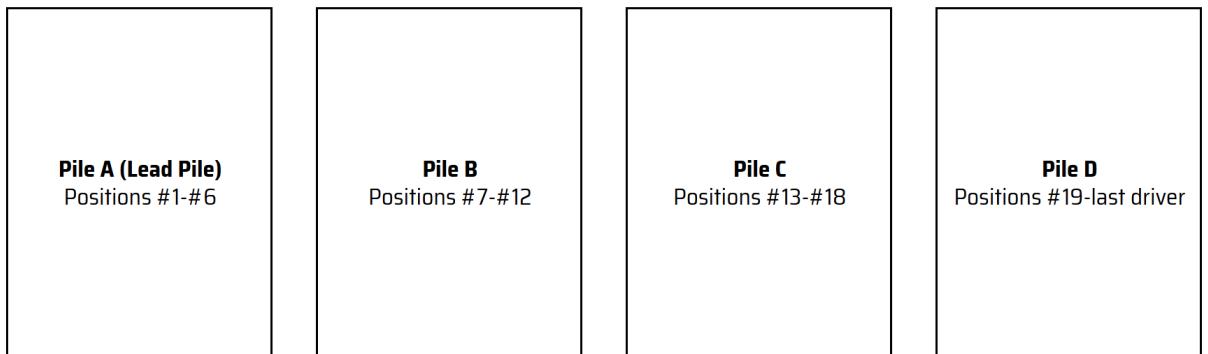
A. Setting up the start of the race

When it's time to race, you'll begin by setting your cards up, once again, in four piles. This time, the order of the piles isn't random; the position will be based on qualifying position.

The four piles should be as follows:

- Pile A (or the Lead Pile): This group consists of six drivers: from top to bottom, the pole winner, the #2 qualifying driver, on through the #6 qualifying driver.
- Pile B: This group consists of six drivers: from top to bottom, the #7 qualifying driver through the #12 qualifying driver.
- Pile C: This group consists of six drivers: from top to bottom, the #13 qualifying driver through the #18 qualifying driver.
- Pile D: This group consists of a variable number of drivers: it has the rest of the field, topped by the #19 qualifying driver in order to the final qualifying driver.

Place the pile with the pole winner on the left.<sup>5</sup> Then in a single line, place Piles B through D to the right of the Lead Pile. (See diagram on next page.)



**For this example, I'll be using my 2023 Nascar Cup set, and I'll be running race #25 at Watkins Glen. This is a road course, so I've used my drivers' Road Qualifying rating, the smaller letter on their cards' Road columns, and I've selected my 36 starters per the number listed on the Track Card. I have also filled out the starting list on the Raceday Sheet.**

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<sup>5</sup> I have always played with the leaders on the left and the back of the pack on the right, as though you were watching a race from the infield of the track. But I suppose you could also play it with the leaders to the right, as if you were watching from the stands. I'll leave this up to you, but for the sake of the directions, I'll be keeping the leader on the left.

**I have my four piles laid out in front of me (with Kyle Larson as the pole sitter), and I have my Track Card nearby. I'm ready for the green flag!**

B. The race begins

To start the race, focus on Pile D, the pile that contains drivers in 19th place to the final driver. Roll the 3d6. Looking at the 2d6 that are the same color/size/whatever, combine them and get their sum. With that sum, look at the Pile Up Racing Quick Card and resolve the action it gives for that number. If you need to use the contrasting d6, consult that number after looking up the 2d6 sum on the Quick Card.

Once you understand what needs to happen, resolve the action and make any adjustments to the cards in Pile D that are required.

**Focusing on my Pile D, with my first roll, I get a 6 (4 + 2) on my 2d6. Looking at the Quick Card, I see that a 6 result reads “Advance by skill to bottom of frontward pile” and get directed to the second column of the Quick Card. That tells me to “Re-roll 2d6; sum indicates which drivers are affected” and there’s another arrow pointing to column three. Column three lays out the driver ratings.**

**Re-rolling, I get another 6 (1 + 5), which means my B drivers are advancing. I collect up all six of them, shuffling their order, and add them to the rear of Pile C. This is the end of Pile D’s action.**

**Note that Pile C now has twelve drivers, and Pile D now has twelve as well.**

C. Repeat the roll/resolve pattern for the next pile, then the next pile, etc.

Once you’ve resolved everything for Pile D, move up to Pile C and do the same thing as before: roll and resolve.

**Rolling for Pile C gets me a 9 (6 + 3). Now I’m dropping by skill to the rearward pile. Re-rolling my 2d6 gets me another 9 (5 + 4), meaning I have to drop all Es to Pile D. I don’t have any Es in this pile, so I leave it be and move on to Pile B.**

**Pile B gets another 6 (5 + 1). Re-rolling gets me a 10 (4 + 6), so I'll advance all As. There are two As in my pile, so I shuffle them and place them at the rear of Pile A. With this turn over, Pile A now has eight drivers, and Pile B has four.**

**Pile A has the final turn of this race segment. I roll a 3 (1 + 2), which is a simple shuffle of the cards in my active pile. The race order is currently Larson-Wallace-van Gisbergen-Suarez-Reddick-Cindric-Gibbs-Elliott, but my shuffling gives the pile a whole new order.**

**Once I've completed the action for the Lead Pile, I turn to my Track Card and mark off the first box of the first stage of the race. After 20 miles at the Glen, my leaders are now Wallace-Larson-Gibbs-Suarez-van Gisbergen.**

D. Continue steps 4b and 4c until you complete a stage.

Once you complete a stage, mark down the stage results on the Raceday Sheet. Then, collect all your drivers in their current order and put them into four piles yet again. This represents the pack re-forming behind a pace car after a stage or a caution.

When you've got your new Piles A through D, begin the next stage, and repeat this until you get to the final segment of the race, the Final Lap marked with a green box.

E. The Final Lap

The Final Lap is the green box on the Track Card. This is not representative of 20 miles but in fact represents the very final lap of the race. Each pile will have two roll/resolve actions performed consecutively, with the second coming right after the resolution of the first action. Otherwise, the Final Lap is largely played just like the previous race segments except for a much higher likelihood of a crash.

When consulting the Quick Card, results 3 and 11 should be treated as if they were a 2. This means you'll disregard the results for 3 (shuffle pile) and 11 (divide pile in half) and instead you'll follow the directions for 2.

F. Overtime (if necessary)

I admit I don't have a set rule for when to use overtime, so I encourage you to do what makes sense to you when playing. In Nascar, if I understand the rules correctly, a caution on the final lap of a race freezes the field and ends the race, but if the caution comes out with two laps to go, they'll do a green-white-checkered finish. Personally, if there's a caution flag on the Final Lap segment, I tend to treat it as Nascar would if there was a caution with two laps to go because I think that's more exciting. But if we're trying to be realistic, you would resolve the caution, then the field would freeze and you would call the race over.

- G. Once you've finished the Final Lap, record your final results and imagine your race winner in victory lane!

## Questions

### When do I create new piles?

There are three situations in which you would create a new pile: (1) a driver advances from the Lead Pile, (2) a driver falls back from Pile D or whatever your rearmost pile is, and (3) you roll an 11 and have to divide the pile in half, which pushes rearward piles back one.

### What if all the drivers in one of my piles advance/fall back?

Then you're left with an empty pile, and that's fine. That represents a gap in the pack that rearward drivers have to conquer to catch up to the frontward drivers.

### How do I know when a driver has fallen more than a lap behind?

I typically consider any drivers in the frontmost 7 piles to be on the same lap as the leader, but this can vary depending on the length of the track.

### What happens on a caution flag?

Resolve the action, then the field freezes in place. After a caution, you shouldn't roll for any other piles after the active pile that caused the caution. Re-form the field into four piles, and mark off the segment on the Track Card.

## How do I know when a driver can't finish the race?

After a mechanical incident (from rolling a 12) or a crash (from rolling a 2, or a 3 or 11 on the Final Lap), any affected drivers should roll against their DNF number with a 2d6. If the result of the 2d6 is equal to or less than the DNF number, then the driver(s) retire(s) from the race due to the damage to their car(s). If the 2d6 result is greater than the DNF number, then the driver(s) should be placed at the rear of the field on the ensuing caution. If multiple drivers are to be placed at the rear, shuffle them blindly to determine their order.

## Things to remember

As you play, just remember: if you figure something out in the midst of your game that makes everything flow better, or makes more sense, or creates a more accurate atmosphere to the game, use it! These rules are more guidelines than rules, so whatever makes your game more fun/exciting/etc, do that.

## Credits and contact info

Race results and driver information taken from racing-reference.info. Paint scheme information overwhelmingly came from Jayski's Nascar Paint Schemes site at <https://www.jayski.com/paint-schemes/>, but some I also had to do some research on. Track info came from either the Nascar website or from Wikipedia.

If you have any comments, questions, corrections, or anything of that nature, please reach out to me at [shortseasongames@gmail.com](mailto:shortseasongames@gmail.com). And keep checking back on [shortseasongames.com](http://shortseasongames.com) to see if new seasons have been added.

Finally, thanks for giving my game a chance, thanks for playing, and enjoy!