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**Peter 'Universal Head' Gifford
The Esoteric Order of Gamers**





Setup

Choose a **circuit**. Each player takes a **car**, **scorecard**, **dashboard** and **gear stick**.

Each player rolls the **black die** to determine their starting position; the highest roller receives **pole position** and goes first, and the other cars are positioned in decreasing order (re-roll ties).

Before engaging 1st gear, each player rolls the black die:

- 1** **Poor start:** Miss first turn, then next turn start without rolling again.
- 2-19** **Normal start:** Start normally by rolling the die for 1st gear.
- 20** **Great start:** Move car 4 spaces immediately, changing 1 or 2 lanes if desired. May shift to 2nd gear next round.

Gears

Each **gear** has its own die. When it is your turn, announce your chosen gear and move the gear stick on your dashboard, and roll the corresponding die. Then move your car forward the number of spaces you roll. When the move is finished, the car **'stops'**.

Gear	Die Color	Move (spaces)
1	Yellow	1 - 2
2	Orange	2 - 4
3	Red	4 - 8
4	Green	7 - 12
5	Purple	11 - 20
6	Blue	21 - 30

Gearing down

A player may skip 1-3 gears when changing down, but must lose the following brake, engine and gearbox WP:

Gears skipped	Gearbox WP	Brake WP	Engine WP
1 gear	1	0	0
2 gears	1	1	0
3 gears	1	1	1

It is not possible to skip 4 gears.

Order of play

Each round, players move according to their car's position on the track, the **leader going first**. If 2 cars are level, the driver with the highest gear goes first. If they are in the same gear, the car nearest to the inside (referring to the next or current corner) goes first.

Winning

The player whose car passes the finishing line first after 2 laps wins the race. The race ends when all cars have crossed the finishing line.

Driving

Driving through other cars or backwards is prohibited.

Driving through corners

The only legal routes through corners are indicated by arrows. A car must **stop** a minimum number of times, as indicated in the yellow box. After this number of stops, the car may proceed and exit the corner on its next move.

For reference, the number in the green box is the length of the longest path through the corner, and the number in the red box is the length of the shortest path.

Overshooting

If a car passes through a corner at the end of its turn without making the required number of stops, it **overshoots** the corner. The number of spaces it overshoot the corner is deducted from its tires' **wear points** (WP).

When a car overshoots a corner, it must stay in the same lane when it comes out of the corner. If the move ends in another corner, this stop does not count for the new corner. If blocked by another car, the player **must brake**.

When a car loses its last tire WP by overshooting, the car is placed on the final space of the move, pointing backwards. The player must turn around and drive off in 1st gear again next turn. If the car overshoot by more than 1 space, it is eliminated.

If a car loses more tire WP than it has, it is eliminated.

Corner with 2 stops: If the car made no stops, it is eliminated.

Corner with 3 stops: If the car made no stops or only 1 stop, it is eliminated.

Driving on the straights

While driving on a straight, a car may only change 2 lanes. A car may not change lanes and then return to the same lane in the same move, *unless* overtaking another car (this maneuver must be completed in the smallest number of spaces possible).

Braking

A player may use brake WP at any time to avoid having to advance the full number of spaces.

Loss 1 brake WP for each space not advanced.

If blocked by another car, move forward as far as possible, then count how many spaces the car would have moved if you had not been blocked, and lose the following brake and tire WP:

Spaces remaining	Brake WP	Tire WP
1	1	0
2	2	0
3	3	0
4	3	1
5	3	2
6	3	3
7	The car is eliminated	

If the car does not have enough brake and tire WP to stop, it is eliminated.

Collision

When a car ends its move on a space next to/behind one or more cars, the driver has to roll the black die for *each* car they are next to/behind, and each of those cars has to roll the black die once.

If a 1 is rolled, the car loses 1 car body WP. **If a car loses its last car body WP, it is eliminated.**

Motor damage

If a player rolls a 20 in 5th gear or a 30 in 6th gear, they must roll the black die after their car stops. All players in 5th or 6th gear must also roll the black die.

If 1-4 is rolled, the corresponding car loses 1 engine WP. **If a car loses its last engine WP, it is eliminated.**

Damage and road handling

Each time a car loses a car body or engine WP, or if a car is eliminated, place a damage marker on the space where the move ended; the space becomes **dangerous**. A car passing over or landing on a dangerous space must roll the black die.

If 1-4 is rolled, the car loses 1 road handling WP. **If a car loses its last road handling WP, it is eliminated.**

Slipstreaming

If a car drives behind another car, is moving as fast or faster than the car in front, and both cars are in 4th gear or higher, the car *may slipstream*.

The car must stop directly behind another car without braking. It then adds 3 spaces onto its last move:

- a. Change a lane, overtake the car in front and return to the original lane.
- b. Change a lane and move 2 spaces in a straight line.
- c. Change 2 lanes and move 1 space in a straight line.

The player may use brake WP to reduce the number of spaces moved. If the move brings the car up behind another car, it may carry on slipstreaming (and so on).

A car carried into a corner by slipstreaming loses a brake WP (the move is not reduced).

Braking to take advantage of slipstreaming is prohibited.

Pit stop

At the end of the first lap a player may make a **pit stop**. There is no speed limit in the pit lanes and there is no need to roll the exact number to reach your pit, but you must roll the minimum number required to enter or higher using your gear die.

As soon as a car enters the pits it receives all its tire WP back. Then roll the black die:

1-10 Quick stop
Divide the number by 2 (round up) to find the number of spaces the car may move when leaving the pit in 4th gear.

11-20 Slowstop
The car remains in the pit until next round, then moves off in 4th or lower gear.

Optional rules

Constructing your car

Each player may distribute **20 WP** between the 6 zones of his car, within the following restrictions:

WP tires	1-14	WP car body	1-7
WP brakes	1-7	WP engine	1-7
WP gearbox	1-7	WP road handling	1-7

Qualifying lap with stopwatch

All players drive a **qualifying lap** consecutively to set their starting positions. WP are not taken into account.

One player is the **referee**. The player whose turn it is places their car in the middle lane in front of the starting line. The referee starts a stopwatch before the player rolls for 1st gear, and stops it as soon as the car crosses the finish line. The referee also records the number of die throws the player needed to finish the lap.

The referee then adds 1 throw of the die for every full minute the player took to complete the lap, and 1 throw of the die per space that the car overshot any corner.

The lap is over if the player does not stop at all in corners where 2 or 3 stops are required (they then start the race from the last position).

The car that completed the lap with the fewest die throws takes first position, followed by the other cars in decreasing order. If 2 players tie, the order is decided by the fastest stopwatch time.

Three-lap race

The player whose car passes the finishing line first after 3 laps wins. 2 pit stops are possible during the race.

Weather conditions

It is recommended that the tire selection rules are used with the weather rules.

Roll the black die and check the weather chart before the *qualifying laps*:

Good weather, changeable: No effect.

Rain: The laps for all drivers take place in rain.

Roll the black die and check the weather chart before the *actual race*:

Good weather: No effect.

Changeable: Whenever a player in 5th gear rolls a 20, or a 30 in 6th gear, roll the black die and check the weather chart again.

Good weather: Conditions shifted 1 line upwards.

Changeable: Weather stays the same.

Rain: Conditions shifted 1 line downwards:

Weather	Effect on race
Good	none (invariable)
Changeable	none
Rain, changeable	rain
Rainy	rain (invariable)

Rain: The entire race takes place in rain.

Effect of rain

Collision: A result of 1 or 2 (instead of 1) means a collision occurs.

Engine damage: Occurs when result is 1-3 (instead of 1-4).

Road handling: The car loses 1 road handling WP for a result of 1-5 (instead of 1-4).

Tire selection

After weather has been determined, each player may fit **special tires**.

Tires may also be changed between the qualifying lap and the race.

Hard tires

Recommended on a dry track and inefficient on a wet track.

If it is raining, the car moves 3 additional spaces, as long as at least one space in the move is within a corner.

Soft tires

Recommended on a dry track and inefficient on a wet track. A driver using soft tires places 1 damage marker on the score card with the **sun** side faceup.

If the weather is changeable or good, the car can move 1 additional space each move during qualifying and race laps (this is not compulsory). If the tires are not changed in a pit stop before the third race lap, the tire WP penalties for overshooting a corner are trebled.

If it is raining, the car moves 3 additional spaces each move during qualifying and the first 2 race laps, as long as at least 1 space in the move is within a corner. If the tires are not changed in a pit stop before the third race lap, the tire WP penalties for overshooting a corner are trebled.

Rain tires

Recommended on a wet track and inefficient on a dry track. A driver using rain tires places 1 damage marker on the score card with the **rain** side faceup.

If the weather is changeable or good, the tire WP penalties for overshooting a corner are doubled during qualifying and the first 2 race laps. If the tires are not changed in a pit stop before the third race lap, the penalties are trebled.

If it is raining, the car moves 1 additional space each move, as long as at least 1 space in the move is within a corner.

Pit stops

At every pit stop a player can choose one of these 2 options:

Tire pit stop: As in the normal rules. The player can also change the type of tires they have fitted.

Technical pit stop: The player can change their tires and regain up to 2 WP in one or two zones (except the tires).

This 2 WP allowance applies for the *entire* race. In the next round, the car may not start in higher than 4th gear. A car with soft tires does not receive the bonus of 1 additional space when leaving the pits.

Team race

A large group with an even number of players may use these rules. Form teams, each with 2 players and a color.

Pit stop: Each team has 4 WP for repairs. Both players must decide together how to use them

Winner by points: Each car receives a number of winning points and the team with the highest number of total points wins the race:

Ranking	No. of points
1	10
2	8
3	6
4	5
5	4
6	3
7	2
8	1
9 and 10	0

Road races

It is recommended that the weather conditions rules are used with road races (if not, *Julien Marcellin* and his car should not be used).

Cars and drivers

Each driver has a card with WPs and special features. All cars drive on hard tires.

All cars also have **nitro fuel injection**, which can be used once a lap after rolling the gear die and provides a movement bonus according to the gear used (+1 spaces in 1st gear, +2 in 2nd, etc); then place a damage marker on the score card space.

Circuit

The pits on the circuit are not used during road races.

Engine noise: Cars ending their move in this area must roll the black die as a resident takes a shot at their race:

Black die	Result
1-15	Too late: the shot goes wild
16-18	Grazing shot: the car loses 1 tire WP
19	Not bad: the car loses 1 car body WP
20	Direct hit: the car loses 1 engine WP

Danger zone: All red spaces are treated as spaces with damage markers.

Police station: Every time a driver crosses the line record the speed (the number on the gear die x10). When all drivers have crossed, the fastest driver gets 2 WP they can distribute between damaged zones on their car. In a tie, the first driver to pass the line receives the bonus.

Tunnel: Move directly between the spaces marked with the same number.

Checkpoint: If a race consists of several laps, each car receives its entire tire WP on crossing the finish line, plus 2 WP to distribute between damaged zones on the car.



Quick Reference

Start Roll ■

- 1** Miss first turn, then next turn start without rolling again.
- 2-19** Start normally by rolling the die for 1st gear.
- 20** Move car 4 spaces immediately.

Driving

Corners: Car must **stop** a minimum number of times, as indicated in the yellow box. If it **overshoots**, it must stay in the same lane when it comes out of the corner.

Straights: A car may only change 2 lanes and may not return to the same lane in the same move, *unless* overtaking.

Gearing down

Gears skipped	Gearbox WP	Brake WP	Engine WP
1 gear	-1	-	-
2 gears	-1	-1	-
3 gears	-1	-1	-1

Braking

Lose 1 brake WP for each space not advanced. If blocked by another car:

Spaces remaining	Brake WP	Tire WP
1	-1	-
2	-2	-
3	-3	-
4	-3	-1
5	-3	-2
6	-3	-3
7	Car eliminated	

If the car does not have enough brake and tire WP to stop, it is eliminated.

Overshooting

-1 tire WP for each space overshoot. A car is eliminated if it skips *more than 1* corner stop.

When a car overshoots and loses its last tire WP, place it backwards on its final space. The player must turn and drive off in 1st gear again next turn. If the car overshoot by more than 1 space, it is eliminated.

Slipstreaming

The car behind must be as fast or faster as the car in front, and both cars must be in 4th gear or higher.

The car must stop directly behind another car without braking. It then adds 3 spaces onto its last move (you may use brake WP to reduce the number of spaces). If the move brings the car up behind another car, you may carry on slipstreaming (and so on).

A car carried into a corner by slipstreaming loses 1 brake WP (move is not reduced).

Collision

Roll ■

When a car ends its move on a space next to/behind one or more cars, the driver has to roll the black die for *each* car they are next to/behind, and each of those cars has to roll the black die once.

1: -1 car body WP.

Damage

Roll ■

Motor damage: If a player rolls a 20 in 5th gear or a 30 in 6th gear, all players in 5th or 6th gear must roll:

1-4: -1 engine WP.

Road damage: Each time a car loses a car body or engine WP, or if a car is eliminated, place a **damage marker** on the space where the move ended. A car passing over or landing on the space must roll:

1-4: -1 road handling WP.

Elimination: If a car lose its last engine, road handling, or car body WP, or *more* than its tire WP, it is **eliminated**.

Pit stop

Roll ■

Enter at any speed. **Receive all tire WP** back, then roll:

1-10 Divide the number by 2 (round up) for the number of spaces the car may move when leaving the pit in 4th gear.

11-20 Car remains in the pit until next round, then moves off in 4th or lower gear.



Skill Reference

All cars drive on **hard tires**.

All cars also have **nitro fuel injection**, which can be used once a lap after rolling the gear die and provides a movement bonus according to the gear used (+1 spaces in 1st gear, +2 in 2nd, etc); then place a damage marker on the score card space.

How Sweet!



Each time an opponent (male or female) overtakes this driver on a straight their **speed is reduced by 1 square** while they try and catch a glimpse of this driver.

Weather Frog



Each time the black die is rolled to determine weather conditions (including at the beginning of the game) this driver is allowed to **roll the die again**, and the second result counts.

If it is raining, **only slide 1 space forward** (instead of 3 spaces) when you stop in a corner.

Aggressive



Every time this driver is involved in a collision, their **opponent has to roll the black die twice** instead of once (treat each roll as a separate collision check).

Skidding Pro



This driver can **adjust their move plus or minus 1 space** in every corner, as they have perfect skid control. They lose 1 tire WP whenever they use this skill.

Experienced Mechanic



This driver **regains 4 WP** instead of 2 WP every time they cross the finishing line.

The original number of points may never be exceeded in any category.

Quick Off The Mark



If several drivers have the same position, this driver is **always the first to move**—even if one or more drivers are faster and/or are nearer the inside of the corner.

This driver also wins if there is a tie when the starting positions are determined using the black die.

Car Radio



Once per race this driver thinks their car radio plays bad music, and they **throw it out of the window**—onto a car in an adjacent space.

The **target car then loses 1 WP** in a category defined by rolling the black die:

1-4	tires WP
5-7	brakes WP
8-10	gearbox WP
11-13	car body WP
14-17	engine WP
18-20	road handling WP

A damage marker is placed on the feature symbol to show that it has been used.

Pile of Scrap



Once per lap this driver can **place a damage marker** on a space as they leave it.

A damage marker is placed on the feature symbol to show that it has been used.

In addition, if they land on a space with a damage marker they **only lose 1 road handling WP if they roll 1 or 2**.

Little Genius



This car's features are extraordinary, and the engine is especially robust. In the event of engine failure, it **only loses 1 engine WP if you roll 1-3** (1-2 if it is raining).

Better Nitro



If this driver wishes, they may receive a bonus of **3 additional spaces** every time they use the nitro fuel injection.

Ace At The Wheel



Once a lap this driver may **reroll the gear die** (the second result counts). A damage marker is placed on the feature symbol to show that it has been used.