**A race car on a track

AI-generated content may be incorrect.**

**THE GAME and DRIVERS MEDIUM or LONG PLAY VERSION**

**The Pro Racing Universe Dice Game** is a Dice and Charts Auto Racing simulation that has both Fictional and Historical Drivers. The Historical Drivers are Rated by Year. There are 1,050 Fictional Drivers that you can separate and race in any way that you choose. The game can be played with either **Long Play rules or Short Play Rules.** **Medium Play uses the same Rules as Long Play**. The only difference is that when Running the Races, instead of using all of the Stages, as in the Long Play, the Race is run with only THREE Stages. Stage 1 Represents the first 100 Laps. Stage 2 Represents Miles 101-200 and Stage 3 Represents Miles 201-FINISH. **THESE ARE THE MEDIUM/LONG PLAY RULES!** All three versions use the same Driver Ratings:

**1. Racing Skill (RS)** – Simply the Drivers ability to drive and control the Race.

**2. Defensive Driving (DEF)** – The Driver’s ability to stay out of major accidents and avoid multi car collisions.

**3. Resilience (RES)** – The Driver’s ability to stay in the Race and avoid an early exit from the competition.

**4. Clutch Driving (CD)** – The Driver’s ability to out Race his fellow Drivers when they are in a dead heat against each other.

**5. White Flag Rating (WF)** – The White Flag comes out when the last lap begins in a Race. That is when a Driver truly proves their ability to finish strong. In our game, when the last stage begins, the Drivers that are in the Top Ten positions on the track have the opportunity to gain ground and move ahead of their competition.

**6. Qualifying Rating (QR)** – The Drivers ability to consistently qualify for the Race and where they usually place in the on-track position.

**VARIOUS CHARTS** There are various Charts that bring realism to the game.

**PIT STOP CHART -** While the goal of the game is to move the Drivers up and down on each STAGE until the Race is completed, there are many things that can happen during the Race that will affect each Driver. When a roll of DOUBLES ("1" and "1", "4" and "4", etc.) will trigger a "PIT STOP" Chart Check. With the game being a "HIGHLIGHT" type game, we just assume that there have been many Pit Stops taken along the Race, with most of them being of little consequence. Just imagine that the one you are required to check because of a DOUBLES Roll is part of the HIGHLIGHT REEL. The Pit Stop Roll could either be a Good, Great or Bad Stop.

**EVENTS CHART -** As we have said, a DOUBLES Roll leads to a PIT STOP Check, but if the DOUBLES Roll is two "6", you will check the EVENTS Chart not the PIT STOP Chart. A Roll on the EVENTS Chart can lead to ACCIDENTS, MECHANICAL FAILURES, SPIN OUTS, even an unexpected STORM. If an ACCIDENT occurs, you will need to check to see how many cars were involved and if the cars can continue the Race.

**SPRINT FACEOFF -** If Drivers are tied at the end of the Race (or at the end of a Stage if more than one Driver is tied for 1st Place), envision that the tied Drivers are in a dead heat Sprint to get the lead. Each Driver has a CLUTCH DRIVING Rating (CD). This is the Driver's ability to "out race" other Drivers. Regardless of how many Drivers are tied at the end of the Race or Stage, Roll 2d6 using each Driver's CD Rating. If the Roll is in Range of the Driver's CD Rating, the Driver is still in the Sprint. If the Roll is not in the Driver's Range the Driver is out of the Sprint, but obviously still in the Race. Continue Rerolling for the Sprint Faceoff until you have the order of Positions for each car.

**PRERACE (In our Sample Race, I will be only using 11 Drivers to save time)**

**1. Choose your TRACK.** If you are running the real schedule, the size of the Track is already determined. There are four different types of Tracks. Each comes with their own advantages and disadvantages. This is how the Tracks compare:

**Super Speedway:** Wrecks affect more cars at one time due to cars being closer together.

There are 5 cars per Row for 8 Rows

Thrilling Finishes - Easier to catch up in the final Stage.

Disadvantage: Fuel Problems last Stage

**Intermediate:** Normal concerning Wrecks

There are 2 cars per Row for 20 Rows

No noticeable Advantages/Disadvantages

**Short Track:** More Wrecks

There are 8 cars per Row for 5 Rows

Difficult to pass - Cars so close.

Racing Skills More Important

**Road Course:** More Wrecks with more cars involved.

There is 1 car per Row for 40 Rows

Difficult to pass - Cars so close.

Racing Skills More Important

Clutch Driving More Important.

Because each style of track is different, each has its own charts that represent the strengths and disadvantages of each.

Below is a Sample picture of a Blank Track Grid. Notice the Headings on the Top Rows.

**START** is the Starting Position for this particular Race.

**RS (1)** is the Driver’s Racing Skill and key Rating throughout the Race.

**DEF** is the Driver’s Defensive Driving Rating.

**RES** is the Driver’s Resilience Rating.

**CD** is the Driver’s Clutch Driving Rating.

**WF** is the Driver’s “White Flag” Rating.

**QR** is the Driver’s Qualifying Rating.

**QN** is the Driver’s final Qualifying Roll total which determines the Starting Position of each Driver.

**ROW** Is the very important column that not only tells you what “Row” each Driver starts but is the number that you will use as the starting total to begin adjusting as you Roll on each Driver’s RS. This section is different depending on which “Track Style” you are using. Below is an Intermediate Track.

**RS (2)** is where you Recopy the Driver’s Racing Skills Rating to make it easier to find during the Race.

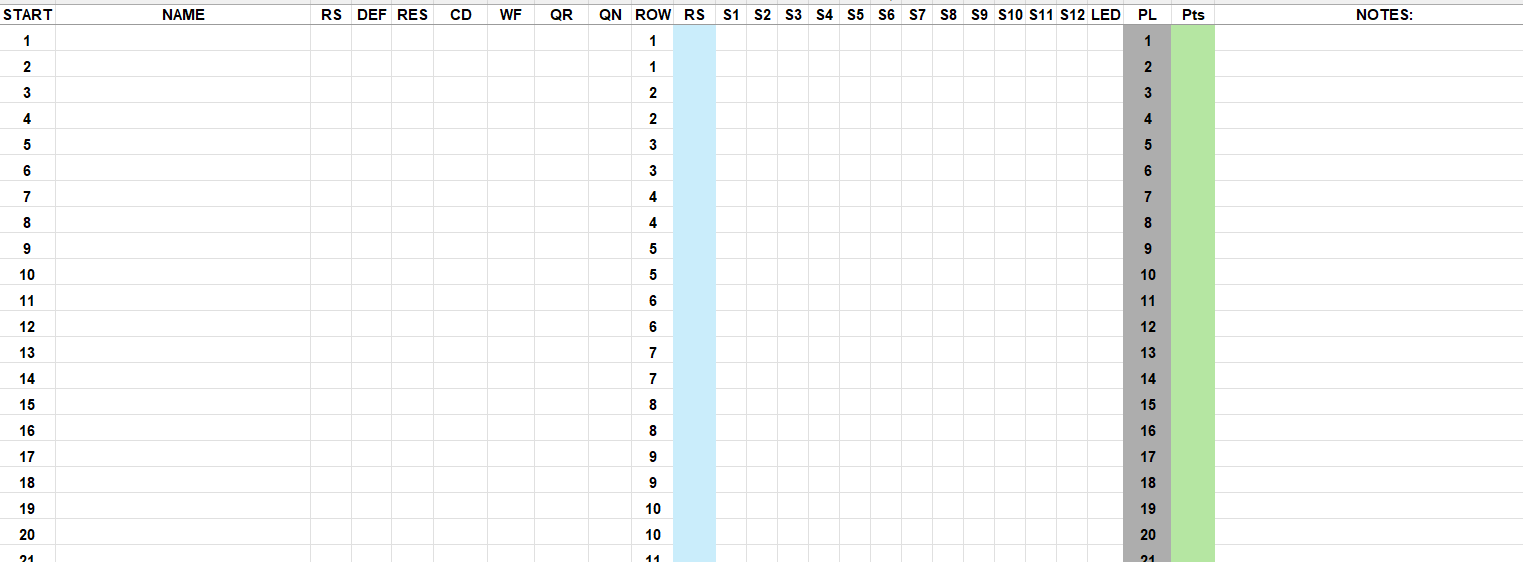
**S1 - S12** is the individual Stages of the Race. Each Stage represents 50 miles of Racing!

**LED** is where you note which Driver led the Stage. This can lead to extra points at the end of the Race.

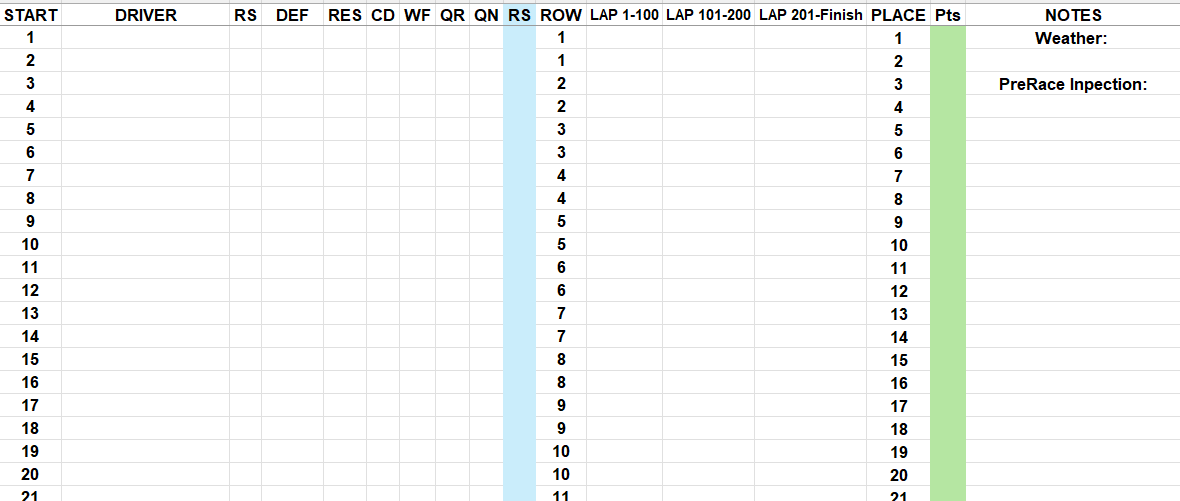
**PL and Pts** are the Position in which each Driver finishes the Race and the Points they get for finishing in that Position.

**NOTES** is for writing important “Highlights” of the Race.

**LONG PLAY**



**MEDIUM PLAY**

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**2. Determine the length of the Race.** In the **Long Play, e**ach Race is broken into a certain number of Stages. **Each stage represents 50 Miles**. So, in essence, this is not quite a Lap-by-Lap Race, but more of a “HIGHLIGHTS” Race. Once you determine how many Miles the Race is, that tells you how many Stages will be run. This is the Miles to Stage equivalents for the Long Play version:

**600 Miles = 12 Stages, 500 Miles = 10 Stages, 450 Miles = 9 Stages, 400 Miles = 8 Stages**

If playing the **Medium Play** version, think of it like this:

**Miles 1-100 = 1 Stage, Miles 101-200 = 2 Stages, Miles 201-Finish = 3 Stages**

**3. Qualifying Round:** To determine each Driver's Qualifying Position, you can either do the research and use the actual Qualifying Position for the particular Race, or you can run a Qualifying Round to determine each Driver's Starting Position.

To run the QUALIFYING ROUND to determine each Driver's placement on the Race Day Track Grid, each Driver has a QUALIFYING ROUND Rating (QR). Using the QUALIFYING ROUND Chart and each Driver's QR Rating, Roll to find a Number and record it for each Driver. The goal is to get the lowest Number possible. Once all Drivers have their Qualifying Run Number, place the Drivers in order of lowest to highest on the Race Day Track Grid. The Race Day Track Grid is separated into a various number of Rows depending on the type of track. This is very important to your Race! Below is the Qualifying Round Chart:

A table with numbers and text

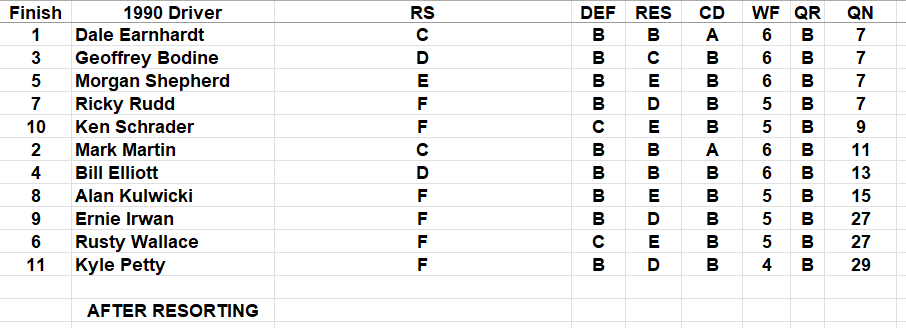
AI-generated content may be incorrect.

The lowest Qualifying Number is the Driver in the Pole Position at spot 1 in the 1st Row. The second lowest is in Spot 2. The Third is in Spot 3, etc. on down. The number of ROWS varies depending on the type of track. If after the Qualifying Round is complete and any Drivers are tied, you can either choose the order yourself or you can have them do a Sprint Faceoff to determine the order. Below is a Sample Pic before Resorting the Leaders:

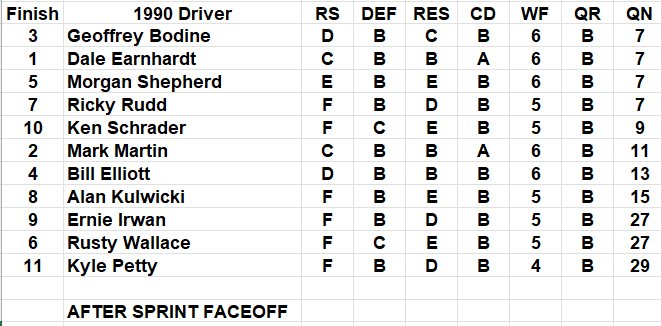
A table with black text

AI-generated content may be incorrect.

After you finish Rolling to get each Drivers Qualifying Number, If you are using Excel, you can SORT them to put the Top Drivers in Order. Remember that the lower the number, the better. Pic below after Resorting:



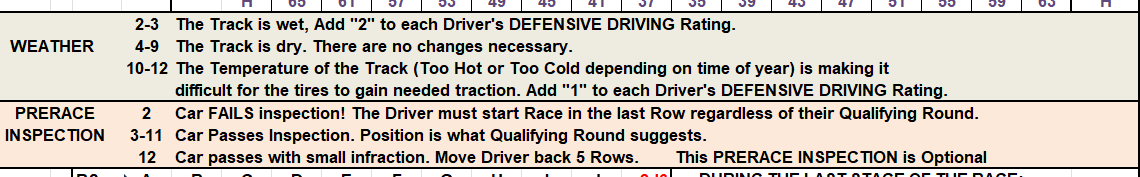
After Resorting and putting the Drivers in order by QN, you will notice that four of the Drivers are tied for the Pole Position. On some tracks this wouldn’t matter because you may have four or more Drivers on the same Row, but on an Intermediate Track, there are only two cars per Row. So, you can either just choose how you want them to line up or you can Run a Sprint Faceoff to determine who wins Pole Position. Read the instructions on the Chart to learn how to run Sprint Faceoffs. For our example I chose to run a Sprint Faceoff. The Roll of 2d6 must fall in the Driver’s CLUTCH DRIVING (CD) Range. Roll for each. If the Roll is in range, the Drivers are still in their Sprint. Once you Roll out of Range for a Driver they drop out of the Sprint. They, of course are still in the Race. In this Sprint Faceoff, Rudd was the first Driver out, so he will be in the 4th Position. Shepherd was the next to Roll out of Range, so he will be in the 3rd Position. Ernhardt was the next out. That puts him in 2nd Position and Bodine in the Pole Position!



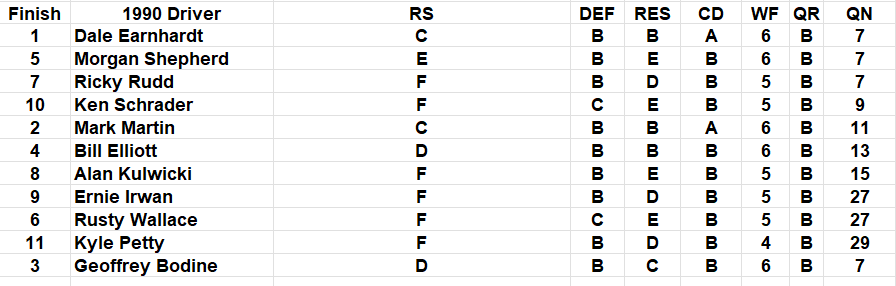
**4. Check the WEATHER Chart** to see if it affects the Race and the Drivers. Make note for adjustments. (This is Optional). The weather can directly affect each Driver’s DEFENSIVE DRIVING Rating. In this Sample, the weather will not affect the Race.

**5. Check PRERACE INSPECTION Chart** for Each Driver (This is Optional). Roll 2d6

Even though the Driver's Qualifying Round has determined how the cars will line up, Rolling on the PRERACE INSPECTION Chart can greatly affect the order of the cars on Race Day! This is a complete random Roll on the PRERACE INSPECTION Chart. This Roll determines if the Official Inspectors for the Race find any problems with the car during their inspection. Most of the time, they will not find any problems. However, if they do, there will be a Penalty given to the guilty team! Below is the WEATHER and PRERACE INSPECTION Charts:

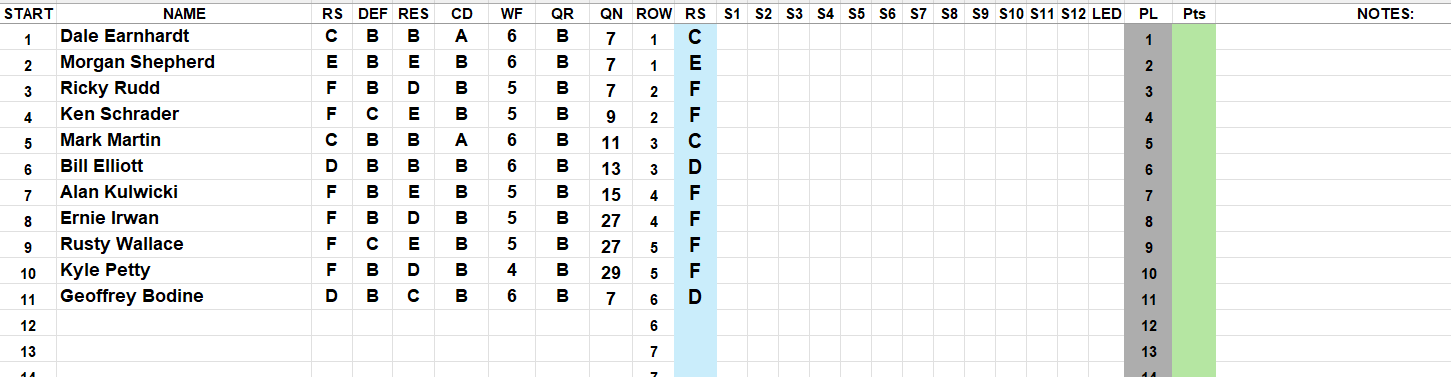


In our Sample, only one of our Drivers was affected by the Pre-Race Inspection. Sadly, it was Bodine, the Pole Position Leader! He has to move to the back of the pack! This affects our Starting Positions and moves Ernhardt up to the Pole Position!



**RACE DAY**

**1. Place the Drivers on the Racetrack Grid.** Below is a picture of our Drivers on the Grid:



**2. STAGE 1: Each Driver has a RACING SKILLS** **"RS"** Rating that tells you how well they are at "running the race". The Ratings go from "A" to "J". "A" is the best and "J" is the worst. Below is a picture of the Racing Skills (RS) Chart:

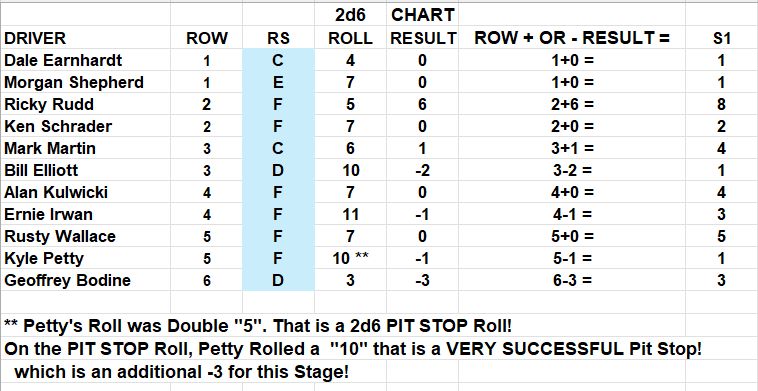
A table with numbers and letters

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Once the Final Starting Positions for each Driver are determined, you will notice that each Driver is in a specific Row. The Row number is each Driver's Starting Stage number. That number will be the number that you use for the first stage of the Race and the base number in which you adjust after Rolling on the RACING SKILLS Chart. On the RACING SKILLS Chart, your 2d6 Roll result will either be "0" (which means their starting number for the stage does not change), a Negative number (Subtract that number from the starting number) or a positive number (add that number to the starting number). This will give you a number for that stage for each Driver. The LOWER the number the better. So, the Drivers will move up and down the Row changing positions throughout the Race depending on that number.

As an example, If a Driver's Row number is "1" and you Roll a "-3" for that Driver, his first stage number becomes "-2". If the Driver is on Row "13" and you Roll a "4" that means the Driver has a "17" for that stage. Continue to Roll 2d6 for each Driver when their turn comes up on each stage of the Race. As you move from Stage 2 on down, you will no longer be using the Row Number as your base number. You will be using the number that you recorded in the previous stage as your Base Number.

For our Sample, I will Roll for the 11 Drivers. I will tell you what I Rolled, What the Result of the Roll is on the RS Chart and how it is applied to each Driver’s base number for Stage 1. I will post a pic after all have Rolled. These are the Rolls for Stage 1:



**To add an extra sense of excitement to the game, when you Roll on the RS Chart for the Drivers, if you start with the Driver at the LAST POSITION and Roll going from the bottom to the top it will leave more suspense as to who will be leading at the end of the stage!**

**3. Don’t forget that when you Roll on the RACING SKILLS Chart, you will occasionally Roll "DOUBLES"** (IE: "1" and "1", "2" and "2", "3" and "3", etc.). When you Roll DOUBLES, you will not only place the number in the Driver's Stage as normal, but you will need to check other important Charts. As an example, Double "6" (12) means you go to the EVENTS CHART. A Roll on this Chart could lead to either an ACCIDENT or MECHANICAL FAILURE ISSUE for that Driver. Any other DOUBLES other than DOUBLE "6" leads you to the PIT STOP Chart. Both of these Charts could drastically change the Race!

**4. After the Stage is complete you can Resort again by using the S1 as the base to Resort by.** Resort lowest to highest. After Resorting, this is now the Positions of the Drivers:

A screenshot of a computer

AI-generated content may be incorrect.

**5. Because Ernhardt, Shepherd, Elliott and Petty are tied for 1st Place at “1” when Stage 1 ends, you ought to run another Sprint Faceoff so you know who comes out as the Lap/Stage Leader.** This is important because the Driver gets extra Points for leading each Stage. After Running the Sprint Faceoff, the only change was that Shepherd turns out to be the Lap Leader:

A screenshot of a computer

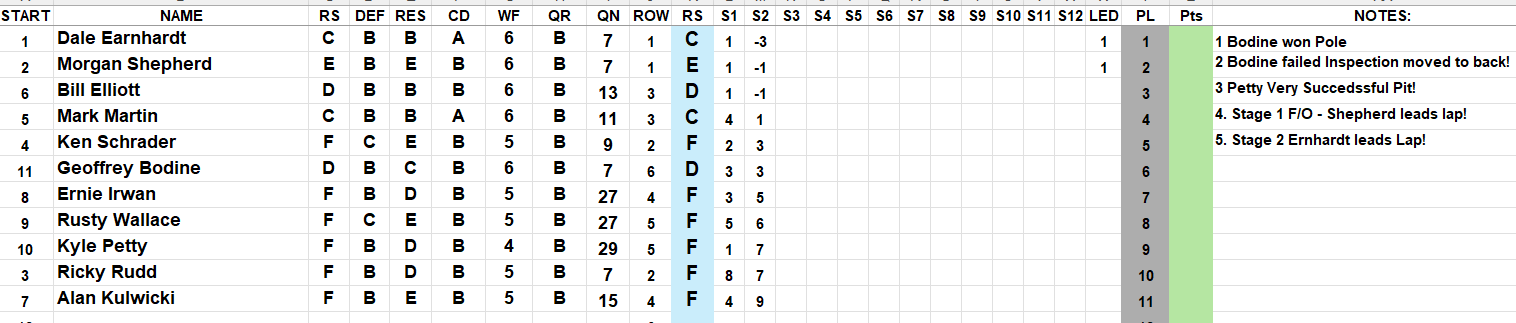
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**6. STAGE 2: Rolling for Stage 2.** Again, I will Roll for all of the Drivers and show you how Stage 2 unfolds:

A table with numbers and letters

AI-generated content may be incorrect.

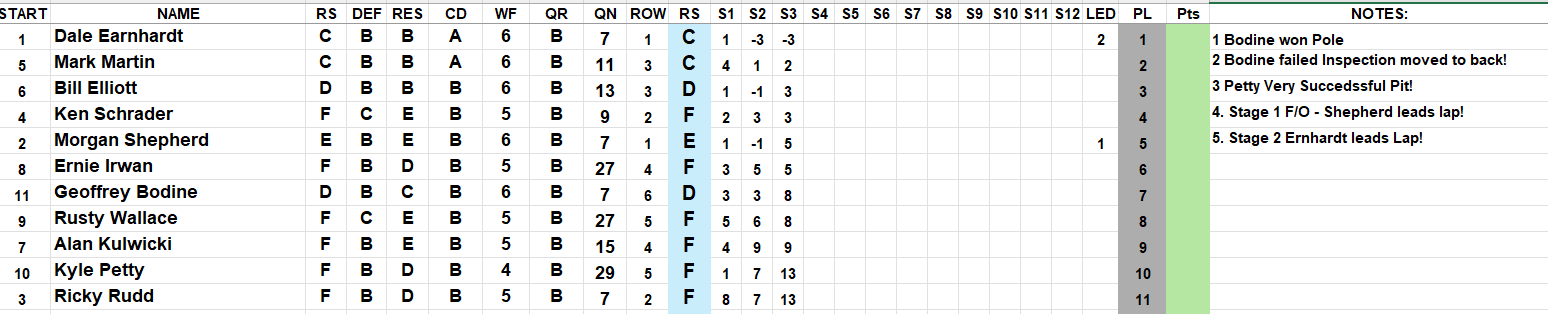
After Rolling Stage 2 and Resorting, this is where the Drivers are after Stage 2:



Dale Ernhardt takes the lead in the Race after Stage 2!

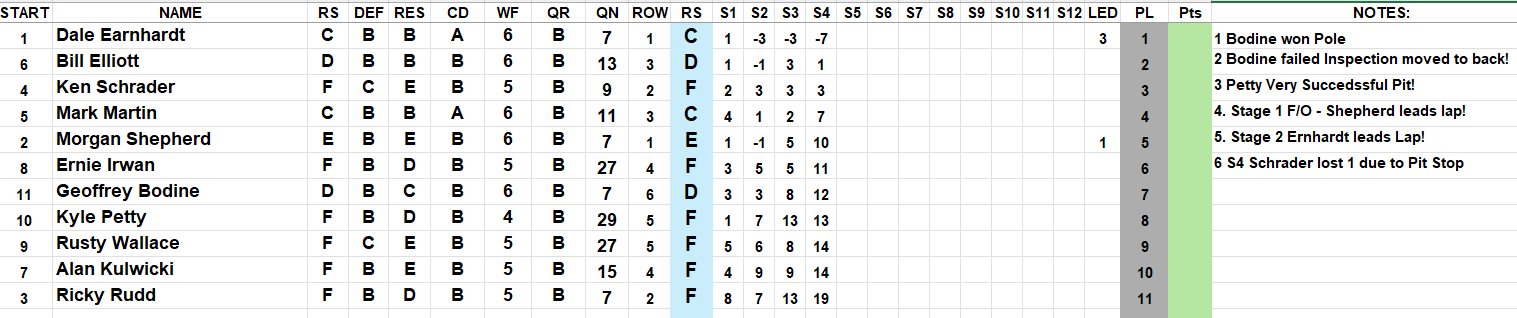
**7. For the sake of time, I am going to play ahead to the last Stage.** I have chosen to make this a 400 Mile Race which is eight Stages. I will Post a Picture of each Stage after it is completed and Resorted with any important notes.

**STAGE 3**

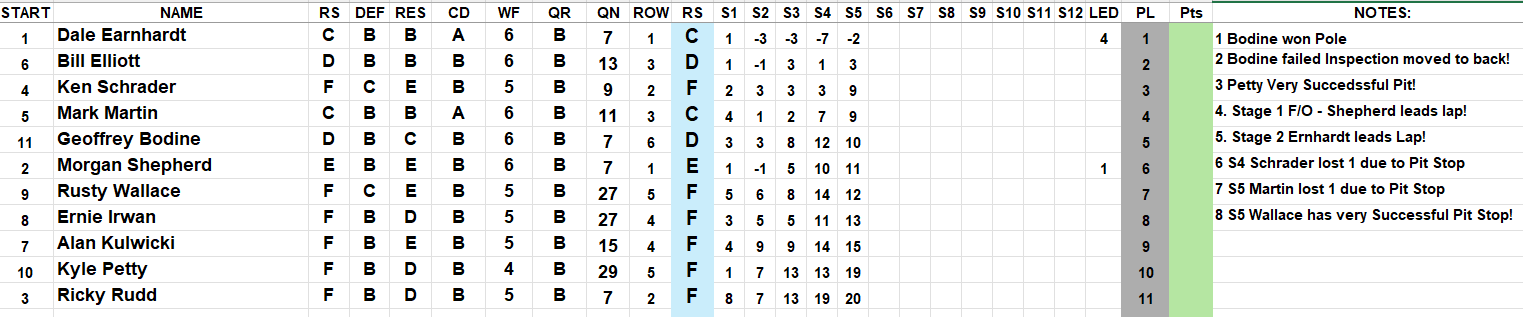


**If you are playing the MEDIUM PLAY Version, this is where the Race ends! I will continue with the LONG PLAY number of Stages.**

**STAGE 4**



**STAGE 5**

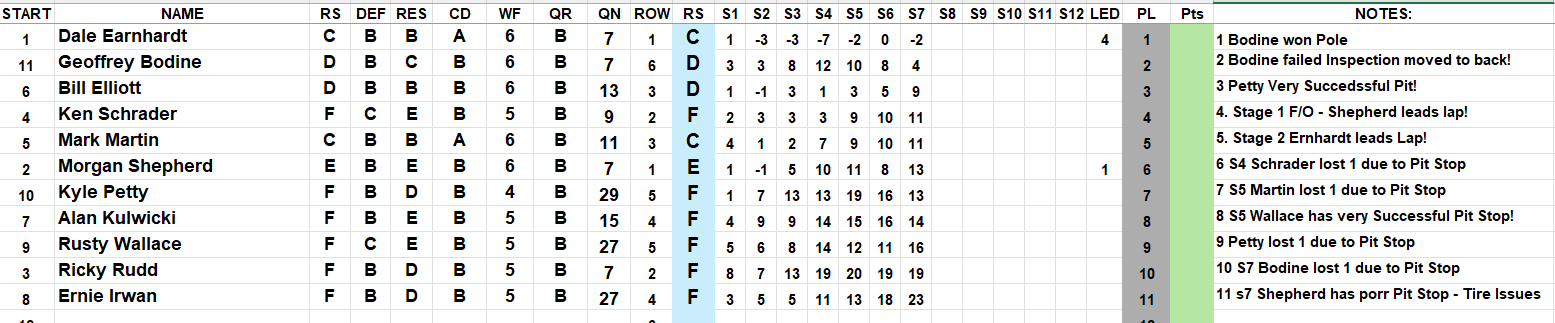
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**STAGE 6**

**A screenshot of a computer

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**STAGE 7**

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**STAGE 8 – This is the last Stage. This is where the “White Flag” Rule comes into play.** After Rolling the normal Roll for each Driver, look up the Driver’s WF Rating and SUBTRACT that number from the final Stage Total!

A group of people in a chart

AI-generated content may be incorrect.

Dale Ernhardt is the winner of the Race! He led 7 of the 8 Stages. Another great Story is Geoffrey Bodine battling back from last place to finish in a close 2nd place! He began as the Pole Sitter but was penalized for failing the Pre-Race Inspection and moved to the back of the pack.

8. One thing that did not occur during this Race, and probably because only using 11 Drivers really shortened the Race, there were no EVENTS to check for. As we have said, Rolling Doubles takes you to a Pit Stop, but Double “6” takes us to the events Chart. Below is a picture of the Events Chart:

A screenshot of a computer screen

AI-generated content may be incorrect.

As you can see, a Roll on the EVENTS Chart can lead to either a Storm, Accident, Mechanical Failure or Car Spinout. If the Roll is an Accident, you will need to Roll on the Multi Car Accident? Chart to see how many other vehicles are affected. Below is a picture of that Chart:

A screenshot of a car accident

AI-generated content may be incorrect.

For each car that is affected by an accident, you also need to check the ACCIDENT CONSEQUENCES Chart to see how long each Driver will be out of action. Below is that Chart:

A close-up of a document

AI-generated content may be incorrect.

The EVENTS Roll may not lead to an accident. It may lead to a Mechanical Failure. Below is that Chart:

A screenshot of a computer

AI-generated content may be incorrect.

So, that is basically the Pro Racing Universe Dice Game. We hope that you enjoy the game. At this time, we have Rated Drivers for three different Seasons: 1971 (Richard Petty – Winner). 1982 (Darrell Waltrip - Winner), 1990 (Dale Ernhardt – Winner) and 2024 (Joey Logano – Winner). We also have 1050 Fictional Drivers that you can separate any way that you choose and give them fictitious careers.