

"template 2" (poor weather); choose that now.

Decide how many rerolls each player gets, to last for the whole game. Two is a good number.

Players take turns to race over each segment (nominally representing their performance on that segment over multiple laps). There's no player interaction except in terms of comparing scores at the end of the race.

The player with the highest total score is the winner.

## Play

Consider the segment speed limit if any, and choose 0-5 black dice and 0-1 green dice to start with; any black/green dice not used now will be unavailable for this segment. You always roll the white flag die.

Roll all active dice. Your current score for the segment is the total of all active + locked dice.

If you wish to spend a reroll, do so now and reroll all the dice you just rolled including the white flag die.

If you rolled all six black/green dice and all results are circled, you score 175 and get an extra turn regardless of the flag die.

If the green die shows "flat tyre", it counts as 0 and is unavailable for any further rolls in this segment. (This does *not* count as a die you have locked this turn.)

If you get a black flag, the segment is complete and you have scored 0 points.

If you get a yellow flag, the segment is complete; roll the yellow die and add that penalty

to your total. "Traffic lights" counts as 0.

If you get a red flag, the segment is complete; roll the red die and add that penalty to your total. "Crash" or "Circled X" means roll again; on that second roll, a number stands, a crash is a penalty of 0, and a circled X means that your race is over but you can still score this segment with a penalty of 0.

You can spend rerolls on rolls of the yellow or red dice.

96	11	7
+201	511-001	56-08
4	2	1
5/-09	55-07	53-02

Otherwise, if you get a green flag, you may continue. Lock as many

thanks to them!

## Setup

Choose a course, which consists of a number of segments, each of which may have a speed limit. Some courses also offer a choice of "template 1" "good weather" or

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wrote earlier versions of this;

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<https://tekeli.li/rogers-rules/>

# Go 500

Your score for a segment

represents a number of seconds

less than a good qualifying time,

and may be negative. locked this segment is complete.

If you get a green flag but the total of all your rolled and locked dice is higher than the segment speed limit (if any), this segment is over. If you have exceeded the limit by 20 or more, roll the red die some number of times and apply all results as above.