

TopGear

Race The Stig Game



Contents:

- 1 x Electronic STIG module
- 42 x Crash Helmet Playing Pieces
- 6 x Car Category Boards
- 1 x Game board
- 1 x Pack of Chance / Trivia Cards
- 1 x Pack of Money Cards
- 1 x Instruction Leaflet



Object Of The Game:

Turn on your engine, build up the revs and put the pedal to the metal as you race the Stig round the Top Gear test track. Use your cash strategically to build the best car possible. Answer trivia questions, test your luck on the chance cards and try to set the fastest possible lap time.

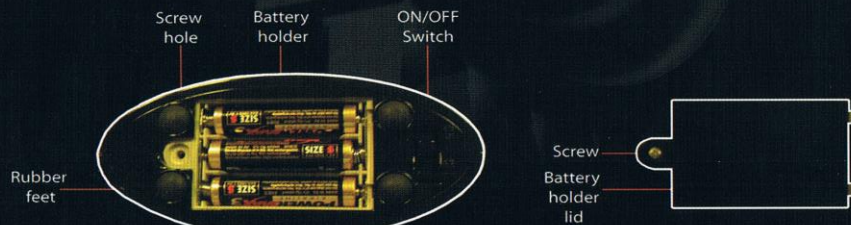
Setting Up The Game

One player must be chosen to be the Race Marshall. They will play the game too, but will also have the task of controlling the bank and the electronic Stig Module.

Place 3 x AAA size batteries (not supplied) into the compartment of the STIG unit. Turn the STIG unit on using the on/off switch built into the base of the unit. (see diagram).

Place the gameboard within easy reach of all players and stack the pack of "Trivia / Chance" cards next to it. Each player takes a Car Category board and 7 of the same colour small crash helmet playing pieces. They place 1 playing piece on the starting grid and keep the other 6 next to their Car Category board.

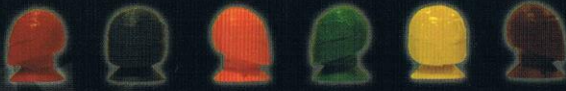
The Race Marshall turns on the Stig Module and deals out £8000 to each player.



How To Play

As you will see, the Car Category boards are divided into 6 sections:

BHP: - Red
 Top Speed: - Green
 0-60 mph: - Orange
 Handling: - Purple
 Engine Capacity: - Blue
 Cool Wall Rating: - Yellow



and each category has 6 levels - level 1 being the worst performer and costing just £1000
 - right up to level 6, the top spec, which costs £6000.

At the start of the game each player can use up to £4000 of their cash to buy modifications to increase any of the 6 categories of their car. They pay the cash to the bank and place their crash helmet playing pieces onto the Car Category board to indicate which levels their car now has.

So now you're ready to start racing. The youngest player begins. On each player's turn, the Race Marshall presses the GREEN button on the STIG module. This randomly generates one of the 6 Car Categories and a Power Level on the display screen. This represents the STIG's car performance at that time on that part of the track. The player looks at his/her Car Category board to see if their car beats, is equal to or is worse than what the STIG has. The player then moves their playing piece around the track on the gameboard to any available space in front of them as follows:

Win against the STIG - move forward 6 places
 Draw against the STIG - move forward 3 places
 Lose against the STIG - move forward 1 place only

Category	Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
BHP						
Top Speed						
0-60 mph						
Handling						
Engine Capacity						
Cool Wall Rating						

Along the way, players will land on the following squares:

Money -

The Race Marshall now presses the RED button on the STIG module and this randomly generates the amount of cash the player can take from (or has to give back to) the bank.



Chance squares -

On landing on one of these squares, the player must take the next card from the pile. This could be either good or bad luck, a trivia question, or maybe something that can be bought that may be useful later in the game.



Coloured Car Category Purchase squares -

There are coloured squares on the gameboard which correspond to the 6 Car Categories. If a player lands on one of these, has available cash, and wishes to, they can buy increases to the Power Levels of that Car Category. They pay the cash to the bank and move their crash helmet playing piece the corresponding number of levels along their Car Category playing board.



Other Important Rules

NOTE: Only one player can occupy any piece of the track at any time, so if there isn't a free space to move onto, the 2 players will "crash". The player being "crashed into" must pay £2000 to the bank for repairs AND must move to the side of the track and lose a turn while they recover from the incident. On their next go, they return to the track where they left. The player "initiating the crash" gets away with a small piece of bodywork damage and simply stays on the board ready for their next turn.

NOTE: At any time, if a player is instructed to pay out money but has none, they miss their next turn - so it may be wise not to spend all the cash you have!!!

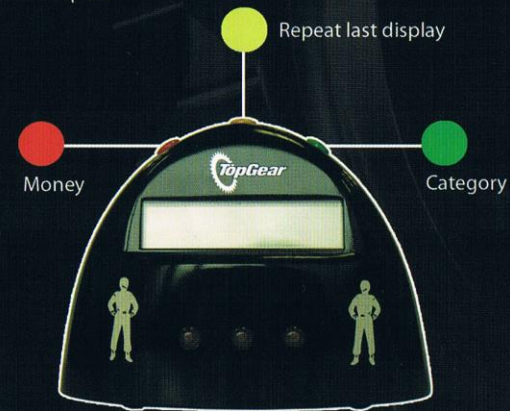
NOTE: If at any time you need to repeat the last thing displayed on the STIG module screen, simply press the ORANGE button on the module.

End of the Game

Play continues as detailed above until 1 player completes a single lap of the track and goes passed the finish line. They are declared the winner and receive 30 points.

The other players receive

20 points for 2nd place
 10 points for 3rd place
 6 points for 4th place
 3 points for 5th place
 1 point for 6th place



Each player now looks at their Car Category board and adds up the Power Levels of the 6 Car Categories they have finished the race with and adds it to their race position points. This gives a final score – see example below

CATEGORY	FINAL LEVEL	POINTS
BHP	Power Level 3 – (Renault Clio V6)	3
Top Speed	Power Level 4 – (Audi TT 3.2 V6)	4
0-60 mph	Power Level 2 – (Vauxhall Vectra CDTi)	2
Handling	Power Level 5 – (Lotus Elise)	5
Engine Capacity	Power Level 6 – (Dodge SRT-10 8.3 litre)	6
Cool Wall Rating	Power Level 3 – (Range Rover)	3
Position in Race	2nd	20
GRAND TOTAL		43



If you turn over your Car Category board, the Grand Total Score you have just worked out equates to the lap time you have just set.....how well did you do? See if you can beat it next time!!

So now your ready to play.....

Put on your fire proof race suit, squeeze yourself into your seat and tighten your harness. Pull down your visor and turn on your engine. Drive fast, drive hard and beat the STIG to your sub zero place on the cool wall.

Battery Information

Use a cross headed screwdriver to remove the screw on the base of the unit and open the battery door. Reverse the above procedure to replace and secure the battery door. This unit uses 3 x AAA batteries (not supplied).

Take special care to ensure batteries are inserted correctly, observing [+] and [-] marks on battery and product.

Removal and replacement of batteries should be carried out by an adult or under adult supervision. Do not attempt to recharge non-rechargeable batteries.

Rechargeable batteries must be removed from the toy before recharging.

Removal and recharging of batteries should be carried out by an adult or under adult supervision. Avoid short circuiting the contacts in the battery compartment or the battery terminals.

Remove exhausted batteries from the product to avoid leakage.

Do not mix old [used] batteries and new batteries or batteries of different types, eg. rechargeable and alkaline.

Do not attempt to power battery products by the introduction of mains supply or separate power supplies and do not attempt to plug any part of this product into the mains supply.

Dispose of exhausted batteries safely, and never dispose of batteries in a fire.

Remove batteries from the product after use or if storing for long periods.

Periodically examine product for signs of damage to electrical parts and do not play with until damage has been properly examined.

Only use batteries of the same or equivalent type to those recommended.

Please retain the above information for future reference.

USE OF RECHARGEABLE BATTERIES OR MERCURY OXIDE BATTERIES ARE NOT RECOMMENDED FOR THIS PRODUCT

The crossed wheelie bin symbol



■ indicates that the electrical item(s) in this product should not be disposed of in unsorted municipal waste, but collected separately. This is intended to reduce the impact on the environment by minimising the level of waste generated at the end of a product's useful life by increasing the percentage of material recovered and recycled.

