

Championship Stock Car Racing

Experience the wild thrill and excitement of stock car racing with this card driven game. Loosely simulating a stock car race on a one mile oval, players/drivers take turns jockeying their cars using individual driver decks on an abstract track, (there really isn't a track per se). Through some strategic card play and much luck, players will try to have their car at the front of the pack at the end of the race. Players will pick up the jest of the game after a couple of turns.

Tournament / Regular Game:

Regular game.

Player Experience:

You do not need to know the rules or anything about stock car racing. A full rules explanation will be provided. Inexperienced players are welcome and coaching will be provided.

Variant:

Will be playing with advanced, expanded, and several house rules. Detailed rules will be available and explained as needed. Will be simulating 300 laps on a one mile oval track using normal track width, as well as rule variants for two lane racing, pit stops, and re-fueling. Sounds way more intimidating than it is.

Tournament Structure:

NA. Winner will be car out front at end of race. In the event that two cars are equally out front the car in the inside lane will be the winner.

Check out the game at:

<http://www.boardgamegeek.com/boardgame/637/stock-car-championship-racing-card-game>