

How to Play

- 1) There are three races with six cars in each race.
- 2) Someone randomly selected from the audience rolls three dice. The cars progress down the track as their numbers appear on the dice.
- 3) In any race, rolling triples causes a spinout. Car must face backward and lose one turn.
- 4) The first car to cross the finish line is the winner.
- 5) In the event of a photo finish (tie) we will move the winning cars back three spaces and run them from that point as a tiebreaker.
- 6) If your car wins, you win raffle tickets. How many depends on which race has been run. If the pole position car wins in any race, it pays double.
- 7) We pay only the WINNER. We do not pay 2nd or 3rd.

First Race – Stock Cars (1 ticket)

Drag Race...No pit stops – no special moves

Second Race – Classic Cars (2 tickets)

Black Flag or “Double Trouble” race

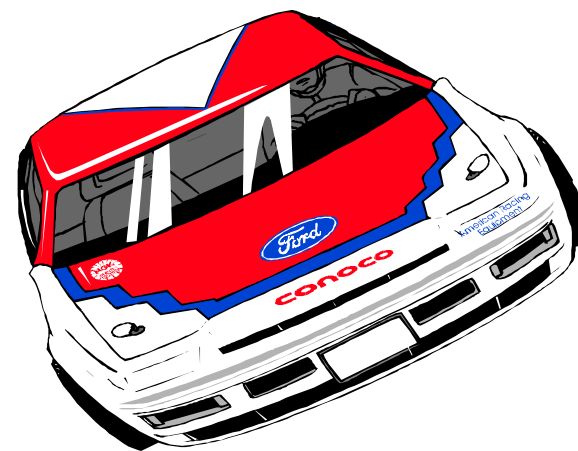
It's illegal to roll doubles. Break this rule and car moves back one space.

Third Race – Stock Cars (3 tickets)

Doubles to Win Race

A drag race with one special move. Requires doubles cross the finish line

Race Program



Welcome to
(Your Name)

Speedway

Featuring

All-Star

Entertainment's

Tabletop Stock & Classic Car Racing
An Interactive Game

