

# TIME CHART

	DISTANCE SUBOTAL KM	TURNS SUBTOTAL	STEP 1	STEP2	STEP 3 (KM/H)	RACING TIME	UNUSED MOVEMENT POINTS
			TOTAL SPEED	STEP 1 / TURNS SUBTOTAL	STEP 2 X 20	DISTANCE SUB / STEP 3	
STAGE 1	105						
STAGE 2	204						
STAGE 3	321						
STAGE 4	471						
STAGE 5	636						
STAGE 6	784						
STAGE 7	907						
STAGE 8	1069						
STAGE 9	1206						
STAGE 10	1303						
STAGE 11	1479						
STAGE 12	1597						
STAGE 13	1672						

## INSTRUCTIONS

- 1) FILL TURNS SUBTOTAL FIELD WITH THE NUMBER OF TURNS PLAYED FROM THE RACE START TO THE CURRENT STAGE I.
- 2) SUM UP ALL THE SPEED RECORDED DURING THE CURRENT STAGE, THEN ADD THE STEP 1 VALUE OF THE PREVIOUS ROW. FILL STEP 1 FIELD WITH THIS VALUE.
- 3) DIVIDE STEP 1 VALUE BY THE TURNS SUBTOTAL AND WRITE THIS VALUE IN STEP 2 BOX.
- 4) MULTIPLY STEP 2 BY 20 AND FILL STEP 3 BOX.
- 5) DIVIDE DISTANCE SUBTOTAL BY STEP 3 VALUE THEN WRITE THE RESULT IN THE RACING TIME FIELD
- 6) RECORD ANY UNUSUED MOVEMENT POINTS IN THE APPROPRIATE COLUMN. YOU CAN USE THESE POINTS AT THE BEGINNING OF THE NEXT STAGE FOR FREE.

**LEGEND**  
WINDS OF WAR

# SPEED CHART

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