Detroit/Cleveland Grand Prix

A game for 2 to 6 players by Wolfgang Kramer. Condensed rules by Eric Postpischil, https://edp.org.

Overview
Use either side of the board.
Give each player $200,000.
Run three races. The player with the most money after three races wins.
Choose a dealer for the first race. For subsequent races, the winner of the previous race is the dealer.

Racing
Race Setup
Shuffle the six bidding cards (numbered 50-55) and stack them facedown by the board.
Set aside the seven 10-count (numbered 40-46) race car cards. (White, numbered 40, is used only in a variant.)
Shuffle the remaining 42 cards (numbered 1-39 and 47-49) and deal them facedown to the players.
- (With 4-5 players, players will receive unequal numbers of cards.)
- Players may examine their cards.

Bid for Cars
Turn over the top bidding card, revealing a car up for auction.
Bidding for the first car starts with the dealer and continues clockwise.
Each player must bid higher, in multiples of $10,000, or pass. A player may not bid more money than they have.
- In a 2/3/4/5/6-player game, a player is limited to 3/2/2/2/1 cars and may not bid for more.
- Once a player passes, they are out of the auction for that car.
- Any player without a car when the last car comes up for sale buys the car for $10,000.
- Each player must buy at least one car (but the original rules give no way to enforce this prior to the last auction).
The winning bidder:
- pays the bank,
- displays the bidding card in front of them,
- adds the 10-count card for that car to their hand, and
- puts the car in the next vacant start position on the track.
Continue auctioning all six cars, starting subsequent bidding to the left of the last buyer.
If nobody bids on a car, it is put on the bottom of the bidding deck, to be auctioned again later.
- If nobody bids on it the second time, it is put in a start space and moved normally. Its 10-count card is not used.

Race
Racing begins with the owner of the first car and rotates clockwise until all cars finish or players are out of cards.
Play one card from your hand face-up.
- If you have no playable cards, reveal your cards. If one is found, it must be played. If not, skip your turn.

Movement cards (1-46)
In the order shown on the card, move each car on the card the number of spaces indicated or until it is blocked.
- Each move is one space forward either directly or diagonally (one space left or right).
- A car may not move if all spaces immediately ahead of it, directly or diagonally, are filled.
- The owner of a car may suggest moves, but the player of the card decides movement.
- The player must move each car as far as it can possibly go even if another choice would block the car sooner.
White cars on cards are wild. Move any car not otherwise shown on the card that can go the full number of spaces.
- If that is not possible, make no move for the white car.
When a car passes the finish line, it is moved into the appropriate winning position.

Switch cards (47-49)
A switch card switches the two colors shown, for all players, until the end of your next turn.
- Each appearance of either color on a movement card has the effect as if it were the switched color.
- Keep the switch card displayed until the end of your next turn.

Finishing
For a car that finishes 1st/2nd/3rd/4th/5th/6th, award $200,000 / $150,000 / $100,000 / $60,000 / $30,000 / $10,000.
There is no award for a car that does not cross the finish line.

Variants

After the auction, car owners change seats at the table to play in order of each player's best car's start position.

All 10-count cards, including white, are shuffled into the deck.

There is no maximum to the number of cars a player may own.

A player is not required to own a car.

White may be used for moving the player's own car even if full movement is not possible.

A player may choose not to play cards once all of their cars have finished the race.