

Assetto Corsa Manager RPG

This is the first draft for the idea, many things can change after some testing.

The basic concept:

- Every player has one team, and **one team only**. This can be in either Open Wheel, Endurance or Touring (More can be added, depends on AC mods)
- Each team consists of **2 cars**.
- Each team is allowed **3 drivers**. (1 for each car, and a reserve in case of injuries or so)
- **The races** will be simulated by AI's only in Assetto Corsa (They will be showed either on livestream or YouTube)
- All drivers are **randomly generated**, and development will be influenced by race results, random events (rolls with dice) and traits they have gotten random from their beginning.
- You will **not** know how good your driver is exactly. Only the GM(Game master) knows.
- Each season will be about **a month in real life** (ish I'm not sure yet) Aiming for 2-3 races per week per series.
- Each season, **new young drivers** will be created, and put into the go-kart feeder league. This is not for teams, only for scouting. Remember, good results can make drivers even better, so keep an eye on the young ones.
- Drivers can regress and **retire**. Will also be determined by rolls, but the older they get, the bigger chance/risk of retirement. (No specific age as for now, will be developed)
- You and your team will get **dilemmas** from the GM that will affect the drivers as well. This will be one of the way you have influence directly on the outcome so far.
- Each year/season a new **race calendar** will be created. (Randomly of course) So you might see F1 in some weird places, but why the hell not.
- Series included so far:
 - **Open Wheel**

- Dallara F3
- Formula Renault 3.5
- F1
- **Endurance**
 - Ginetta G55
 - GT3
 - GTE
 - LMP2
 - LMP1
- **Touring**
 - Lada
 - Seat Leon
 - DTM
 - Supercars V8
- **Youth**
 - Go-kart 50 & 250

Car models will be more specific as we get through testing.

- Endurance will race multiclass for some races, but will only score points for their **own series**.
- If you driver crash and retires, you run the risk of **injuries** (will be decided by rolls, same for severity and what kind of injury)
- Before each race, each driver will roll to see if they get a **“raceday”-trait**. (could be anything really. Ex. Girlfriend issues, Media Hype or a sore toe. etc. etc.) that will affect them only during that race. It will disappear afterwards.

Other ideas:

- Economy:
 - Get money for winning your series
 - Bid on other drivers from other teams.
 - Driver Salary
 - Spend on **part development** (with a risk of failing. Rolls will decide the specific outcome)
 - Send drivers into **training** (also rolls will decide the specific outcome)
 - Should work in a way that isn't going to Pay-2-win, but more like risk/reward.
- Salaries
 - Drivers will need a contract. (Skills, results and rolls will determine the price and length) Depends on the economy system.

- I want to test a season or two before going “public” also to get some feedback on things, and to create new ideas for this project!
- Open for suggestions, feel free to contact me or if you want to be part of testing.
 - Facebook: <https://www.facebook.com/AC-Manager-RPG-309761899718308/>
 - Mail: acmanagerrpg@hotmail.com