

FORMULA

MOTOR RACING

A Game by Reiner Knizia

For 3 to 6 Players Aged 8 and Up

OVERVIEW

The objective of the game is to maneuver your two-car team to the Constructors' Championship, by scoring the most points during a predetermined number of races.

The cars change position in relationship to each other (no track is necessary). Cars are maneuvered by playing cards. Each card directly affects one or two cars—though not necessarily yours—either by moving them forward or backward in position.

COMPONENTS

- 12 Plastic cars (two each in six colors)
- 6 Team pit crew cards (one in each of the six colors)
- 54 Action cards
- 1 12-sided die
- 1 Rulebook

HOW TO WIN

Before beginning the first race, the players should decide how many races they wish to run for their season. Three races can be completed in about an hour and is a good starting point.

Points are awarded at the end of each race to the cars in first through sixth positions as follows:

First	10 points
Second	6 points
Third	4 points
Fourth	3 points
Fifth	2 points
Sixth	1 point

A player scores points for **all** of his cars in the **top six** positions. Uncontrolled teams also score points (and can win the game). Update the overall championship standings by adding the points earned in the current race to the total points earned previously for each player (or uncontrolled team).

At the end of the last race of the season, the team with the most total points is the winner. If tied, then the winner is the team tied for most total points which controlled the higher-placing car in the final race.

HOW TO SETUP

1. Each player selects a team of two cars of the same color and is assigned the pit crew card of the corresponding color. If there are only three players, each player selects two teams. The cars are used to keep track of car positions during the race. All twelve cars are used in every race regardless of the number of players involved. With four or five players the remaining colors represent uncontrolled teams participating in the race.

2. One player takes all of the team pit crew cards into his hand and draws them randomly. The cars of the first color he draws start in first and twelfth place; the cars of the second color start in second and eleventh place; and so on. The cars of the last color drawn start in sixth and seventh place. Then, place the team pit crew cards in front of their players to remind everyone which color(s) represent which players.

3. One player shuffles the action cards and deals five cards to each player. Place the remainder face down as a Draw Pile.

HOW TO PLAY

The player whose car is in the pole position (first place) takes the first turn of the game. When his turn is complete, play proceeds clockwise around the table.

Each player in his turn must play one action card face up onto a Discard Pile next to the Draw Pile. The player who plays the action card is the one who chooses which car it effects (within the limits of the card chosen). After resolving the effects of the action card, the player draws one action card from the Draw Pile for his hand. A player must play an action card and draw an action card during his turn even if all of his cars are out of the race.

Play continues until the last action card is drawn. Each player then gets one more turn to play an action card (without drawing a replacement card).

Thus, the race ends when each player has four action cards remaining in his hand.

EFFECTS OF THE ACTION CARDS

Most action cards affect the position of cars in the race; some remove cars completely! Because of the constant movement (and removal) of the cars during a race, gaps will appear in the line. These gaps should be closed to keep the line looking neat and tidy. Cars that are out of the race are set aside in a separate line, with the first cars knocked out placed at the end of the line, while cars removed later are added to the front of the line. At the end of the race, the removed cars finish in this order, coming after all the cars that are still running.

Here are the procedures to follow with each card [the number in parentheses shows the number of each card type included in the deck]:

OVERTAKE +2 [6], **OVERTAKE +3** [12], **OVERTAKE +4** [6]. Choose one car of the appropriate color AND the car directly behind it (in its slipstream), and move them forward the number of places indicated. Therefore, unless you are moving the last place car, two cars will always move when you play an OVERTAKE card. If the chosen car reaches first place, ignore any additional places it would have gained. You may select the car in first place when you play an OVERTAKE card, in which case no movement would take place. If both cars of the indicated color are out of the race, the card has no effect.

WRONG LINE -1 [3], **OFF CIRCUIT —2** [3], **LOSE CONTROL —3** [3]. Choose any car and move it back the number of places shown.

TAILENDER TURBO [4]. Choose ONE of the last three cars still in the race, and move it forward three places. The car behind it does NOT move forward with it.

PIT STOP [8]. Choose ONE car of the indicated color and roll the die:

<u>Roll:</u>	<u>Effect:</u>
1-6	The chosen car moves back the number of places equal to the die roll. If the car reaches last place, ignore any additional places it would have lost.
7-12	The chosen car does not pit and remains in its current position.

If both cars of the indicated color are out of the race, the card has no effect. If the card is a beige PIT STOP card, the player can choose ANY car.

CHARGE (LOSE GEARS) [3] and **CHARGE (ENGINE BLOWS)** [3]. Choose ANY car and roll the die:

<u>Roll:</u>	<u>Effect:</u>
1-9	The chosen car (alone) moves forward one place.
10-12	If the card is CHARGE (LOSE GEARS), the chosen car moves to last place. If the card is CHARGE (ENGINE BLOWS), the chosen car has blown its engine and is out of the race! Set it aside.

If the player chose a car of his own team, he may continue to roll the die and move forward the same car again. He can stop at any time after rolling at least once. He MUST stop when rolling a 10-12. If the player selects the car of a different team, he may only roll the die once.

SPIN OUT [1] or **SPIN LAST** [1]. The player rolls the die to determine which car is affected. The number is the place of the car which is affected by the spin. If the player does not like the result of the first die roll, he may re-roll the die once. If the player chooses to re-roll, the result of the re-roll must be accepted and determines the car which has spun. He may not switch to the result of the original roll if he dislikes the re-roll.

The spun car is out of the race, if SPIN OUT was played, or is placed in last place, if SPIN LAST was played. It is possible for the player to knock out one of his own cars when playing this card. If the position rolled is not in the race due to other cars previously having been knocked out of the race, then the card has no effect.

CRASH [1]. The player rolls the die to determine which car is affected. The number is the place of the car which has crashed. This car is out of the race. In addition, the car immediately in front of or behind the car which crashed is also knocked out of the race by the crash. The player who played the card selects which other car is involved (unless the first or last place crashed, in which case the player must choose the car behind or in front of the crashed car, respectively). Both cars involved in the crash are placed in the front of the line of removed cars, finishing the race in the same relative position to each other that they were prior to the crash.

It is possible for the player to knock out one or two (!) of his own cars when playing this card. If the position rolled is not in the race due to other cars previously having been knocked out of the race, the card has no effect.

END OF THE RACE

When the race ends, the points are awarded for first through sixth place as explained above. Uncontrolled teams also score.

If it is not the last race of the season, leave the cars in the order they finished. Behind the last finishing car add the separate line of cars that had been knocked out during the race, with the first removed car thus finishing in twelfth place. This is how the cars will start the next race.

One player collects all the action cards, shuffles them, and deals five new action cards to each player. The players do not retain any action cards from the previous race in their hands. The next race is ready to begin, with the player controlling the first place car making the first play.

PLAY OPTIONS

Shorter Races. For those players who want each race to be shorter so that more races can be completed in a session, we offer the following suggestion. Randomly discard six cards face down from the shuffled deck before each race begins. Players can agree in advance to vary the length of specific races from others to simulate a season of races at different tracks.

Drivers' Championship. If you want to play for the Drivers' Championship as well, mark your team cars with different numbers (and driver names), and record their points individually on the scoresheet. The car (driver) with the most total points at the end of the season wins the Drivers Championship. Ties are broken by highest position in the last race.

Complete Season. *The Formula One season in 2001 is 17 races.* For those diehard fans who wish to run a complete season over multiple playing sessions, record the position of all the cars at the end of a session. This is then used as the starting point for the next session.

CREDITS

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CARD SUMMARY

ADVANCES	34
OVERTAKE	24
CHARGE	6
TAILENDER TURBO	4

TROUBLE	20
WRONG LINE	3
OFF CIRCUIT	3
LOSE CONTROL	3
PIT STOP	8
SPIN	2
CRASH	1