

RULES FOR
PARKER BROTHERS
CAR RACING GAME

FORMULA-1

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For 2 to 6 Players

INTRODUCTION

This game originated in Europe where it is immensely popular with both car racing enthusiasts and those with no prior familiarity with the sport. It is a game for the whole family which will provide many hours of excitement. As with all Parker games, only material of the highest quality has been used and the rules have been carefully edited to insure clarity.

OBJECT

The object of this game is to be the first player whose car crosses the Finish Line after a predetermined number of laps. If more than one car crosses on the same number of turns, the winner is the one furthest over.

EQUIPMENT

The equipment consists of a playing board, two decks of cards, two dice, six racing cars, and six dashboards.

PREPARATION

After opening the playing board, shuffle all the Tactic Cards and deal five to each player. Players should not show their Tactic Cards to other players. Place the remaining Tactic Cards face down on the board on the space provided. Shuffle all the Pit Cards and place all of them face down on the board on the space provided. Each player rolls the dice and the player with the highest number takes the yellow car and places it on the space marked "1" on the starting line. The player on his left takes the appropriately coloured car for space "2" and so on. Each player takes a dashboard matching the colour of his car.

Before starting the game players must decide on the number of laps that they will race and set the lap indicator on their dashboards to that number. A minimum of three laps must be raced for all factors of the game to come into play, but as many as ten laps may be raced depending on the length of game desired. Set all other dials on the dashboards at zero. Place the dice in the centre of the board, as they are not used in making moves. The dice are used only for determining penalties.

PLAY

The player with the yellow car always moves first. He determines the number of spaces that he will move by the setting of his speedometer according to the following rules:

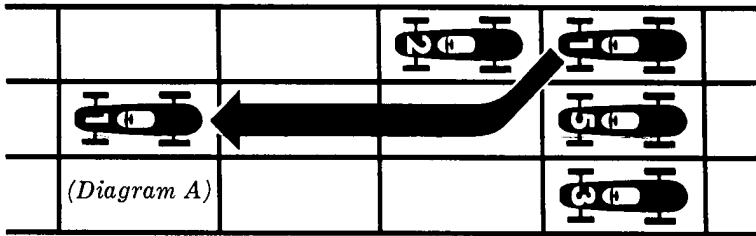
- If 20 mph is set on the speedometer —move car 1 space on board.*
- If 40 mph is set on the speedometer —move car 2 spaces on board.*
- If 60 mph is set on the speedometer —move car 3 spaces on board, etc.*

Formula-1

Speed may be increased by 20, 40 or 60 mph per turn but never by more than 60 mph. At the beginning of the race it is usually advantageous for a driver to set his speedometer up to 60 mph and move 3 spaces. Then on a player's next turn he can, if he wishes, set his speedometer up to 120 mph and move 6 spaces. After the first player has moved his car his turn ends and the player to his left plays in the same manner. Play continues in a clockwise direction.

MOVING

One space on the board represents 20 mph on the speedometer, so a player having 100 mph on his speedometer moves his car 5 spaces. Movement is always in a forward direction either straight ahead or diagonally, but never sideways. Only one car is allowed on one space at a time and no car may jump over another. See Diagram A.



INCREASING OR REDUCING SPEED

At the beginning of every turn a player must decide on the speed at which he will move by setting his speedometer¹. A driver may change his speed at the beginning of any turn but he may *never* increase his speed by more than 60 mph per turn. Due to hazards at various points on the track, the need to slow down arises. When reducing speed at the beginning of any turn a player must pay any penalty demanded by the Speed Reduction Chart on the back of his dashboard. Harsh braking results in wear and tear of the brakes and tires.

As indicated by the Speed Reduction Chart on the back of each dashboard, a 20 mph reduction in speed may be made on any turn and does not result in any brake or tire wear. Moderate use of brakes results only in brake wear, but harsh braking results in brake and tire wear. The penalties must be indicated on the dials provided on the dashboard.

As the game progresses tire wear may become excessive and reach its maximum of 8 points. In this case speed may be reduced by 40 mph only. Likewise brake wear may become excessive and reach its maximum of 5 points. In this case speed may be reduced by 20 mph only.

CORNERS

There are six corners on the race track represented by red bands. The speeds shown on the red bands of each corner are the safety speeds. Corners can be taken safely and without penalty at or below the safety speed on the red band over which a car crosses.

As races are not necessarily won by taking corners at safe speeds, it is frequently to a player's advantage to exceed the safe speed even at the risk of a penalty. A player's car may take a corner at 20 mph or 40 mph over the safety speed. When a car has been moved the full number of spaces shown on the speedometer, and has passed over or come to rest on a red band, and has exceeded the speed limit by 20 mph or 40 mph, the dice must be thrown. The player refers to the Penalty Chart on the back of his dashboard to determine what penalty, if any, he has incurred. Depending on the number thrown, there is the possibility of paying the penalty of tire wear, brake wear or spinning off. Any penalty involving tire or brake wear must be shown on the appropriate gauges on the player's dashboard. The faster a corner is taken over the safety speed, the greater the risk of harsh penalties. A car taking a corner at 60 mph or more over the safety speed automatically spins off the track. In this case there is no other penalty.

When a car crosses two red bands over the safety speed during the course of one move, the dice must be thrown twice and the possible penalty paid separately for each band.

¹ The speedometer gauge runs from 0 to 160 mph in 20 mph increments

SPINNING OFF

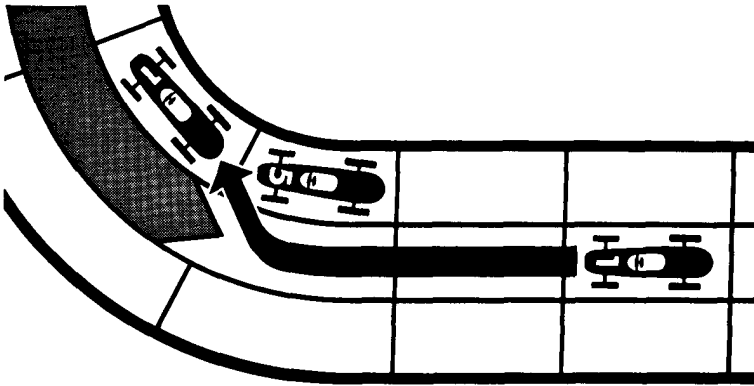
A car always spins off in the following circumstances:

- (1) When a red corner band is crossed at a speed 60 mph or more above the safety speed.
- (2) When a speed reduction of over 20 mph is demanded and there are no brakes left.
- (3) When a red corner band is crossed at any speed over the safety speed, and the tire wear gauge is at its maximum of 8.
- (4) Spinning off can also occur as a result of the dice throw as shown on the Penalty Chart.

When a car spins off while taking a corner, it is placed on the Spin Off Point. The speedometer is set to zero but the tire wear and brake wear gauges are not altered. No damage is done by spinning off, and on the next turn the car can proceed normally at any speed up to 60 mph.

BLOCKING

Blocking the road to other drivers is to your own advantage, since it prevents their overtaking. This can usually be brought about where the track is narrowed by the grey corner islands, or Prenton Pool. A blocked car may be moved forward as many spaces as possible to the space immediately behind the blocking car. See Diagram B.



(Diagram B)

In the diagram, the No. 1 car moves at 60 mph in front of the No. 5 car, thus preventing him from moving and forcing him to reduce his speed to 60 mph.

If the car blocking you is travelling at a lower speed than your own car you must reduce the speed on your speedometer to equal that of the car in front. If you reduce your speed by more than 20 mph, any penalty of brake or tire wear must be indicated on your dials immediately (See Speed Reduction Chart).

If the car blocking you is travelling at a lower speed than your own car you must reduce the speed on your speedometer to equal that of the car in front. If you reduce your speed by more than 20 mph, any penalty of brake or tire wear must be indicated on your dials immediately (See Speed Reduction Chart).

When a blocked car spins off as a result of being forced to brake too hard without enough tire or brake wear remaining, it is placed on the outside of the track opposite the point at which it is standing. The speedometer is reset to zero. If the car blocking you is travelling at a faster speed than your car you may, if you wish, increase speed to that of the blocking car, providing the increase is not more than 60 mph, even though you cannot move the correct number of spaces.

PITS AND PIT CARDS

At the end of any lap a driver may drive into his pit. Pit stops enable the driver to have his tires changed, his brakes adjusted, and any repairs made so that he can continue the race with his car in perfect condition. Pit stop spaces do not form part of the normal track, and a player may drive only into his own pit space. Once in the pit, all dials, except the lap indicator, are reset to zero.

When approaching the pits, the driver must set his speedometer so that by moving the indicated number of spaces his car can be brought exactly to its own pit stop. If a player misjudges his speed, and overshoots his pit space, he must continue the new lap, as no reversing or sideways movement is allowed.

When calling at the pits a player must always draw a Pit Card, and follow its instructions before moving off again.

If a car is blocked in the pit or in a Spin Off Point, the player may bring his speedometer up to 60 mph, although he may be unable to move, and on his next turn he can move off at any speed up to 120 mph.

TACTIC CARDS

At the beginning of the game the Tactic Cards are shuffled and each player is dealt five from the pack. These cards permit a player to move his car a few extra spaces *at the end* of any turn except when a player's car is in a spin off area, to increase his speed rapidly *at the beginning* of any turn, or to take a corner at any speed *during a turn* depending on the instructions on the cards. Once a card has been used *it must be returned* to the bottom of the Tactic Card pile on the board. Players do not draw additional Tactic Cards during the game except when instructed to do so by a Pit Card. A player cannot play a Tactic Card after he has rolled the dice to determine a penalty. *Only one Tactic Card may be used on a turn.*

LAP INDICATOR

The lap indicator on each dashboard acts as a record of laps left to be travelled. Every time that a player's car lands on or crosses over the chequered finish line, that car's lap indicator is reduced by one.

FINISHING AND WINNING

When a car lands on or crosses the chequered finish line after completing the set number of laps, he has finished. However, he has not necessarily won, for all cars must have the same number of turns to avoid number "1" having an unfair advantage. Play continues until the last player has taken his turn. The car which is then furthest over the chequered line is the winner.

Questions on this game will be gladly answered if proper return postage is enclosed.

Address:
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Speed Reduction Chart

Reduction in Speed	Points to be Moved on Brake Wear Gauge	Points to be Moved on Tire Wear Gauge
20 mph	—	—
40 mph	1	—
60 mph	2	1
80 mph	3	2
100 mph	4	3

Penalty Chart

No. on Dice ²	Speed Over Safety Speed ³		Penalty
2	+20	+40	No penalty
3	+20	+40	Spin off but do not alter gauges
4	+20	+40	Tire wear 1
5	+20	+40	Tire wear 1
6		+40	If tire wear is 4 or more, spin off (do not register any tire wear). Otherwise tire wear 2.
3/3	+20	+40	No penalty
7		+40	Tire wear 1; Brake wear 1
4/4	+20	+40	No penalty
8	+20	+40	Tire wear 1
9		+40	Tire wear 1; Brake wear 1
10		+40	If tire wear is 4 or more, spin off (do not register any tire wear). Otherwise tire wear 2.
11	+20	+40	Spin off but do not alter gauges
12	+20	+40	No penalty

² 3/3 means both dice came up threes; 4/4 means both dice came up fours.

³ When Speed Over Safety Speed is +20 and the cell vis-à-vis the number rolled is empty, treat the result as "No Penalty".

Tactic Cards (7 of each)

Fast Gear Change — Move two spaces forward.

Use at the end of any turn except when you have spun off or are in the Pit.

Good Carburettor Adjustment by Mechanics — Accelerate immediately up to 120 mph.

Use at the beginning of any turn.

Quick Reactions — Move four spaces forward.

Use at the end of any turn except when you have spun off or are in the Pit.

Speed Gain by Slip Streaming — Move three spaces forward.

Use at the end of any turn except when you have spun off or are in the Pit.

Superb Driving — Take one corner at any speed providing the track is clear.

Use during any turn.

Pit Cards (one each)

Dirt in Carburettors. Miss one move.

Driver affected by fumes. Miss one move.

Engine Overheated. Miss one move.

Faulty Ignition. Miss two moves.

Faulty Steering. Miss one move.

Good Pit Work. Starting speed is 80. Do not miss move.

Good Pit Work, but Slow Start. Starting speed is 40. Do not miss move.

Missed Gear Change. Slow Start. Starting speed is 20. Do not miss move.

New Instructions. Permission to use extra tactic card. Miss one move. The extra card to be taken from the top of the discard pile.

No fuel pressure. Miss one move.

Poor Team Work by Pit Crew. Miss one move.

Quick Tire Change. Do not miss move.

Slow Tire Change. Miss one move.

Special Brake Linings Fitted. Miss one move.

Special Tires Fitted. Miss one move. Take any one bend at 40 mph over safety speed without penalty (Return to pack when used).

You have been black flagged for heavy oil leak and are a danger to other drivers. Miss one move.