

FORMULA 1

A game by Eric RANDALL and Laurent LAVAU

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RULES FOR ADVANCED PLAYERS

FORMULA D

PLAY SEVERAL GAMES WITH THE BASIC RULES BEFORE READING THE FOLLOWING EXTENDED VERSION OF THE GAME RULES.

Aim of the game

FORMULA D is a car race. The aim is to win a race (of two laps) and be the first to cross the finishing line. There are all sorts of risks involved, and you have to anticipate what will happen during the course of the race. You must decide on your strategy, trust to luck, keep to the rules, and always keep an eye on the technical condition of your car.

Game material

The following material is used for the advanced game:

- 1 game board with the circuit of Monaco
- 6 dice symbolizing the 6 car gears
- 1 black die to determine car damage or other unpredictable events
- 1 instruction book containing the complete rules
- 10 Formula 1 cars in 5 colours symbolizing 5 different racing teams
- 10 dashboards

- 10 "gear stick" pieces
- 10 scorecards (Formula 1 page face-up)
- 60 markers for car wear points (WP)
- 20 damage markers



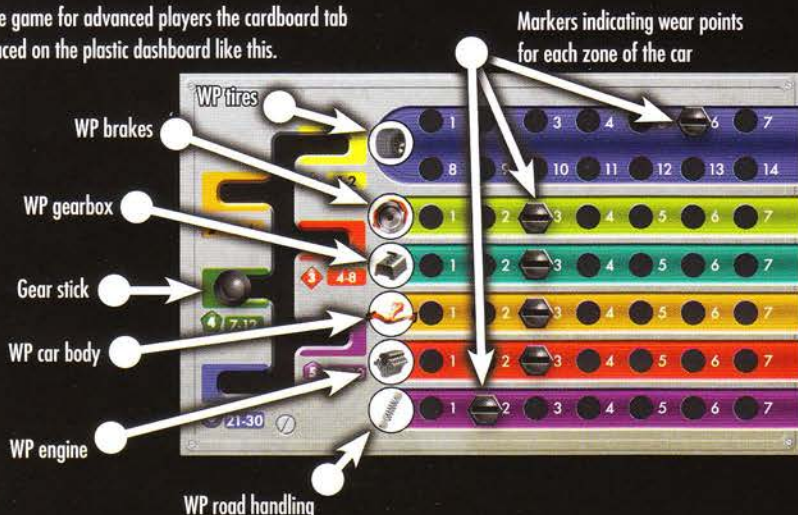
Basics



The gears

The cars have 6 gears, each gear has its own die. The numbers on the dice tell you how many spaces to move the car. The higher the gear you choose, the faster and further the corresponding die will allow the car to travel (see movement table below). You are not allowed to skip gears when accelerating (e.g. changing straight from 1st to 3rd gear). You are allowed to skip 1, 2, or 3 gears when braking (e.g. from 6th to 4th or from 4th to 1st gear); however there is a penalty for doing this (see page 6).

In the game for advanced players the cardboard tab is placed on the plastic dashboard like this.



Car cards
(city race circuits on back page)

Gear	Die	Movement (Number of spaces)
1		1 to 2
2		2 to 4
3		4 to 8
4		7 to 12
5		11 to 20
6		21 to 30

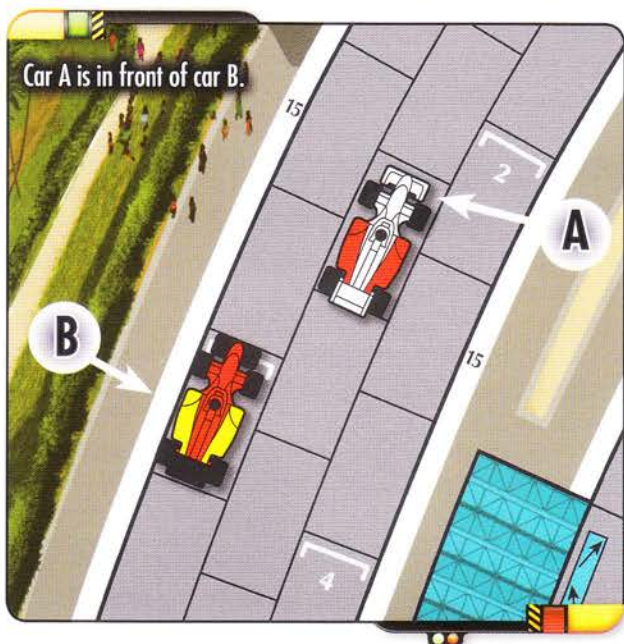
Note: When the pyramid-shaped die is rolled, use the number at the top.

Driving

As in real life, the car starts in 1st gear. Then you shift up to 2nd gear and so on up to 6th gear, in order to move as fast as possible. When it is a driver's turn, he announces which gear he has chosen, moves the gear stick on his dashboard accordingly, and then rolls the die which corresponds to the chosen speed. He then moves his car forward the number of spaces indicated on the die. When the move is finished, the car "stops". This concept is important especially in the corners (see page 5).

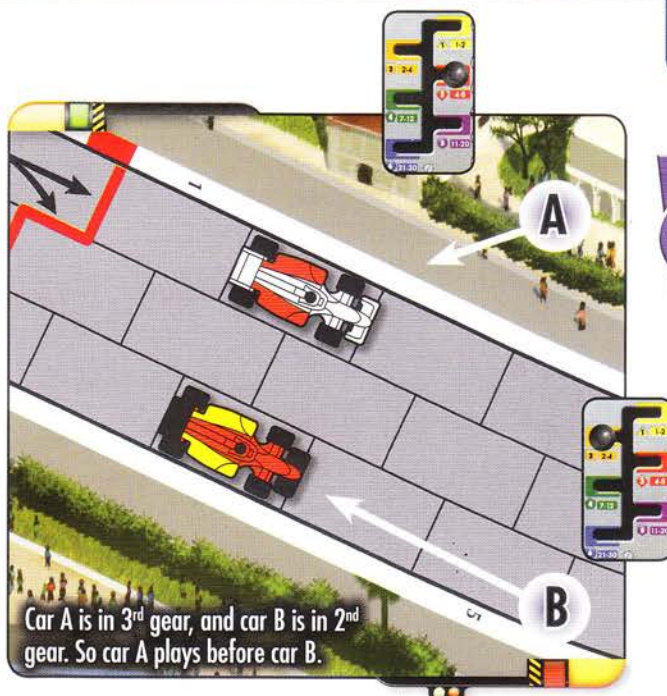
Order of play: In each round, the drivers play according to their car's position on the track.

Example: During a round of play Car A overtakes Car B which was in 1st position. When the next round starts, Car A, now in 1st position, will play before Car B.

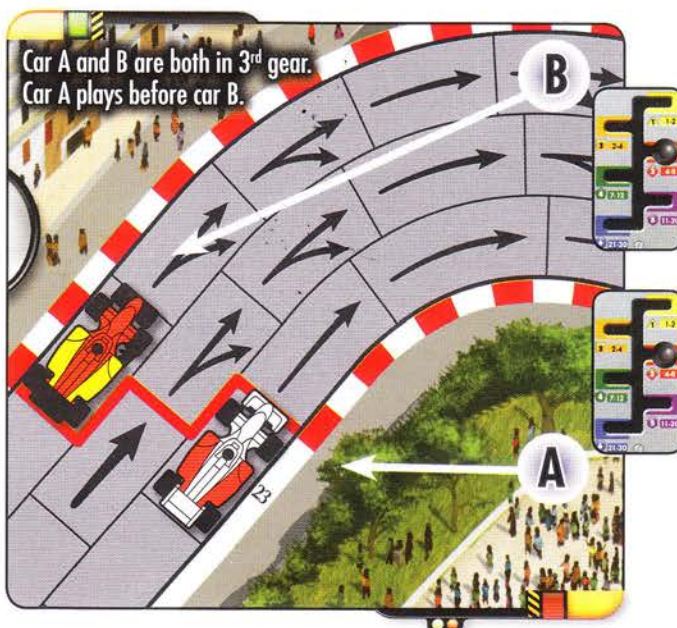


Same position: If two cars on the track are level with each other, the driver with the highest gear plays first.

If both cars are in the same gear, the car nearest the inside with reference to the next (or the current) corner plays first.



Car A is in 3rd gear, and car B is in 2nd gear. So car A plays before car B.



Car A and B are both in 3rd gear. Car A plays before car B.

Driving code

The cars drive in the track lanes. Different driving codes apply to corners and straights. Driving through other cars is generally not allowed - they must be driven around. Driving backwards is also not allowed.

Driving code in the corners

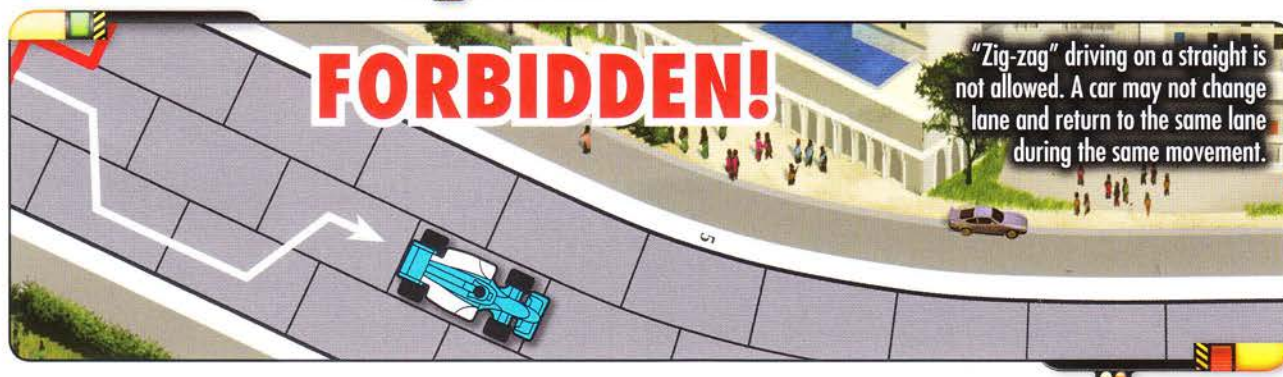
To drive through a corner, a car must stop a minimum number of times (indicated in the yellow box) within the limits of the corner. After the requisite number of stops, the car may proceed and exit the corner on its next move.

To make it easier to drive through the corner, the driver should consider the indicated number of spaces. The number in the green box refers to the longest path, the number in the red box refers to the shortest path.



Driving code on the straights

Straights are the portions of track between corners. Depending on the length of each straight, cars may need several rounds before entering the next corner.



Important: The manoeuvre must be completed using the smallest number of spaces possible.

Wear points (WP)

Wear Points reflect the ability of the car to stay on the track and survive events during the race. Each car has a certain number of WP at the beginning of the race, which are divided up between six different categories. These points are distributed as follows in the game for advanced players:

WP tires:	6
WP brakes:	3
WP gearbox:	3
WP car body:	3
WP engine:	3
WP road handling:	2

Preparation for play

The race is held on the Monaco circuit. The two halves of the game board are spread out on the table side by side. Each player is given a car, a scorecard, a dashboard and a gear stick. The selected gear is marked on the dashboard with a ("gear stick") piece.

Each player places a marker in each car zone - next to each part listed in the scorecard.



Start formation

Every player rolls the black die in order to determine the starting position of his car. Whoever rolls the highest number gains pole position. The other cars are positioned in decreasing order according to the numbers rolled. (In the case of a tie, all concerned players re-roll the die.)

Start

Before engaging 1st gear, every player rolls the black die to see how successfully he can start.

Number rolled: 1 - poor start. The player has stalled the motor of his car. He cannot engage 1st gear and so he has to wait till the next round. Then he can start in 1st gear without having to roll the black die again.

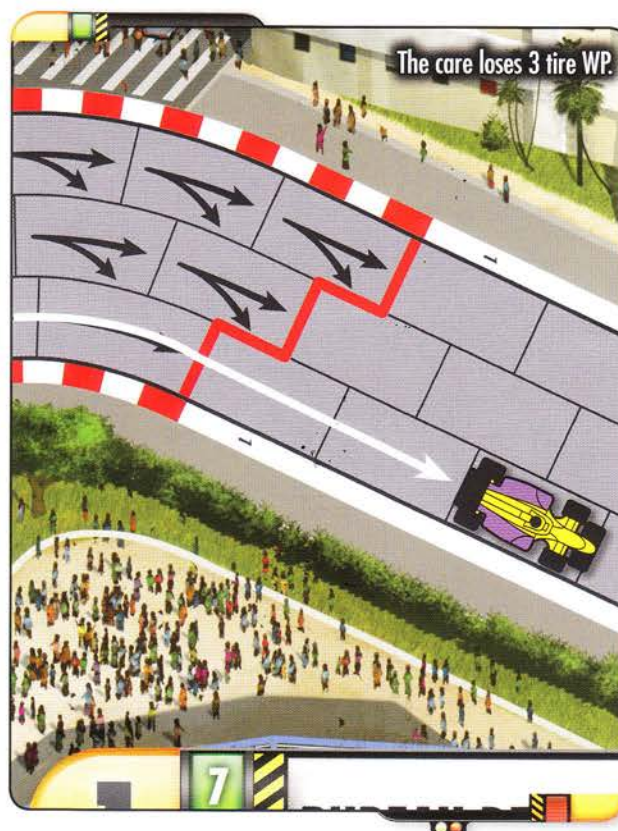
Number rolled: between 2 and 19 - normal start. The player can start normally. He rolls the die for 1st gear and moves his car forward according to the number rolled.

Number rolled: 20 - great start! The player makes a fantastic start. He moves his car forward 4 spaces immediately, although he is still in 1st gear. The car can change one or two lanes to avoid other cars. The driver may shift to 2nd gear in the next round.



Overshooting

If a car passes through a corner at the end of its turn without making the required number of stops, it overshoots the corner. The number of spaces the car overshoot the corner by is deducted from the car's tire WP as a penalty.



Corner with 2 stops: If the car has made no stops, it is automatically removed from play.

Corner with 3 stops: If the car has made no stops, or only one stop, it is automatically removed from play.

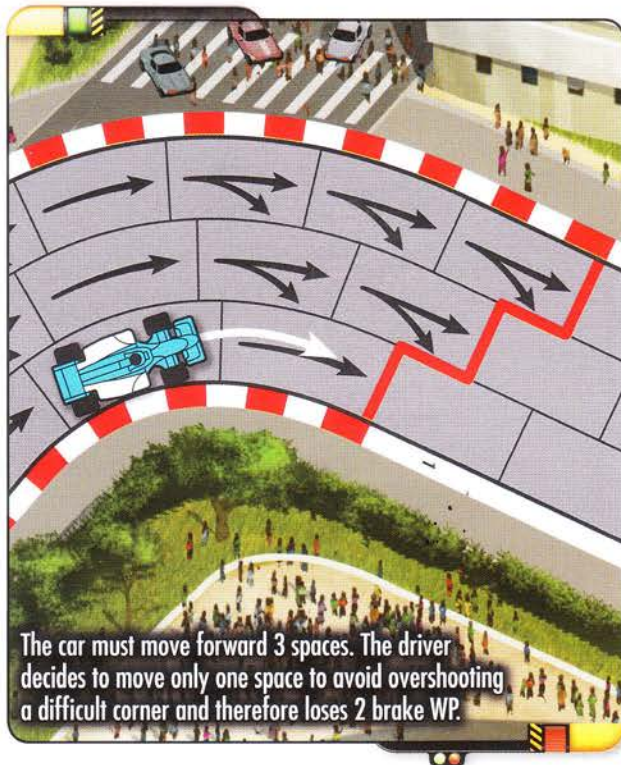
When coming out of a corner the car may not change lanes, but must stay in the same lane. If the move ends in another corner, this stop does not count for the new corner. If the car is blocked by another car, he cannot drive round it and has to brake.

When a car loses his last tire WP by overshooting a corner, he spins round in a circle. The car is placed on the space where his move ended, pointing backwards. The player must turn his car round again and drive off in 1st gear when it is his next turn. If he overshoots a corner again, he will again spin round in a circle. If the car overshoots the corner by more than one space, he is out of the race.

If a car loses more tire WP than it possesses, it is eliminated from the race.

Braking

A player may use his brake WP at any time to avoid having to advance the full number of spaces shown on the die. This can help to prevent losing tire WP if he would otherwise overshoot a corner.



The car must move forward 3 spaces. The driver decides to move only one space to avoid overshooting a difficult corner and therefore loses 2 brake WP.

A driver can find himself blocked by one or more cars which he is unable to overtake. After the driver has moved his car forward as many spaces as possible, he counts how many spaces he would have moved if he had not been blocked. The table below shows how many brake WP and tire WP the car loses as a consequence.

Spaces remaining	Brake WP	Tire WP
1	1	0
2	2	0
3	3	0
4	3	1
5	3	2
6	3	3
7	The car is eliminated from the race.	

If a car doesn't have enough brake WP and tire WP to stop before a blockage, it is eliminated from the race.

Gearing down

A driver can skip one, two or three gears when changing down, however this wears out his gearbox.

As a result, the car then loses a certain number of brake WP, engine WP and gearbox WP. The table below lists the corresponding wear. Note: It is not possible to skip four gears (from 6th to 1st gear).

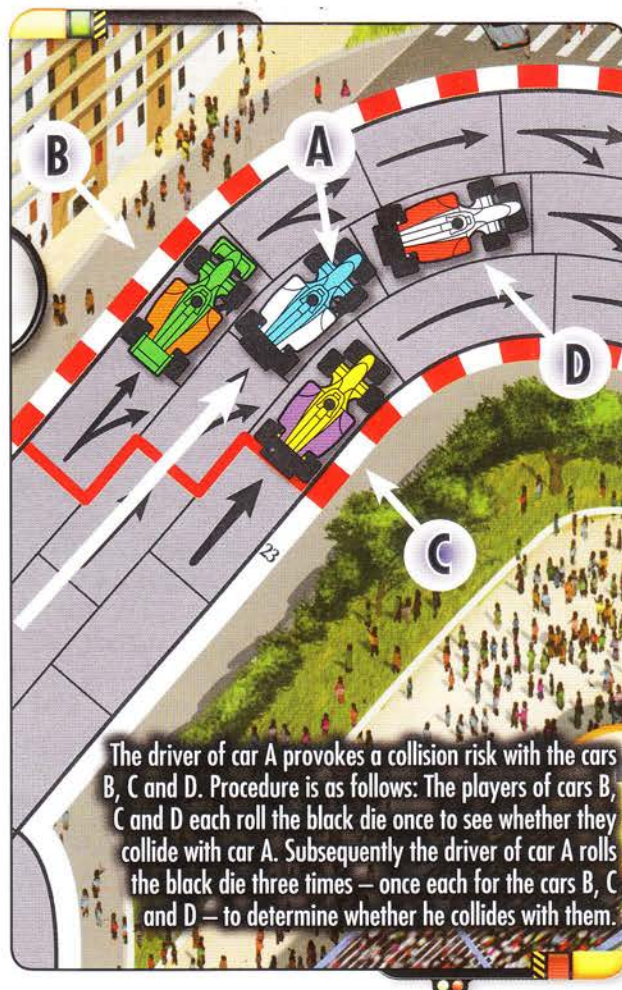
Gears skipped	Gearbox WP	Brake WP	Engine WP
1 gear	1	0	0
2 gears	1	1	0
3 gears	1	1	1

If a car has no gearbox WP left, the driver can only change down one gear at a time until the game is over.

Collision

Whenever a car ends its move on a space next to or behind one or several cars, there is a risk of collision. A driver in this situation must roll the black die to see whether there is a collision or not. If he rolls a 1, his car loses 1 car body WP.

If a car loses its last car body WP, it is eliminated from the race.



The driver of car A provokes a collision risk with the cars B, C and D. Procedure is as follows: The players of cars B, C and D each roll the black die once to see whether they collide with car A. Subsequently the driver of car A rolls the black die three times — once each for the cars B, C and D — to determine whether he collides with them.

Motor damage

If a player rolls a 20 in 5th gear or a 30 in 6th gear, this puts a strain on his engine. After his car has finished moving, he must therefore roll the black die to test whether his engine has withstood the strain. All players who are driving in 5th or 6th gear at this moment must also roll the black die. If a number between 1 and 4 is rolled, the corresponding car loses 1 engine WP.

If a car loses its last engine WP, it is eliminated from the race.

Damage and road handling

Each time a car loses a car body WP or an engine WP, a damage marker is placed on the space where the move ended.

The same applies whenever a car is eliminated from the race for whatever reason. These spaces are judged to be "dangerous" from then on.

If a car passes over one of these spaces or lands on it, the driver must roll the black die. If the result is between 1 and 4, the car loses one road handling WP. The dangerous spaces can be avoided by changing lanes.

If a car loses its last road handling WP, it is eliminated from the race.

Slipstreaming

If a car drives in the wake of another car, this is called slipstreaming.

For the two concerned drivers, slipstreaming is possible from the 4th gear on.

The car must be driving as fast or faster than the car in front.

If a car wants to profit from slipstreaming after moving, it has to stop directly behind another car. From this position he can then add 3 spaces onto his last move. He can move forward 3 spaces in the following way:

- change a lane, overtake the car in front and return to the original lane.
- change a lane and move two spaces in a straight line.
- change two lanes and move one space in a straight line.

The player must move a total of three spaces in any case. (However, the driver may use brake WP in order to reduce this number of spaces.) If slipstreaming brings a car up immediately behind another car, he can carry on slipstreaming (and so on).

If a car is carried into a corner by slipstreaming, he loses a brake WP (without the number of spaces being reduced).

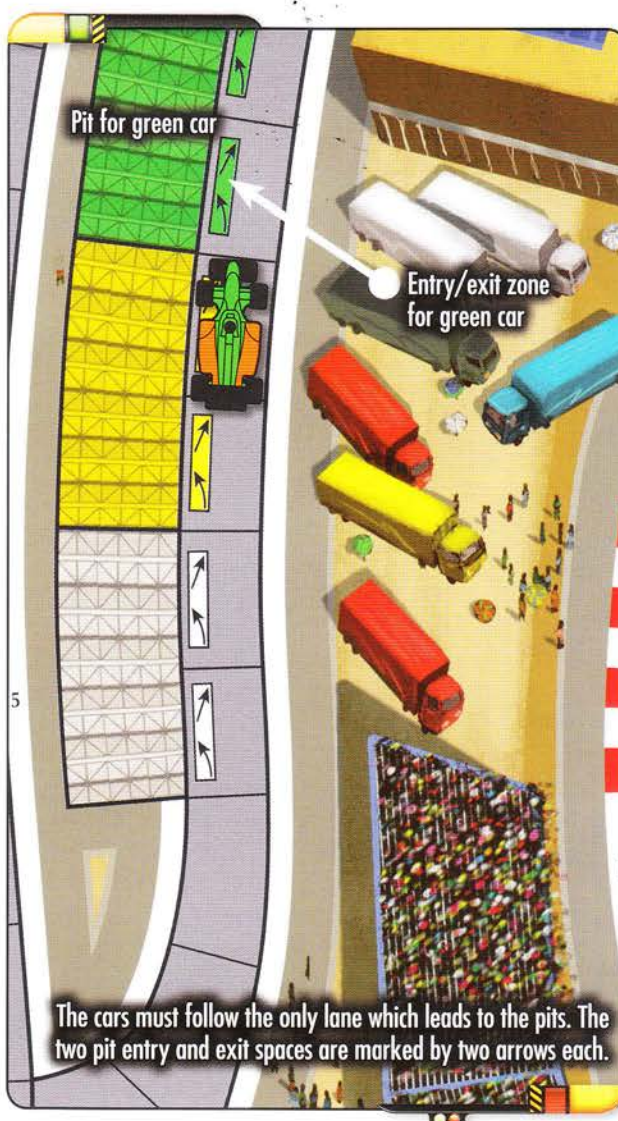
In a corner, a slipstreaming car must follow normal driving code (e.g. following the arrows).

Braking in order to take advantage of slipstreaming in the wake of another player's car is not allowed. Drivers do not have to slipstream!

Pit stop

At the end of the first lap, a player may decide to make a pit stop to regain all the tire WP he has lost. There is no speed limit in the pit lanes. It is also not necessary to roll the exact number needed to reach one's own pit.

To enter the pits it is necessary to roll the minimum number required or higher using the die corresponding to the selected gear. As soon as the car enters the pits, it receives all its tire WP back. The



player now rolls the black die, in order to see how fast his mechanics work.

🎲 **Result between 1 and 10:** quick pit stop. The player divides the number shown on the black die by two (rounding it up if necessary). The result is the number of spaces the car is allowed to move when the car leaves the pit in 4th gear.

🎲 **Result between 11 and 20:** slow pit stop. The car remains in the pit until the next round. Then the car moves on in 4th gear (or a lower gear).

The rules for gearing down, collision, braking and engine damage do not apply in the pit lane. Overtaking is not possible as it is a single lane. Drivers

have to be patient and wait until the car ahead of them moves forward, regardless of selected gear and with no effect on the WP.

Cars in the pit lane must wait for their turn, until the cars on the circuit between pit exit and entry have had their turn.

▶ Finish

The player whose car passes the finishing line first (after two laps) has won the race. The race ends when all cars have crossed the finishing line, in order to enable ranking.



OPTIONAL RULES

9

All the following rules can be used independently of one another.

▶ Construction of one's own car

Every player can distribute his 20 WP between the six zones of his car at his own discretion. However, the following restrictions must be observed:

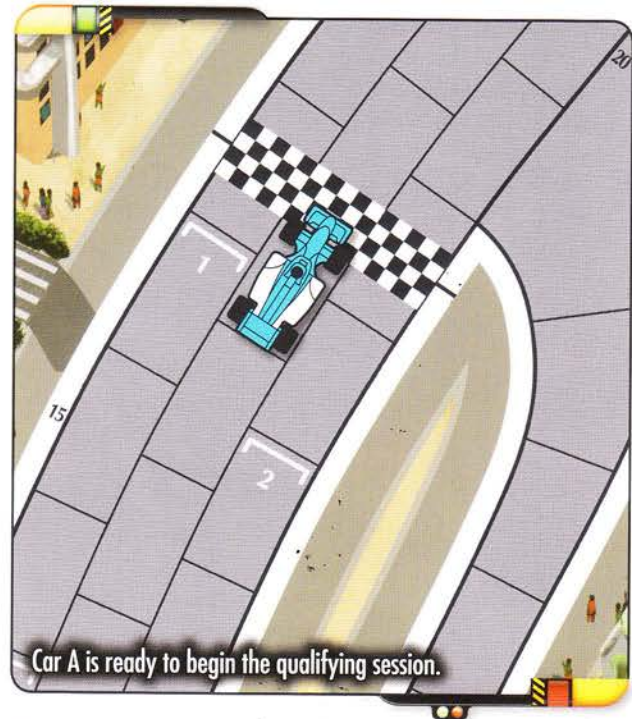
WP tires:	between 1 and 14.
WP brakes:	between 1 and 7.
WP gearbox:	between 1 and 7.
WP car body:	between 1 and 7.
WP engine:	between 1 and 7.
WP road handling:	between 1 and 7.



▶ Qualifying lap with a stopwatch

All players drive a qualifying lap with stopwatch consecutively, in order to determine their start positions. The rules for moves and driving code remain unchanged during the qualifier, however the WP are not taken into account. The only exception is if a car overshoots a corner - this is penalized (see below).

- One player is made referee and is given paper, a pen and a stopwatch.

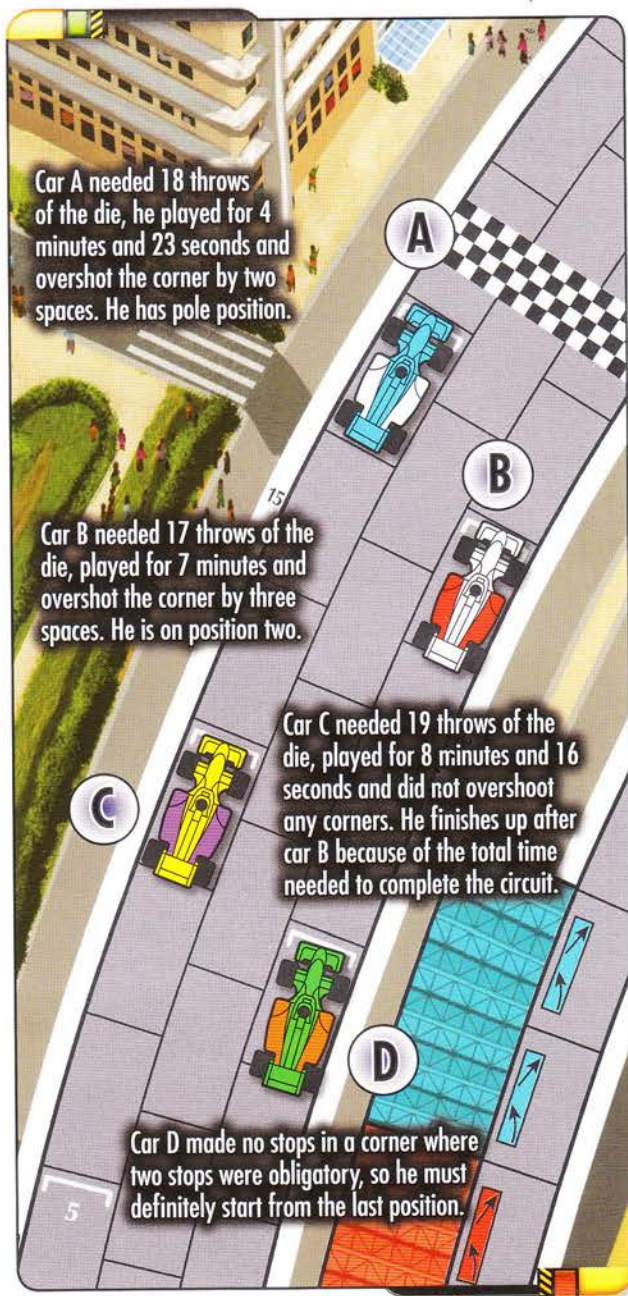


Car A is ready to begin the qualifying session.

- The player whose turn it is to drive a qualifying lap places his car in the middle lane in front of the starting line.
- The referee starts the stopwatch before the player rolls the die for 1st gear.
- The referee then adds the number of die throws the driver needs to finish the lap. The stopwatch is stopped as soon as the car crosses the finishing line.
- The referee notes the exact duration as shown on the stopwatch and adds one throw of the die for every full minute the player has taken to complete the lap.
- In addition, he adds one throw of the die per space that the car has overshoot the corner.

Note: The qualifying lap is over if the driver does not stop at all in corners where two or three stops are required. He then has to start the race at the back of the field from the last start position.

After that the order of starting is determined: The car which has completed the qualifying lap using the fewest throws of the die takes first position. The other cars follow on in decreasing order according to the number of throws. If two drivers have the same number of throws, the stopwatch time decides: the fastest player gets the better start position.



▶ Three-lap race

The first car to cross the finishing line after three laps wins the race. Two pit stops are possible during the race.



▶ Weather conditions

There is a weather chart for each "Formula D" racing circuit, which is available to all players before the game so that they can inform themselves about weather conditions during the race and qualifying laps.

If the weather rules are used, it is strongly recommended that the tire selection rules be used as well.

Before the qualifying laps begin, the black die is rolled and the weather chart consulted:

- ☑ **Good weather:** no problems for drivers
- ☑ **Changeable:** The clouds look ominous, but have no effect on the qualifying.
- ☑ **Rain:** The qualifying laps for all players take place in rain (see below).

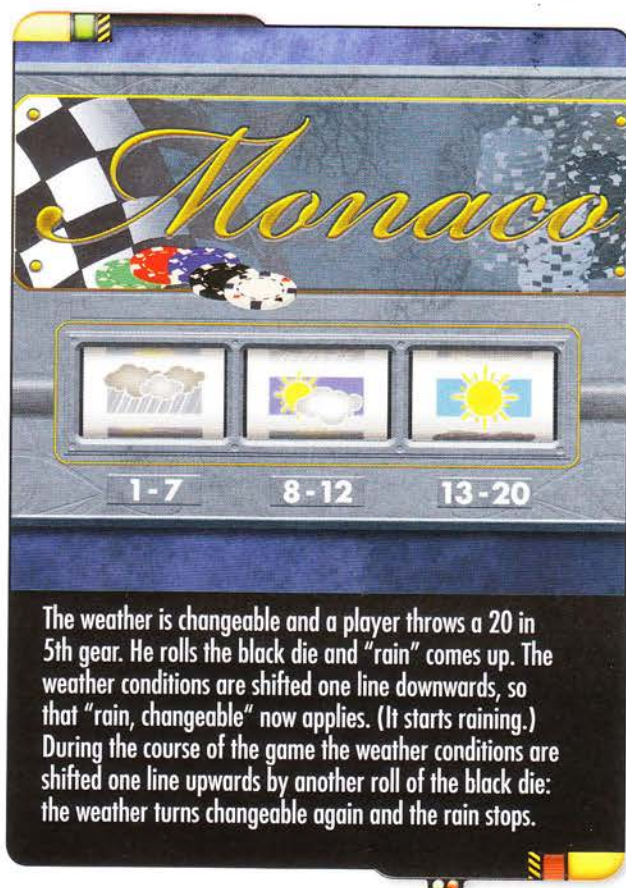
Before the actual race begins, the black die is rolled again and the weather chart consulted:

- ☑ **Good weather:** no problem.
- ☑ **Changeable:** The sky is overcast at the beginning of the race, but it does not rain. However, this can change during the course of the race. Whenever a player in 5th gear throws a 20 or a 30 in 6th gear, he has to roll the black die and consult the weather chart:

- If "good weather" comes up, the weather conditions are shifted one line upwards.
- If "rain" is the result, the weather conditions are shifted one line downwards.
- If the result is "changeable", the weather stays the same.

Weather	Effect on race
Good	none (invariable)
Changeable	none
Rain, changeable	rain
Rain	rain (invariable)

- ☑ **Rain:** The entire race takes place in rain.



Effect of rain

- **Collision:** A result of 1 or 2 (instead of just a 1, as in good weather) means a collision occurs.
- **Engine damage:** Occurs when result is between 1 and 3 (instead of between 1 and 4, as in good weather).
- **Road handling:** The car loses one road handling WP for a result between 1 and 5 (instead of between 1 and 4, as in good weather).

Selection of tires

The choice of tires is crucial not just for qualifying lap, but for the race itself. When weather conditions have been determined, each player can fit his car with special tires (see below). It is also possible to change tires between qualifying lap and the race.

- **Hard tires:** They are recommended on a dry track and inefficient on a wet track.
 - The game rules apply unchanged if the weather is good or changeable.
 - If it is raining, the car moves three additional spaces, provided at least one space included in the move lies within the limits of a corner.
- **Soft tires:** They are recommended on a dry

track and inefficient – if not handicapping – on a wet track.

- If the weather is changeable or good, the car can move one additional space during each move in the qualifying or race laps. This additional move is not compulsory. But if a car overshoots a corner, the penalty is doubled (loss of tire WP). If a driver does not change his tires during a pit stop after the first lap, he loses the bonus. If a driver does not change his tires during a pit stop after the second lap, the penalties for overshooting a corner are trebled.
- If it is raining, the car travels three spaces further every move during qualifying and the first two race laps, provided at least one space of the move lies within the limits of a corner. If a driver does not change his tires during a pit stop before beginning the third lap, the penalties for overshooting a corner are trebled.

If the driver decides to use soft tires, one damage marker is placed on the score card, with the "sun" side face up.

• **Rain tires:** They are highly recommended if it is raining, but are otherwise very sensitive.

- If the weather is changeable or good, the penalties for overshooting a corner are doubled (loss of tire WP) for qualifying and the first two laps of the race. If a driver does not change his tires before the third race lap, the penalties are trebled.
- If it is raining, the car travels one space further every move, providing at least one space of the move lies within the confines of a corner.

If the driver decides to use rain tires, one damage marker is placed on the score card, with the "rain" side face up.

Pit stops

Your pit has 2 WP which can be used during the race to regain lost WP (with the exception of tire WP). Every time a driver makes a pit stop he can choose between two options:

- **Tire pit stop:** As in the rules for advanced players, except that the driver may change the type of tire whenever he changes tires.
- **Technical pit stop:** The driver can change his tires (see above) and in addition regain up to two WP in one or two zones (except the tires). This

“reservoir” of 2 WP applies for the entire duration of the race, even if it lasts for more than two laps. In the next round, the car may not start higher than 4th gear. A car with soft tires does not profit from the bonus of an additional space when leaving the pits.



Team race

A game using these rules is appropriate for a large group with an even number of players. The players form teams each with two players; each colour corresponds to a racing team. Apart from the following two exceptions, the rules apply unchanged:

Pit stop: Each team has 4 WP to repair the cars. Both players must decide together how they want

to use these points.

Winner by points: A team race is not necessarily won by the first car to cross the finishing line. Each car receives a certain number of winning points. The team with the highest number of total points wins the race.

Ranking	No. of points
1	10
2	8
3	6
4	5
5	4
6	3
7	2
8	1
9 and 10	0



ROAD RACES

13

One of the innovations of this new edition of Formula D is the option of using the second racing circuit (on the back of "Monaco") for exciting road races. The complete version of game rules should be used for this game option, however with several minor changes which are explained below. We also recommend applying the optional weather conditions. Otherwise Julien Marcellin and his car should not take part in the race.

Material

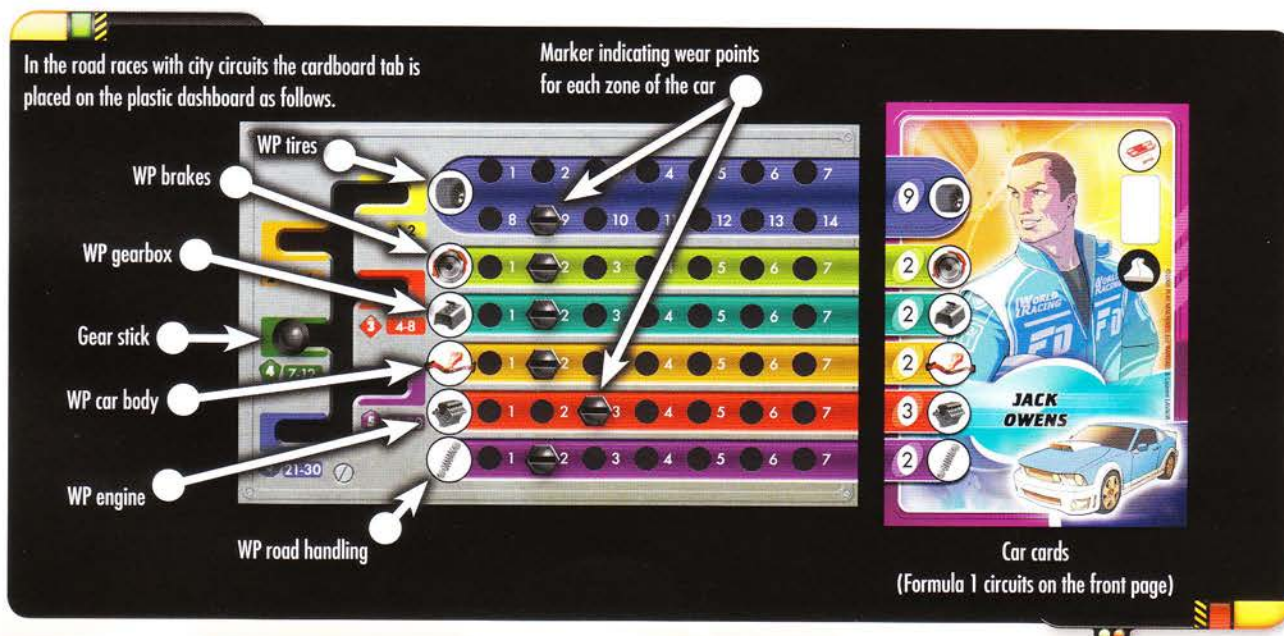
The following material is required for the road races:

- 1 road race game board
- 6 dice with colours symbolizing the 6 car gears
- 1 black die to determine mechanical damage to car or other unpredictable events
- 1 instruction book containing the complete rules
- 10 GT cars
- 10 dashboards
- 10 "gear stick" pieces
- 10 score cards (GT page)
- 60 markers for car wear points (WP)
- 20 damage markers



Drivers

Ten special drivers compete in the road races. Players get a score card corresponding to the car they have chosen. The score card contains information on the car features and special characteristics which they can take advantage of during the race.



Cars

Each driver has a personal car with special features. The cars drive on hard tires (see "Optional Rules"). There are neither soft tires nor wets.

All cars have a nitro fuel injection, which allows instant acceleration. Players can use their nitro once a lap after rolling the corresponding gear die. They receive a movement bonus according to the gear they are using at that moment (1 space in 1st gear, 2 spaces in 2nd gear, etc.). This bonus must be used completely.

The player then places a damage marker on the designated space on the score card.

Circuit

There are pits on the circuit; however they are not used during the road races. They are only used when classic Formula 1 cars are driven on the circuit - at your own risk, of course. The circuit is designed with special details which influence the course of the race.

The aim of the game is naturally to be the first to cross the finishing line, as in the original version!



The engines are howling ...

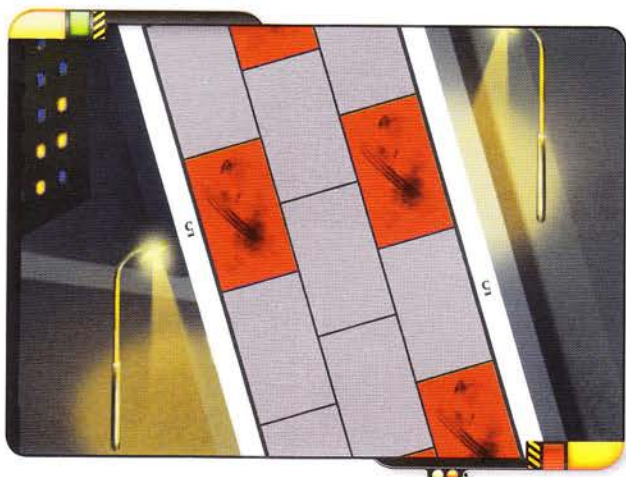
The residents find the noise of the cars extremely annoying and complain about it. Now and then a hot-tempered trouble-maker decides to take pot shots at the cars driving past his window. The drivers of all cars ending their moves here must roll the black die and then consult the following table:

Black die	Result
1-15	Too late: the shot goes wide.
16-18	Grazing shot: the car loses 1 tire WP.
19	Not bad: the car loses 1 car body WP.
20	Direct hit: the car loses 1 engine WP.



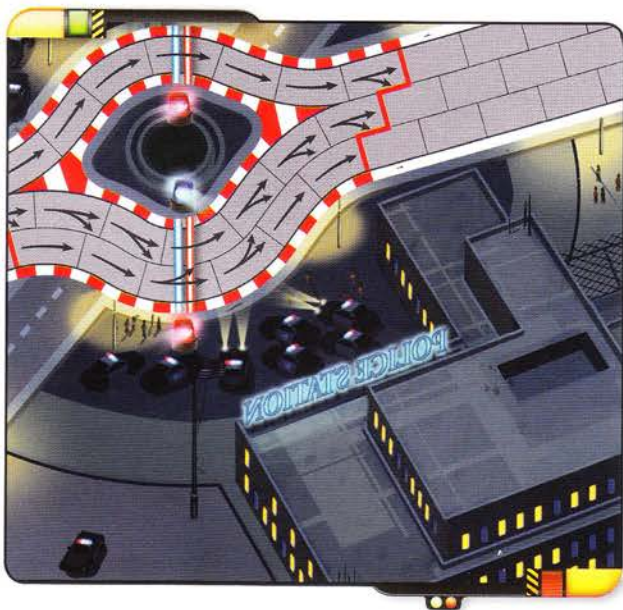
Danger zone

The danger zone is the part of the circuit which is in particularly bad condition and is therefore dreaded by the drivers. All red spaces are treated as spaces with damage markers (see extended version of the game rules, page 7).



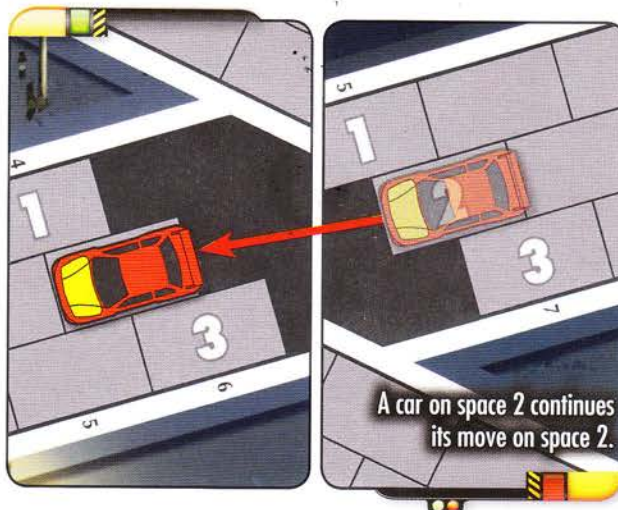
Police station

There is a speed limit in force in the whole town, but it is great fun tearing past the police station. Every time a driver crosses this line his speed must be recorded (e.g. the number shown by the gear die, multiplied by 10). When all drivers have crossed this line, the fastest driver gets 2 WP which he can distribute between the six different categories of his car however he likes (however the original number of points may not be exceeded.) In the case of a draw, the first driver to have passed the police station receives the bonus.



Tunnel

The spaces underneath the tunnel are not navigable. When a car leaves a space with a tunnel symbol it is placed on a space with the same number on the other side of the tunnel.



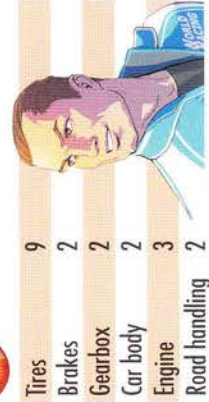
Checkpoint!

If the race consists of several laps, each car receives its complete number of tire WP on crossing the finish line, and an additional 2 WP to be distributed between the other categories at his discretion. (However, the original number of points may not be exceeded in any category).



Li Tsu Sin

Tires	7
Brakes	3
Gearbox	2
Car body	2
Engine	3
Road handling	3



How sweet!: Every time a driver (male or female) crosses the finishing line, they travel 1 space less in order to try and catch a glimpse of the attractive young lady.

**Julien 'Frogger' Marcellin**

Tires	8
Brakes	4
Gearbox	2
Car body	2
Engine	3
Road handling	2



Weather frog: Each time the black die is rolled to determine weather conditions (including the first time the weather is set at the beginning of the game), he is allowed to roll the die again, and the second result counts. If it is raining, he only slides one space forward (instead of three spaces) when he stops in a corner.

**Derek Manson**

Tires	6
Brakes	3
Gearbox	2
Car body	4
Engine	3
Road handling	3



Aggressive: Every time he is involved in a collision, his opponent has to roll the black die twice instead of once. (treat each roll as a separate collision check).

**Jack Owens**

Tires	9
Brakes	2
Gearbox	2
Car body	2
Engine	3
Road handling	2



Skidding pro: He can adjust his move by \pm one space in every corner, as he has perfect skid control. He loses 1 tire WP whenever he uses this feature.

**Jenny Slivers**

Tires	4
Brakes	6
Gearbox	2
Car body	3
Engine	3
Road handling	2



Experienced mechanic: She regains 4 WP instead of only 2 WP every time she crosses the finishing line. (However, the original number of points held at the start of the game may never be exceeded in any category.)

**Diane Montfort**

Tires	6
Brakes	4
Gearbox	2
Car body	3
Engine	3
Road handling	3



Quick off the mark: If several drivers have the same position, Diane is always the first to move — even if one or more drivers are faster and/or are standing nearer the inside of the corner. She also wins if there is a tie when the starting positions are allocated using the black die.

**Stanley Washington**

Tires	7
Brakes	2
Gearbox	3
Car body	2
Engine	3
Road handling	3



Car radio: Once per race Stanley thinks his car radio plays bad music, and he throws it out of the window — onto a car on an adjacent space. This car then loses 1 WP in a category to be defined by rolling the black die.



1-4 : tires WP

5-7 : brakes WP

8-10 : gearbox WP

11-13 : car body WP

14-17 : engine WP

18-20 : road handling WP

A damage marker is placed on the symbol of this feature to show that it has been used.

Temana Matahi

Tires	6
Brakes	3
Gearbox	3
Car body	3
Engine	3
Road handling	3



Pile of scrap: Once per lap he can place a damage marker on a space as he leaves it. A damage marker is placed on the symbol of this feature to show that it has been used. In addition, if he lands on a space with a damage marker he only loses 1 road handling WP if he rolls 1 or 2.

**Dimitri Tzarof**

Tires	5
Brakes	4
Gearbox	3
Car body	3
Engine	3
Road handling	4



Little genius: The features of his car are extraordinary, and the engine is especially robust. In the event of engine failure, he only loses 1 engine WP if he rolls 1, 2 or 3 (1 or 2 if it is raining).

**Montoya Cadena**

Tires	5
Brakes	5
Gearbox	3
Car body	2
Engine	3
Road handling	2



Better nitro: If he so wishes, he may receive a bonus of 3 additional spaces every time he uses the nitro fuel injection.



Translation: Birgit Irgang