AUSGEBREMST

8 different tracks.
For 3-6 players over
10 years old.

CONTENTS:
3 double-sided game board halves
2 clips
6 racers and 6 plastic bases
6 x 28 race cards in different colors
6 x 4 stack-cards

OVERVIEW OF THE GAME:
AUSGEBREMST is an extremely amusing family game, in which the players must be calculating, tactical and unscrupulously aggressive about their expenses (cards).
A good pilot must race not just with regard to his rivals, but must attempt on the curves to avoid the point-plundering outside tracks. Or in the chicanes and at the pit-exit they must attempt to block others so they involuntarily abandon points. And so there are many more more tricks and tactics.
There can be altogether up to 8 races on 8 different tracks. In each race 6 racers start, independent of the number of players.
A race always goes over 3 laps, including pit stops.
For victories and high places there are points awarded. Whoever after 8 or fewer races has collected the most points is celebrated as the big champ.

NORMAL FAMILY GAME
Preparation:
Before the start each player gets a racer and the corresponding color race cards. Each player sorts out of his card-deck the following 4 cards:
 2 x" 6"
 1 x" 5"
 1 x" 4"
If fewer than 6 play, the remaining card-decks for the derelict cars remain in the game with all cards. The sorted out cards are put aside, because they are required only for the pro-game.

Which Race Course?
Through diverse combinations of the 3 double-sided game-board halves 8 routes can be made. The corresponding game-board-halves are attached with the clips provided so that they cannot slide apart. Some routes are raced in the clockwise direction and some are counter-clockwise. The first race is clockwise on the BleifuE1-Drom.

SEQUENCE OF THE TRACK-COMBINATIONS

Sequence - Track-combination - Direction - Distance - Difficulty
1. BleifuE1-Drom   - right - 74 fields - easy
2. PlattfuE1-Circuit - right - 76 fields - middle
3. N81rburg-Ring   - right - 80 fields - hard
4. BleifuE1-Circuit - left - 73 fields - easy
5. N81rburg-Drom   - left - 80 fields - hard
6. PlattfuE1-Ring   - left - 77 fields - middle
7. N81rburg-Circuit - right - 79 fields - hard
8. PlattfuE1-Drom   - left - 77 fields - middle
 * right - right-around, thus in the clockwise direction / ** left - left-around, counter-clockwise
Naturally you can drop track-combinations out if you don't want to drive all 8 routes.

Starting-lineup
1. Races:
There are always 6 racers at the start, even if fewer than 6 play. The derelict cars drive as blockers in the race.
The starting-lineup is determined among the players: each player pulls blind a card out of his race card deck. The player with the highest number puts his racer on the best starting-place. All other participants follow in the clockwise order.
If fewer than 6 play, the derelict cars are put on the best starting-places. Then the player with the highest number follows, etc. Example, if only 3 players are in the game, use the 3 extant cars in starting-places 1-3.

Races 2-8:
Starting with the 2nd race, the starting-lineup is determined by the finish of the previous, with exception of the derelict racers if there are fewer than 6 players. The derelict racers always get the best starting-places, independent of their finish.
The winner of the previous race is followed by the second-place car, etc. If racers did not reach the finish line, decide order by the distance from the finish line. Whoever was farthest from the goal receives the worst starting place in the next race.

Seat-order:
The seat-order always agrees with the start-sequence, which in the first race was automatically given.
The players seat in each race corresponding to the reverse order of the previous race's finish. The winner stays seated, while the other players seat themselves clockwise according to their placing. The second sits on the left of the winner, the third on the left of the second, etc.

The Race Card Principles:
Before the race each player shuffles his race cards and puts them face down on the table.
The race cards for the derelict cars (if fewer than 6 players) are placed between the first and last players, also face down.
Each player takes from his deck the top 3 cards. He keeps them hidden.
In the family-game the dice points beside the figures don't have any meaning.
If fewer than 6 play the derelict racers open the race. One of the players takes the top card of the race deck, turns it over and moves the racers forward the corresponding number of spaces, always in the shortest possible line. See also please also "DERELICT RACER."
At the first player's turn he puts out one of his 3 race cards face up before him and moves his racer the corresponding number of spaces onward.
He fills his hand with the top race card from his deck, so that he always has 3 race cards on hand. Then the rest of the players in clockwise order follow in the same way.
Each race goes over a distance of three laps, during which each participant must steer his racer once through the pit stop.
The race cards provide slightly more points than are needed to survive a race.
Whoever drives his racer through the curves always on the shortest, ideal line, namely the interior track, needs the least fields to move and thus the least card-points.
A race card deck has 84 points. Under the section on race distance can be read the exact number of game spaces on the course if a car starts from the first row and always drives on the ideal line, (i.e. shortest way).
From this it can be easily seen that the more often a player detours onto additional fields, in the outside curves, the harder it is to reach the finish line. Whoever starts on the second row must already travel 1 space more, etc. So acquaint yourself with the 8 different racetracks and the tactics necessary.

The Race Rules

Game field:
Only 1 racer may be on each game space.

Only forward:
The racers may only be moved forward.

Movement:
Racers may change lanes only as they move forward (i.e. diagonally). A purely sideways move is not allowed.

It is advisable, before each turn, to work out the exact route because you could move to a space to block a car in front of you.
Example: Players B pulls a "3" and blockades players A. (See rulebook, I presume - translator's note)

Move Restrictions:
Each player must move the full number of spaces on his race card. He must accept detours through the curves. If he cannot move the full amount with any of his three cards, because all would be blockaded, he shows his cards to the other players.

Special Rule for the "6" Race Card:
Except at the start, the player in the lead may not play a 6 card, nor can he if he shares the lead with a rival.
In the curves the number of the spaces up to the curve-end decides who is in the lead.
The same is true for the pit-alley. Here the spaces up to the end of the pit-alley become, respectively, the game spaces up to the height of the pit stop exit.
If a leader has three "6's" in his hand, he must wait until a rival passes him for the lead before he can play.

Exceptions:
If a leader has three "6" in his hand, he may still play a "6," if:
  1. His car is on a chicane (blocking) space (see also "Blocking Spaces").
  2. If he sits next to another player with three "6" and together they block the other players
As soon as the winner has run over the finish-line, the remaining players are allowed to play the "6" card any time.

Blockades:
If a player has been blockaded so the car cannot move forward, the player must lose a turn without playing a race card.

Nonstop white line:
Players are not allowed to cross the solid white lines. The racers must stay in their lanes.
Racers can change lanes right up until the last field before a solid white line.

Passes:
Rival racers cannot skip over other cars, but may only pass them. A lane must be free.

Chicane-field (Blocking spaces):
The chicanery-fields narrow the track to one lane, creating racer blockades that force them to lose a turn without playing a game card.

Pit stops:
Each racer must go once through the pit stop alley. Whether this happens after the first or the second round is up to the tactical considerations of the player, because one can pass in the pit-alley and the exit could be easily blockaded.

PLAYERS MAY NOT GO INTO THE PIT ALLEY IMMEDIATELY AT THE START

One should pay attention as one approaches the pit-alley, because only over field A can the player make it into the pit alley. Whoever stands on field A, hinders the players from moving into the pit-alley. (See diagram)
Whoever is on field C blockades the pit exit.

Several races may be in the pit-alley simultaneously.
A racer must come to a stop on at least one of the pit spaces. In the event this doesn't happen by the second round, the racer is eliminated and the car is taken from the game-board.
If the entrance to the pit alley is blocked on the second round, he must lose a turn until the entrance is clear again.
The players may check off on a form who has already made a pit stop and who has not. (See "RACE GUIDE").

Derelict racers:
- Derelict racers must always be moved to their advantage, always as straight as possible even if it's to the disadvantage of another player. In the even of a dispute, the majority of the players decide.
- A derelict racer always plays the top card from his deck.
- If a derelict runs out of cards, it is pulled off the track.
- Should a derelict be blockaded so that it can't move, then no card is drawn.
- The special-rule for race card "6" also applies to derelict vehicles, if they are in the lead. The 6 card is played but the car doesn't move.
- Derelict racers basically always try to go into the pits in the first round if their card permits it.

Finish line not reached:
If a player runs out of cards before the finish line the car is taken off the board.
This player gets no points. In the next game-round this player starts from the last spot. Should several players not reach the finish line, set the start for the next round according to the number of spaces each car is away from the finish.

Finish line reached:
After three laps the first over the finish line wins.
The single races are assessed to following point-system:
1. place 9 points
2. place 6 points
3. place 4 points
4. place 3 points
5. place 2 points
6. place 1 point
Derelict racers don't receive any points. Racers finishing after a derelict racer don't automatically move up a position, though. They only get the points for their actual finish.
When all racers know what point score they've attained, the next race course is set up and the racers take their new starting positions according to the previous finish (see page 3).

Race Guide:
The players should elect one among themselves to keep the race guide (scoring chart). That player writes down the points scored and keeps track of pit stops for each racer.
5 game guides can be found at the end of these instructions. Should you require more, they can be copied before the game commences.

Accuracy checking (only on demand):
If someone seem seems to have a surplus of race card points it is relatively easy to check and see if the race was run correctly. Just look at the length of the course (see "Race Distance") and look at the number of extra points (spaces) a car passed through, including the starting line and outside curves. Compare this with the 84 points of the race cards. If an incongruity is found, a

player may be disqualified after the race.

PRO GAME RULES
Three important changes are in the Pro Game that allow for more tactics and concentration by players and reduces the luck factor. A practiced player has more of an advantage over a beginner than in the family game.
1. In the pro game each player, before each race, chooses among 3 possible card combinations in his color.
2. The second major change is that, before each race, players sort their cards into 4 face down card stacks. From these stacks players draw their three cards.
3. The player has the option of bypassing the pit stop if he thinks he can finish, or stopping in the pits to collect extra cards, which can then be used to finish the race.

Game Rules:
These game rules cover only on the changes from the family game. All other
rules remain the same.

Before the start:
Each player gets a card deck of 28 racing cards and 4 stack cards in the color of his racer. Through sorting out certain cards, each deck becomes either a fast deck, and average deck or a slow deck with exactly, each with exactly 84 points
The player must decide before each race which deck to use for each course.

Fast Race Card Deck:
Nine cards are taken from the full 28 card deck. These are the cards with 9 points (dots) beside the colored number mark. These are sorted out and hidden to the side. The remaining 19 cards should be composed of:
6 x "6"
5 x "5"
3 x "4"
2 x "3"
2 x "2"
1 x "1"

Average Race Card Deck:
Six cards are taken from the full 28 card deck. These are the cards with 6 points (dots) beside the colored number mark. These are sorted out and hidden to the side. The remaining 22 cards should be composed of:
5 x "6"
4 x "5"
4 x "4"
3 x "3"
3 x "2"
3 x "1"

Slow Race Card Deck:
Four cards are taken from the full 28 card deck. These are the cards with 4 points (dots) beside the colored number mark. These are sorted out and hidden to the side. The remaining 24 cards should be composed of:
4 x "6"
4 x "5"
4 x "4"
4 x "3"
4 x "2"
4 x "1"

Each of the 3 card decks has its advantages and disadvantages and a good player takes into account the particular race course, the risk he is willing to take and his starting position while deciding which card deck to use. Players should hide the cards that have been put aside face down so other players cannot tell which tactic has been chosen.

Pit stop card deposits:
After the player has sorted out his race card deck, he takes out, according to the track-combination to be used and his starting position (see chart) his pit stop card(s) from his race card deck and deposits them beside the pit stop lane. He may use this card(s) only if he makes a pit stop (see Pit Stops).

Pit Stop Card Chart:
Track-combination Deposits pit stop card out of the 1. starting row 2. starting row 3. starting row
- points left in reserve at the start without a pit stop.
                    Starting

Track	1	2	3	- Reserve
Bleifuel-Drom	4+4	4+3	4+2	- 3
Plattfuel-Circuit	5+4	5+3	5+2	- 2
Na1rburg-Ring	3	2	1	- 2
Bleifuel-Circuit	6+5	6+4	6+3	- 3
Na1rburg-Drom	3	2	1	- 2
Plattfuel-Ring	4+2	3+2	3+1	- 2
Na1rburg-Circuit	4+2	3+2	3+1	- 2
Plattfuel-Drom	4+2	3+2	3+1	- 2

Example:
4+4 signifies that the player puts 2 cards each with the value 4 beside the pit stop lane.

Cards Sorted into Stacks:
After the player has sorted out the pit stop card(s), he goes through his race card deck thoroughly and arranges the cards in four stacks on the four stack-cards before him. This is done as follows:
The player holds the race cards concealed in one hand. With the other hand he assigns the highest card face down to one of the 4 stack-cards. This starts what will perhaps be four uneven card stacks. The player decides which of the 4 card-stacks he will assign each card value to (1-6).

Example:
The 1st stack-pile could have all 1 and 2 cards; the 2nd stack-piles may have all 3s; the 3rd stack-pile may have all the 4 cards; and the 4th stack-pile could have all the 5 and 6 cards.

Only 2 cards in the hand:
After all players have placed their race cards on their stack-piles, each player draws 2 cards of his choice off the top of the stacks. These are the starting cards. The play of cards goes as follows:
1. Card played.
2. Racer moved.
3. The played card is replaced with the top card of one of the four stack piles, without looking at them again. The player must remember which cards he has placed in what stack. With this knowledge, a player should be able to plan in advance his next turn. A player should always have 2 cards in his hand. The following player must wait until the previous player has selected his new card before playing a race card from his hand.

Pit Stops:
A player may decide to make a pit stop after the first or second lap. He takes up his pit stop card(s) as soon as his racer comes to a stop in the pit stop lane. The pit stop card replaces the

card that was played from his hand (instead of drawing from the card-stacks). If there are two cards in the pit lane, the second is assigned to one of the card-stack.
A PIT STOP IS NOT REQUIRED. Whoever wants to drive on without a pit stop and decides they have the reserve points to finish without them may do so

Derelict racer:
Derelict racers do not make pit stops. But they may blockade the entrance and exits to the pit stop lane.

Control:
If following a race it can be determined that a player has more points in reserve than they should according to the tables, they may be assumed to have counted incorrectly. This may lead to their disqualification from the race after its completion.