

Grand Prix-F1

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Rules for the Strategy game

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Contents and Goal of the game

The car racing game GRAND PRIX F1 recreates the excitement and the events of a real car race. The drama from the track is formed by skilled tactical overtaking manoeuvres, forcing opponents to brake, loss of speed due to the wrong choice of tire or driving errors like detours into the gravel bed, spins, early braking, missing yellow or blue flags etc.

Particularly interesting is the challenge of taking the right decision of when to go in pit, and how long to stay in pit for refueling.

The goal is to win the race or at least to increase your score by ending among the best. A driver will be forced to leave a race when he runs out of fuel or has a serious crash.

Game Materials

1 Board, 8 Racing cars, 24 colored chips, 156 Playing cards, 1 Countersheet, Rules.

[Translator's note: The two 6-sided dice are not used in the Strategy-version]

The Game Board features the race course.

The optimal lane is composed of 30 numbered spaces. Most spaces are separated into two lanes by a white dotted line, meaning that two cars may drive side by side. Spaces without the white line may only contain a single car. Players who end their move in a framed space must apply the information given in the adjacent white box.

Overtaking spaces are marked "U" [actually "u - umlaut" for "Ueberholen"] are used in 3 curves to indicate the non-optimal lane.

The Gravel beds (yellow spaces) may be used in 3 curves.

The Pit lane is divided into spaces marked B1-B19.

The Pit boxes are marked Box 1 to Box 6. Each box has 3 spaces. If a driver wants to enter Box 2 will he enter the pit from space B5 and leave it again at space B7.

The **number of players** may vary between 3 and 8. A game with 7 players is not recommended. The following rules describe the ideal setting with **5 or 6 players**.

The changes for 3,4 and 8 players are explained at the end of the rules.

Preparations

Distribution of the components: Each player receives 1 Car and 2 round chips in the same color. Each will also receive 1 counter marked with a Rain cloud, a set of Lap markers with the numbers 4, 3, 2 and "*letzte Runde*" [final lap] as well as a set marked 1, 2 and 3 *Aussetzer* ["Sitting out" = Fuel stops].

Each player receives an identical set of 14 cards: 4x **10**, 5x **6** and 5x **4**.

Only the values **4**, **6** and **10** are distributed among the players, not the tactically important values of **1**, **2** and **3**. The players must work to acquire these during the game.

Each player will keep his hand of cards hidden from the other players. The total value of the cards indicates how many liters of fuel contained in the tank. The car will basically run 1 space per liter.

16 cards with the value **1** is placed as a stack face up in the tray, which should be kept within reach. Place the card with the **Rain cloud** face up at the bottom of the stack.

The remaining cards are sorted by value into stacks of **1, 2, 3, 4** and **10**'s, and placed face up in each their own compartment of the tray. The single card with the value 5 and the Sun card are set aside for the moment. Their use will be explained later.

Driving rules

In his turn must a player play a card and move his car as many spaces as indicated by the value of the card.

If the car ends its movement in a framed space, will the corresponding event take effect.

Bonus points can only be acquired in the green framed spaces: 1, 12 and 19.

Space 1: *Schnellste Rennrunde* = **Best Lap Time**. The player receives 3 Bonus points in the form of 3 cards from the **1** stack. [*Translator's note: See below.*]

Space 12 and 19: *Schnellste Zeit im 1 und 2. Sektor* = **Best time in Sector 1 or 2**

The player receives 2 Bonus points in the form of 2 cards from the **1** stack.

In both cases may he either keep the cards or immediately exchange them for higher cards. It will not be possible the exchange the cards later. Only the following exchanges is allowed: the three 1's may be changed to a 3 **or** to a 2 and a 1. The two 1's can only be changed into a 2.

Penalty points must be paid when landing on the spaces 4, 10 and 18 - 6 points each, or the spaces 9, 16, 22, 24, 26, 27 and 30 - 4 points each. If a player must pay 4 points and his lowest card is a 6, then he must pay the 6 and will **not** get the surplus refunded!

A **detour into the Gravel bed** follows automatically when a car ends its turn in the spaces 1 or 11. Furthermore must a player drive through the gravel when he forced to overtake cars ahead of him. This will be the case when both space 2 and U1 or space 5 or 12 is occupied. Voluntary driving through the Gravel bed is not allowed!

Gravel bed rule 1: Cars on the yellow spaces may only use card values 1-6. If a 10 is played will the car only move 6 spaces.

Gravel bed rule 2: A car cannot drive through all yellow spaces in the same move! Example: Red is in space 5 and cannot be overtaken. Green is in space 3 and plays a 10. His speed of 10 would take him to space 8. In this case must Green stop in space K7, losing any surplus points.

Overtaking is not allowed in spaces 5, 12, 13 and 14; in the Pit lane or in the Pits. Overtaking is not allowed in the Gravel beds either, with exception of the two-lane spaces 1 and 11. Finally is overtaking not possible when both lanes of a two-lane space is occupied.

Driving through the U-spaces Each car must use the optimal lane (spaces 1-30) when able to. The spaces marked U may only be used when a car is forced to it to overtake a car ahead. The overtake lane (U) may only be used to take the shortest possible route, and only when necessary. Example: Red is in space 2. Space 3 is vacant Green is in space 30 and plays a 6, moving him across the spaces U1, U2, U3, 3, 4. Green may not choose to drive through the spaces U4 and U5, where he would have avoided losing cards by ending in space 4.

The Pit area. Players may choose to drive through the Pit lane when passing space 19. A car that ends its move in space 19 must drive through the Pit - unless the car is on its final lap, in which case it may continue driving in the optimal lane.

There is a **Speed limit** in the Pit lane beginning at the blue space B2. From this space on may no 10 cards be played. If a 10 is played, may the car only move 6 spaces. This is also the case if, for instance, a car in space 17 wants to move into pit and the player plays a 10. The car will then pass space B2, and the driver is therefore limited to 6 spaces, which would end his move in space B4. The 4 surplus points are lost.

The **Speed Limit ends** at the blue space B16. First from this space may 10 cards again be used at full power.

Fuel stops may only be made in the driver's own pit box.

Rules for Refueling

The tankfull of fuel provided at the outset of the race will naturally not be enough to carry the car through the whole race without a fuel stop. Each driver decide for himself how much fuel he wish to fill in the tank. The longer he stays in the box, the more fuel will he get. The player may, at the beginning of his turn, decide to forfeit his turn once, twice or three times, and the longer he stays out of the race, the more fuel will he tank. When leaving the box will the player receive 1 x Fuel stop = 20 points, 2x Fuel stop = 40 points, or 3x Fuel stop = 50 points. The player may only regain the card values 4, 6 and 10 during refueling, but he may take them in any combination up to a maximum of 4 cards of each type. This tabel show the possible combinations:

Turns sitting out	Points gained = Liters refilled	Possible card distributions		
		4's	6's	10's
1x	20	0	0	2
1x	20	1	1	1
1x	20	2	2	0
2x	40	0	0	4
2x	40	1	1	3
2x	40	2	2	2
2x	40	3	3	1
2x	40	4	4	0
3x	50	1	1	4
3x	50	2	2	3
3x	50	3	3	2
3x	50	4	4	1

A player who wants to go into pit, must stop at the space containing his box number, eg. in the case of Box 1 must he stop at the space marked "Box 1". The car must stop at this space, and any surplus movement points are lost.

In his next turn must the player decide whether he wants to stay in the box and forfeit a turn. In that case will he place the "1 Aussetzer"-marker in his box. If he decides to stay on in his next turn will he exchange the marker with the "2 Aussetzer", and likewise with the third. When he decides to drive on will the marker indicate how many cards he will be entitled to draw. Should the player decide to leave the box before the first marker has been placed (ie. without losing a turn) will he receive no cards.

Pit stop strategies. Each player must decide for himself whether he want to go for one or two stops.

Experience will soon tell you how powerful a pit stop can be. Plan carefully when you want to go into pit and how you want to stay there, and don't be afraid to reconsider your options. Even the best plans may get skewed by too many penalties on the track, or when the tactical manoeuvres of your competitors no longer suits your strategy. The following example is just one of many on what can happen:

Red has stopped in Box 1, with plans to use a one-stop strategy with 3 refueling turns of which he has already spent two. The cars to Boxes 4, 5 and 6 are also in the pit lane, on spaces B2, B3 and B4. Red should reconsider his strategy and leave the pit immediately without waiting for the third fuel turn. Why? Simply because the other cars are likely to block the lane ahead of him forcing him to lose cards. All they need to do is to play a few 1-cards with fatal consequences for Red. In the worst scenario could red lose so many cards that he wouldn't even have sufficient fuel to reach the pit for a second stop. As drivers may perform many tactical manoeuvres due to the layout of the track and Gravel beds, has many learned the hard way that reaching the pit, let alone the finishing line can be impossible.

Changing to rain tires may be necessary when the rain sets in. The game will always begin in sunny weather. When the stack of 1-cards have been depleted and the Rain cloud card is visible will it begin to rain. It is recommended that the drivers change tires as soon as possible, if they haven't done so already, since the change of weather has its hazards. A car driving on the wrong set of tires will inevitably experience a loss of speed. A played 10 will only move the car 6 points and a 6 only 4 points. Cards numbered 1, 2, 3 and 4 will keep their values.

In order to change to Rain tires must the player cover his Sun symbol below his seat order marker with his Rain marker while his car has stopped in the Pit box. Should the player forget to place the marker before he leaves the box, must he face the consequences of driving on the wrong tires.

The loss of speed is also in effect when a player has changed to rain tires while the Sun is shining.

When the stack of 1-cards have been depleted will the used cards form a new stack.

Course of the Game

Determine a game Supervisor. The supervisor will take care of the cards. He will collect the cards used by the drivers and hand out new cards. He will ensure that the players move according to the rules, and he will announce who's turn it is according to the starting positions of the colored chips. He will also ensure that the players are moving in accordance with the tires their cars are equipped with.

Determine the player order. Depending on the number of players will cards of the values 1, 2, 3, 4, 5 and 6 be shuffled and each player will draw one. Place a colored chip for each player on the position display in the top right corner of the board:

#1 = *Pole Position*, #2 = *Startplatz 2* etc. The cars will be placed in the same order behind the Start/Finishing line: Pole Position on space 30, 2nd place on space 29 etc.

Select Pit Boxes. The player in Pole position followed by the other players in position order, may select one of the boxes by placing a colored chip in the center ring above his box.

Number of laps. A race will take place over 4 laps. Each player will place the 4-marker in the square space above his box (marked "*noch Runden zu fahren*" = Remaining laps). The marker labeled "5" may be used when driving 5 laps. In that case should each player receive at least 20 extra points worth of fuel.

Every time a car has completed a full lap by crossing the finishing line (either on the main track or in the Pit lane), should he exchange his marker with the next lower number until he uses the marker named "*letzte Runde*" which signalise that the car is driving the final lap.

The race begins with the player in Pole position.

Play of a card is obligatory, even when the car cannot move. Example: Red is in space 28. Green and Yellow moves after him, but they are both blocking him by occupying space 29. Red cannot pass them, but must still play a card which is discarded with the effect that Red lose these points.

A car will basically move as many spaces as the value of the card played. It is not allowed to move fewer spaces unless forced to. I.e. you may not move 5 spaces or less with a 6 card. Only if you cannot move the full distance due to blocking cars may you move less than the full amount. Example: Red is in space 13 and Green in space 3. Green could play a 10-card to reach space 13 if it wasn't occupied by the red car. So Green must stop in space 12. If Red had been in space 12 would Green have been **forced** to move into the Gravel bed. He couldn't choose to stay in space 8 to avoid the penalties in space 9 and 10 or to avoid the detour into the gravel.

A car is **taken out of the race** when the player cannot play a card because his hand is empty. The car is removed from the track.

The Winner is the player who first passes the finishing line after 4 laps - whether he is passing space 30 or space B15 in the Pit lane.

Performing a Championship has its own charm. It may include 3 or more races. The winner of a race will receive 10 points, 2nd place = 6, 3rd place = 4, 4th place = 3, 5th place = 2 and 6th place = 1 point. Placings above 6 (in races with more cars) will not receive any points. Cars that are taken out of the race receive no points.

The total number of points received determines the overall champion.

Game variant with 3 or 4 players. The race is more exiting if there are more than 4 cars on the course. Each player will therefore drive two cars. This variant needs slightly different strategies. The cards must now be used for both cars, and each player will begin the race with the following set of cards: 6x **10**, 10x **6** and 10x **4**.

The players will also need the usual set of chips and markers for each car.

A player will use a single Pit box for both cars. A chip of each color is placed in the left and right circles above the Box number, and the lap markers are similarly placed in the left and right squares.

Warning! Remember that each box space can never contain more than a single car, and that overtaking isn't allowed in the pit area.

Please note that the Fuel stop markers should be left in the Box when leaving. It is important that both cars makes at least one pit stop, and that this can be proved by the placement of the marker. A smart alec could make several pit stops with one car and use the cards to have his other car win the race without refueling! A car which cannot prove that it has made at least one pit stop will be disqualified after the race!

With 8 cars will the Sun and the Rain card be used to determine the seatings of the 7th and 8th player. All 20 1-cards will be used to form the 1-stack. The players will again take turns according to the given Player order.

Additional Rules for Experienced Players

1. Accidents happens when a car rams another car by driving into it from behind due to surplus movement points. The rule is: 1-2 extra points = nothing happens because the impact was very light. 3-4 extra points = Accident. 5 or more points = severe accident, the car is immediately taken out of the race.

Example: Red is in the one-lane space 14 and cannot be overtaken. Green is in space 10 and plays a 6-card. But he can only move 3 spaces to space 13, and will hit the red car with 3 surplus points. Only the moving car will receive damage, and the player must visit the pit for repairs. Green will place his third colored chip in one of the two dotted circles next to space 19 (above Box 1), thus making it clear to anyone that he must* enter the Pit lane. The chip will be removed when he enters his box.

Note:A damaged car must drive with reduced speed until repaired. 10-cards will only move him 6 spaces, and 6-cards only 4 spaces. The other cards keep their values. If the player doesn't* drive in pit, will the speed limit be in effect for the remaining distance.
For the sake of playability have accidents in the Pit lane no consequences.

*) [*Translator's note: I assume the player **must** drive into pit unless he is on the final lap. Similar to the rule covering landing on space 19.*]

2. Unexpected changes in the Weather. The Rain card is not placed at the bottom of the 1-stack, but shuffled into the deck so no-one can be sure when the rain sets in. The card is revealed as soon as it is drawn.

3. Double sudden changes in the Weather. The Rain card is shuffled into the deck of 1-cards. As soon as it is drawn will the Sun card be shuffled into the remaining stack together with all other available 1-cards.