

## RULES FOR PARKER BROTHERS CAR RACING GAME

# FORMULA-1

*Parker Brothers Inc.*



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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 colored car for space "2" and so on. Each player takes a dashboard matching the color 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 center 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 m.p.h. is set on the speedometer—move car 1 space on board.*

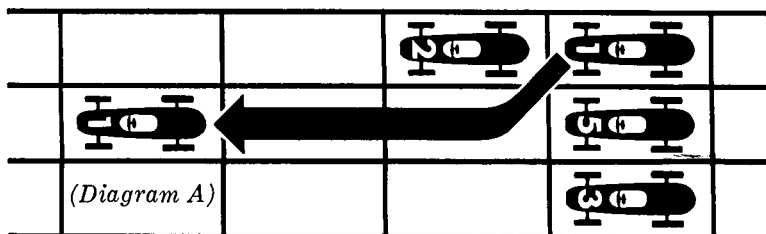
*If 40 m.p.h. is set on the speedometer—move car 2 spaces on board.*

*If 60 m.p.h. is set on the speedometer—move car 3 spaces on board, etc.*

Speed may be increased by 20, 40 or 60 m.p.h. per turn but never by more than 60 m.p.h. At the beginning of the race it is usually advantageous for a driver to set his speedometer up to 60 m.p.h. and move 3 spaces. Then on a player's next turn he can, if he wishes, set his speedometer up to 120 m.p.h. 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 m.p.h. on the speedometer, so a player having 100 m.p.h. 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 speedometer. A driver may change his speed at the beginning of any turn but he may *never* increase his speed by more than 60 m.p.h. 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 m.p.h. 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 m.p.h. only. Likewise brake wear may become excessive and reach its maximum of 5 points. In this case speed may be reduced by 20 m.p.h. 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 m.p.h. or 40 m.p.h. 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 m.p.h. or 40 m.p.h., 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 m.p.h. 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.

## SPINNING OFF

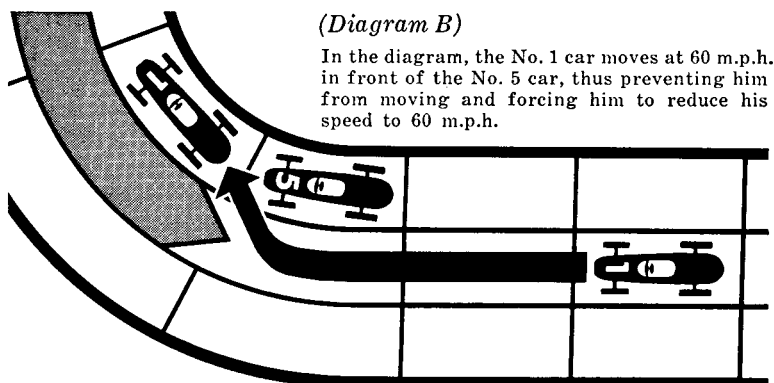
A car always spins off in the following circumstances:

- (1) *When a red corner band is crossed at a speed 60 m.p.h. or more above the safety speed.*
- (2) *When a speed reduction of over 20 m.p.h. 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 m.p.h.

## 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 gray 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.



If the car blocking you is traveling 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 m.p.h., you must roll the dice and 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 traveling 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 m.p.h., 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 m.p.h., although he may be unable to move, and on his next turn he can move off at any speed up to 120 m.p.h.

## 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 traveled. Every time that a player's car lands on or crosses over the checkered finish line, that car's lap indicator is reduced by one.

## FINISHING AND WINNING

When a car lands on or crosses the checkered 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 checkered line is the winner.

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

Address:

PARKER BROTHERS, INC.  
BOX 900  
SALEM, MASSACHUSETTS