

Formel Fun

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Published by Franjos © 1999

Formel Fun is a crazy motor race in which the field of twelve cars at the beginning constantly shrinks, until in the last round there is an auto duel between the two remaining players. Since each player controls several cars, a player isn't eliminated from the game after one lap.

Cars are moved by means of special cards. Each player begins the game with 5 cards.

Skill paired with luck constitutes the attraction of FORMULA FUN, because one does not have to be at the front of the race the whole time in order to win.

The main thing to avoid is landing in last place, because the devil takes the hindmost! In other words, after each lap, the car that comes in last is eliminated.

PLAY MATERIAL.

1 board. It shows the 30 spaces of the long oval racing course.
18 small wood autos in six different colors.
If 3 or 4 people are playing, each player gets three pieces of a color.
If 5 or 6 people are playing, each receives only 2 pieces.
110 autocards. These control the movement of the cars.

PREPARATION.

The cars race in a clockwise direction.

On the checkered-flag space, each player sets one of his cars side-by-side in no particular order.

On the 9-space, just behind the starting cars, players should place their second cars in reverse order from the setup on the checkered-flag space.

With two or three players, one of each player's cars should be placed on the 8-space, as well.

With 5 or 6 players, the track may seem too narrow for so many cars, but this situation also only occurs when starting the first race!

The cards are carefully shuffled, and 5 cards are dealt to everyone. The remaining cards are placed facedown on the board.

There are two card spaces printed on the board. One is for the draw pile, and one is for the discard pile.

THE AUTOCARDS.

The simple oval racing course is divided into thirty spaces, which are marked by a number between 1 and 10.

These numbers are also found on the autocards. There they are represented in shapes of road signs for "certified maximum speeds" - a black number surrounded by red - and "recommended speeds" - in blue.

In order to move a car, a player must play a card.

If the maximum speed displayed there is the same as the number of the space upon which the car currently resides, then it moves exactly this number of spaces. If the two numbers do not correspond however, then the car must move the indicated recommended speed (in blue)!

There are fourteen different autocards. In each case the recommended speed amounts for the cards "2" to "10" (maximum speed) is 3 spaces.

On the "1" card, however, the recommended speed is 10 spaces! A player should avoid using this card on a 1-space on the board, because then it would only allow the car to move 1 space.

On four special types of cards, no maximum speed is indicated. On these cards, the recommended speed is determined independent of the space upon which the car rests.

One of these four special cards is the Turbo card with a recommended speed of +5. This special card may be played by itself or with any other autocard! One can even play two of these cards at the same time, which would carry the car 10 spaces.

A Turbo card played with another autocard allows the car to move as far as the autocard would take the car plus 5 more spaces.

A Turbo card played alone allows the car to move 5 spaces.

The complete deck contains six Turbo cards. All other cards are found eight times each.

FIRST RACE.

The order in which players move their cars depends upon the current positions of the cars. The car in first place moves first, followed by the car in second place, and so on. If several cars are on the same space, then these cars move first from the inside of the track, and eventually to the outside! A car on the inside track is considered to be ahead of another car in the same space, but farther outside.

The first race, therefore, is begun by the player with a car on the inside of the 10-space. Its owner plays a card (or perhaps two, if he wishes to use a Turbo card) onto the discard pile, moves the auto accordingly, and draws a new card from the face down pile.

IMPORTANT! Even though a player may play a TURBO card with a regular autocard, that player may only draw 1 new card into his hand. Thus, for the rest of the game, that player's hand is reduced. A player may never allow his hand to be reduced to less than 2 cards after he has drawn his new card.

If the draw pile is depleted, the discard pile is reshuffled and becomes the new draw pile.

After the first car starts, the next car on the 10-space follows it. Its owner, likewise, plays a card, and so the turns continue, until the last car on the 9-space (or 8-space) has moved.

One sets the auto on a new space always as far inside the track as possible. A car that reaches a space that already has a car on it is placed just outside the car that reached there before. No more than 4 cars may rest in one space on the track! If a car lands on a space where there are already 4 cars, it must be moved back one space.

This restriction does not apply, however, if you are passing such a space. In that case, you may proceed without hindrance.

After all players' cars have been moved, this procedure is repeated, beginning with the car that is

now in first place, until at the end of a round, one or more cars have passed the checkered-flag 10-space. (Merely landing on this space does not count!)

The first race is now ended, and the car that is in last place is removed from the game!

FURTHER RACES.

At the beginning of the second race, starting positions are changed! The first 10-space after the checkered-flag space shows the number surrounded by a black circle. The car that finished the previous race in first place is placed on the inside field of this space. The second place card is placed on the inside field of the 9-space, and so on. Each auto rests on its own field!

Exactly as in first race, cards are played again, in sequence, and the cars move.

Naturally, it is favorable to land on one of the spaces in front, since this part of the race happens more quickly, and one can fall behind more easily; but your decision to pull ahead or stay behind will depend upon what cards you hold in your hand and how you wish to use them.

After each race, the last car is taken from the board, until finally only two cars are in the game. The last race decides which of these two players is eliminated and which wins!

SCORING.

Obviously, the owner of last car remaining wins the game. The rest of the players may find this point system more interesting:

For each eliminated car, the owner receives points, which depend simply on the number of races it survived. The owner of the car that loses the first race gets 1 point; the owner of the car that loses the second race gets 2 points, and so on. The loser of the last race, the decision race, gets 1 bonus point in addition to the points gained for whatever number the last race was. The victorious car receives 3 points more than the second place winner received.

With full occupation and twelve cars at the start, the owner of the winning car receives thus 15 points, and the second place winner receives 12 points.