



THE GREAT MOTORCAR RACE

A game for three to six players

BASICS

Overview:

Each player controls an automobile in a race from New York to Paris in the first decade of the twentieth century. The race consists of sixteen stages; each stage constitutes a round of play. During a round, each player takes a turn to determine how many days it takes for his car to reach the stage's destination. At the conclusion of the sixteenth stage, the player whose car finished the race in the fewest number of days wins.

Materials Needed:

- These rules
- A toy car for each player
- A set of seven tokens for each player (each set with a distinct color)
- At least three ten-sided dice
- A 'Predicament' bag
- A board that displays the race route and other information
- A 'Stage Indicator' game piece
- A number of 'Sportsmanship' tiles
- A hard, flat play surface (e.g., table top) -- not included

SET-UP

Preparations:

Place the board face up on the play surface.

Each player takes a set of seven tokens. For every set, two tokens are reserved for the Time Track: one for a given day and the other to represent a multiple of fifty days. One token will be used to indicate the player's place in Turn Order. In a round, each player uses one, two, or three tokens to choose the amount of strain on their respective vehicles. One token will be used to indicate the player's car's level of strain.

Each player takes one 'Sportsmanship' tile. The remaining 'Sportsmanship' tiles are placed close to the board.

Assessing Turn Order:

'Turn Order' refers to the order in which players take their turns during a round; it does not necessarily correspond to the relative locations of the cars upon the race route.

Each player selects a toy car. Players flick their cars lengthwise across the board, starting from the edge with the word "DAYS." The player whose car travels the closest to the opposite edge without going over is first in Turn Order; the next closest is second, etc.

Each player places one of his tokens on the appropriate space on the Turn Order area of the board. Turn Order is reassessed after every fourth round.

PLAYING THE GAME

Beginning a Round:

At the beginning of each round, place the 'Stage Indicator' on the label for the destination for that round (e.g., on the first round, the destination is Chicago).

Each player determines how much strain he is willing to put on his vehicle: normal strain, heavy strain, or severe strain. More strain allows the potential for more speed, but also creates greater risk of problems that will cause delays.

Each player conceals in his right hand a number of his tokens representing the amount of strain to be placed on his vehicle: one token for normal strain, two tokens for heavy strain, and three tokens for severe strain. Players should take care to conceal any spare tokens they don't use to indicate strain.

All players open their right hands simultaneously to reveal the number of tokens each has selected. These tokens are placed in the 'Predicament' bag. One token per player is placed on the appropriate oval on the board.

Determining Number of Predicaments per Round:

Predicaments are events which cause a car to stop for a period (e.g., driver illness, mechanical problems, trouble with locals, etc.). There are 'random' predicaments and 'inflicted' predicaments.

In each round there will be (usually) at least one 'random' predicament. The number of 'random' predicaments per round is dependent upon a given stage in the race, the number of players, and the result of rolling predicament dice.

The stages of the race are divided into four 'legs' of four stages each; hence, Chicago, Promontory Point, San Francisco, and Vancouver comprise the first leg. For the first leg, there will be a number of predicaments per round equal to the number of players minus three. For the second and third legs, there will be a number of predicaments per round equal to the number of players minus two. For the fourth leg, there will be a number of predicaments per round equal to the number of players minus one.

Additionally, on every round, each player rolls one die as a predicament die. If, in a given round, the total amount rolled on the predicament dice equals or exceeds five times the number of players, there will be

an additional predicament that round. If, instead, the total amount rolled on the predicament dice equals or exceeds eight times the number of players, there will be an additional two predicaments that round.

A table is provided to easily determine the number of ‘random’ predicaments for any given round.

RANDOM PREDICAMENTS TABLE

No. of Players	Predicaments per Round			Additional Predicaments	
	1st Leg	2nd & 3rd Legs	4th Leg	+1 if Roll is:	+2 if Roll is:
3	none	1	2	15 - 23	24 +
4	1	2	3	20 - 31	32 +
5	2	3	4	25 - 39	40 +
6	3	4	5	30 - 47	48 +



For each random predicament, the player who is last in Turn Order draws out a token from the predicament bag and places it on the logo section of the board. If a player’s token is thus drawn from the bag, that player suffers a predicament that round. It is possible for a given player to suffer more than one predicament per round. After a sufficient number of tokens are drawn from the bag, any remaining tokens are returned to their respective players. Tokens on the logo section are returned to the appropriate players when the predicaments they represent are resolved.

The number of ‘random’ predicaments in a round can never exceed the number of tokens in the predicament bag.

Before tokens are drawn from the predicament bag, players may inflict an opponent with a predicament. Inflicting a predicament costs two ‘Sportsmanship’ tiles. One player may spend both tiles or two players may spend one tile each. Until inflicted predicaments are resolved, the ‘Sportsmanship’ tiles used to inflict predicaments should be stacked next to the target player’s token in the Turn Order area of the board.

Determining Passage of Time:

After tokens are drawn from the predicament bag but before predicaments are resolved, each player, in Turn Order, rolls one or more dice and adds a particular number to determine the amount of time (in days) that his car takes to reach the destination of the current stage.

Players who put normal strain on their cars roll one die and add eleven to the result. Players who put heavy strain on their cars roll two dice and add nine to the lower result. Players who put severe strain on their cars roll three dice and add seven to lowest result.

After determining time, the player moves his token(s) along the Time Track to indicate the number of days that have passed. The player adjusts his Time Track token(s) before the next player in Turn Order rolls for time.

Resolving Predicaments:

Predicaments may be canceled or endured. Predicaments may be canceled in three ways.

A player may cancel a 'random' predicament by paying a 'Sportsmanship' tile. One tile cancels one predicament. A player may spend tiles to cancel predicaments that apply to him only, not others' predicaments. A player may not cancel an 'inflicted' predicament by spending a tile.

In certain circumstances, players may cancel predicaments that apply to other players. When a player begins or ends his movement on the Time Track on a day occupied by a player with a predicament, or passes over such a day, the moving player may cancel one predicament that applies to the other player. It costs the moving player nothing to cancel another player's predicament. **A player may only help other players who are ahead of him in Turn Order.**

Example: Player A is first in Turn Order, Player B is second, and Player C is third. All players have predicaments this round. Player A ends his movement on Day 25; Player B is currently on Day 15 and Player C on Day 19. Since Player A just moved, it is now Player B's turn. Player B determines that he moves ahead eleven days. Player B passes over Player A and Player C. Player B may cancel Player A's predicament, but not Player C's predicament because Player C is behind Player B in Turn Order.

A player may cancel predicaments for more than one player per round; however, a player may cancel only one predicament for any given player per round.

If a player cancels another player's predicament, he receives a 'Sportsmanship' tile from general stock. Players may not refuse help.

After all players have moved on the Time Track, but before predicaments are resolved, the player on the highest numbered day on the Time Track (i.e., the slowest player) may freely cancel one predicament that applies to him that round.

Unless a predicament is canceled by any of the methods described above, that predicament must be endured by the appropriate player. Predicaments are endured in Turn Order. For every endured predicament, the enduring player rolls one or more dice and adds a particular number based upon the amount of strain on his vehicle. The enduring player spends a number of days on the Time Track equal to the resulting number.

Players whose cars are under normal strain during a given round roll one die to determine the number of days lost due to a predicament. Players whose cars are under heavy strain roll two dice and add two to the higher result to determine the number of days lost due to a predicament. Players whose cars are under severe strain roll three dice and add four to the highest result to determine the number of days lost due to a predicament.

In a given round, after all predicaments are resolved, the player on the highest numbered day on the Time Track (i.e., slowest player) receives a 'Sportsmanship' tile.



BACKGROUND

“... [I]t must be borne in mind that the motor car, after a woman, is the most fragile and capricious thing on earth.”

-- London Daily Mail, 1908

“What needs to be proved today is that as long as a man has a car, he can do anything and go anywhere...”

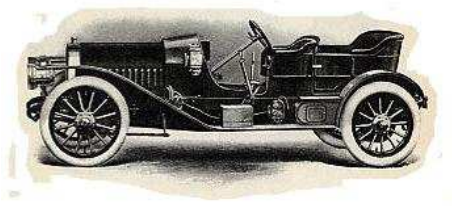
-- Paris Le Matin, 1907

“We had set out to perpetrate an act of splendid folly, not to open up a new way for men. We wished to be madmen, not pioneers...”

-- Antonio Scarfoglio, participant in the 1908 New York-to-Paris car race

When the automotive industry was very young and ‘horseless carriages’ still something of a novelty, there was considerable public interest in these strange, new machines and their capabilities. Capitalizing on such interest, newspapers would sponsor city-to-city car races. These endeavors, taking days to complete, were grueling. The early cars were not very dependable (compared to horses) and not as comfortable as modern models. Roads were less common than today and the roads that did exist were not built with cars in mind. Given the conditions, these races were tests not only of cars but of the men who drove them. The necessary qualities for a successful racer were determination, ingenuity, persistence, ruggedness, and a quaint bravado.

In 1908, a race from New York to Paris was held. That race serves as the inspiration for this game. The race organizers intended the competitors to drive through the Alaskan wilderness and across the frozen Bering Strait. In reality, this route turned out to be impractical and the participating vehicles traveled across the Pacific Ocean via ship. For purposes of the game, the original route is retained.



ROUND SUMMARY

1. The 'Stage Indicator' is placed on the next sequential destination.
2. Players determine the amount of strain they will place on their cars. (1 token = normal strain, 2 tokens = heavy strain, 3 tokens = severe strain)
3. Players simultaneously reveal the amount of strain they will place on their respective cars.
4. Tokens used to indicate strain are placed in the predicament bag.
5. 'Predicament' dice are rolled to determine if any additional predicaments occur during the round.
5. Players may choose to inflict a predicament on a specific player by paying two 'Sportsmanship' tiles.
6. The player who is last in Turn Order draws a number of tokens out of the predicament bag equal to the number of predicaments for the round.
7. In Turn Order, each player rolls one or more dice to determine the passage of days and adjusts his token(s) along the Time Track appropriately. (normal strain = one die + 11 days; heavy strain = lower of two dice + 9 days, severe strain = lowest of three dice + 7 days)
8. Players may cancel certain predicaments.
 (Cancel 1 'random' predicament by paying 1 'Sportsmanship' tile.)
 (Cancel another player's predicament, ahead in Turn Order, by being on or passing same day.
 Earns 1 'Sportsmanship' tile.)
 (Player who occupies the highest numbered day on Time Track may cancel 1 of his predicaments if any.)
9. Players endure predicaments not canceled and adjust tokens on Time Track appropriately. (normal strain = one die + 0 days; heavy strain = higher of two dice + 2 days; severe strain = highest of three dice + 4 days)
 Player who occupies the highest numbered day on Time Track after all predicaments are resolved receives 1 'Sportsmanship' tile.
10. After the fourth, eighth, and twelfth rounds, Turn Order is reassessed.
11. After sixteenth round, player with fewest days on Time Track wins.

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