



MotorChamp

Rules

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General Rules

MotorChamp is a race in the truest sense of the word. Every player has their own set of dice, so there is little time to calculate each move. After a certain amount of practice time, the characteristically hectic atmosphere of a real car race will develop, in which even a small error can prove to be a player's undoing.

The players must plan their moves according to track conditions and the behaviour of the other players. You can choose whether to run risks in order to be in the lead, or to play it safe in order to avoid risking a breakdown. If you always play it safe you will have little chance of winning, and if you always take risks you will quickly suffer a breakdown. Therefore it is necessary to strike the right balance between the two, and this will depend on experience and on the personal racing style of the individual. After a bit of practice you will find out when it is worth running a risk and when it is more sensible to hold back. It is important first of all that players acquaint themselves with the principals of the game. For this reason we recommend that you first play a few games without pit-stops and over only four laps until you have developed a feel for the board.

Contents

- 3 board sections with 12 different possible combinations
(8 long distance with all three sections, and 4 short distance with 2 sections)
- 4 board section fasteners (stainless steel)
- 8 AZA-race teams, with 2 cars each
- 16 normal 6-sided dice
- 8 special dice
- 80 lap pins in 5 different colours to signify how many laps have been run
- 16 yellow pit flaps to signify a completed pit stop
- 8 red handicap flaps to signify a reduced driving capability
- 1 plastic box

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Number of Players and Race Teams

2-8 players can participate in the race. Each player has 2 normal dice and one special die.

The long distance races with three board sections are designed for 12-16 cars, the short distance races for 8-12. There should not be less cars than this participating in the race. In some practices it is possible for short distance races to have up to 14 cars, and long distance ones up to 18.

The teams will be divided as follows:

2 players	each uses	2-4 teams
3 players	each uses	2 teams*
4 players	each uses	1-2 teams
5 players	each uses	1-2 teams*
6-8 players	each uses	1 team

* With 5 players and one team per player there are only 10 cars at the start. In order to use the maximum capacity of the long distance courses, we sell separately 2 additional teams with the necessary accessories, so that you can build up your fleet of cars to a total of 10 teams. 20 cars then take part in the practice, and the last 4 of the practice are not allowed to participate in the race. With 3 players it is then possible to practice with 3 teams per player. With 5 and 6 players each player can then have 1 team and 1 lone car. The pit-stop area is designed for 10 teams.

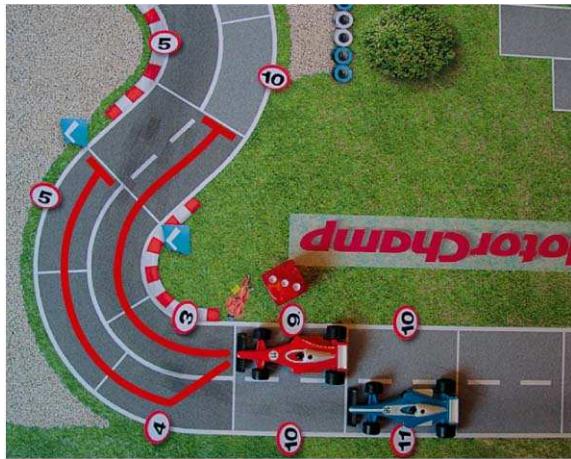
Moving

The cars are moved according to the dice. **For each dot** on the dice you move forward **one square**.

When moving forward it is possible as often you wish to **change lanes diagonally**. This does not cost any extra dice points. For this there are the following **two limitations**:

A **solid line** between lanes may not be crossed (**figures 1a / 1b**).

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1a



1b

You may only change diagonally to a square that immediately follows a solid line if the car does not stop there on that move (**figures 2a / 2b**).



2a



2b

How to Deal with the Track Conditions

Colour of the Racetrack

The racetrack part of the board is coloured **three different shades of grey**. When the car starts a move on a dark grey square (**a single square**), then only one die can be used to move forward. If the move starts on a middle grey square (**a double square**), then you can use two dice to move. If the move starts on a light grey square (**a triple square**), then all three dice can be used. The special die may never be used during a move with two dice. If a player throws **more dice than the track colour allows**, the car is permanently taken out of the game – "**permanently out**" – , unless one of the other players insists on a repeat move, this time with the right number of dice. This applies to the pit-stop lane and to the start area as well.

Speed Limits

There are speed limits next to some of the lanes. One throw that starts from such a square must **not exceed the speed limit** with its total.

If the throw does **exceed** the speed limit, but **by only one point**, the car moves forward according to the thrown number, but is then taken off the track as a result of driving too quickly ("**temporarily out**"). It must be placed on the side of the board next to the square where the move ended with its front end facing opposite the direction of play. The car is ready to drive again when it has been passed by 2 other cars. In order to monitor this, the car that is out is turned around after the first car has passed. When the second car has passed, the car that is out is placed back on the square that it was standing next to. That car may only move on the next go, even if he is overtaken by other cars in the meantime (**figures 3 a-d**). Each player is responsible for moving his own car, and if they forget they must wait for the next passing car.

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3a



3b



3c



3d

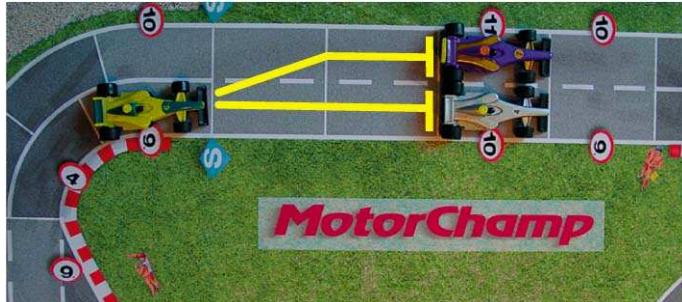
If the throw **exceeds** the speed limit by **more than one point**, the car is "**permanently out**" and is removed from the game.

If the driver does **not want to risk** exceeding the speed limit, he may elect to **drive more slowly** by using less dice than the track colour permits. On a three dice square he may choose to use only two dice, and on a two dice square, one. On a one die square he may use the special die that has a maximum of three on any one side.

How to Deal with the Track Conditions

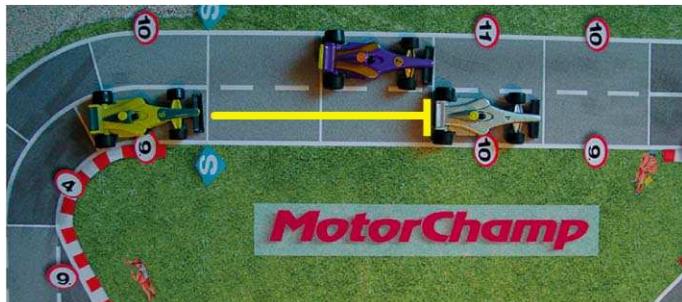
The cars can always go only as far as the point where the track is blocked by other cars. Overtaking is not possible when:

1. Two cars next to each other leave no space on the track to pass (**figure 4a**).



4a

2. On two consecutive squares there is a car on the right and one on the left (**figure 4b**).



4b

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3. A solid line forbids a lane change and the lane is already occupied by another car (**figure 4c**).



4c

In these cases the throw of the dice must **not total more than to reach the furthest possible free square**.

If the player throws **only one point too many** the car is "**temporarily out**". It must stand on the side of the board (**figures 5a / 5b**) and wait for two cars to pass before it is allowed back into the game.



5a



5b

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If the player throws **more than one point too many** the car is "**permanently out**" and is removed from the game.

The **risk** of being out in the case of a blocked track **can also be reduced** by a player if he chooses to use only two dice, or one die, or the special die in a triple square. On single or double squares the speed can be reduced accordingly. However, the following fair play rules must always be observed.

Fair Play Rules

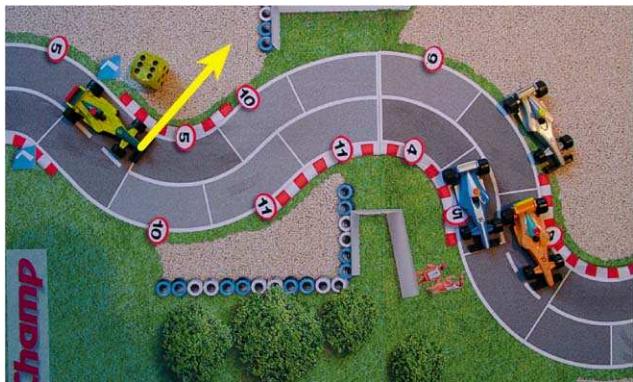
You may not use less dice than necessary to avoid the risk of being out on that throw. If a player contravenes this rule the throw must be retaken. The following examples should make this clear:

- The car is on a triple square with no speed limit and is able to move 16 squares until the track becomes blocked. The player must use all three dice.
- The car is on a triple square with no speed limit but can only move 10 squares until the track becomes blocked. The player must use a minimum of one die. The player may not use the special die. Naturally two or even all three dice may be used when the player is prepared to run the risk of being out. The chances of being out with 2 dice is 3:36, and 1:36 for being permanently out. With three dice there is a 66:216 risk of being out and a 41:216 risk of being permanently out.
- The car is standing on a double square with a speed limit of 11 and the track is blocked 15 squares away. A minimum of one die must be used. Naturally one can also choose to use two dice in this case. There would be no risk of being permanently out and only a 1:36 risk of being temporarily out.
- The car is standing on a double square with no speed limit but can only move five squares until the track becomes blocked. The special die can be used to avoid the risk of being out. Naturally in this case it is also possible to use one or even two dice. The first carries a risk of 1:6 of being out. The latter carries a risk of 30:36 of being out, and 26:36 of being permanently out.
- The car is standing on a single square with a speed limit of 5 and there is only one square until the track becomes blocked. The special die can be used in this case. The risk of being out would not be removed, only reduced. If the player throws a 2 the car is temporarily out and if the player throws a 3 the car is permanently out.

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Additional Aspects of Being Temporarily Out

If **another temporarily out car is standing next to the square** where a car has become temporarily out, no more cars can be placed next to that square. In this case the car that cannot find a place to be temporarily out is permanently out (**figure 6**).



6



7

Next to the 14 right squares (on long distance boards), or 8 right squares (on short distance boards) **of the finishing straight**, it is not possible to be temporarily out. It is only possible to be temporarily out from the left hand lane. Cars which pass a temporarily out car when going through the pit stop lane do not result in that car being turned around or returned to the board. If **the left hand lane is occupied** or the square where a car becomes temporarily out already has another temporarily out car beside it, then the car which cannot find a place is permanently out (**figure 7**).

Setting Up the Start

To set up at the beginning of a game each player must throw all three dice for one of his cars to decide its position on the board. Whoever has **the highest total** puts his car **on the first starting position** (right hand square in front of the starting line), the player with the next highest puts his car on the second (left hand square in front of the starting line), etc. When each player has placed a car on the board the process is repeated for the second car of each player. **Advanced players** can decide start positions by a **practice round** (see under **Practice** page 17).

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Start Phase

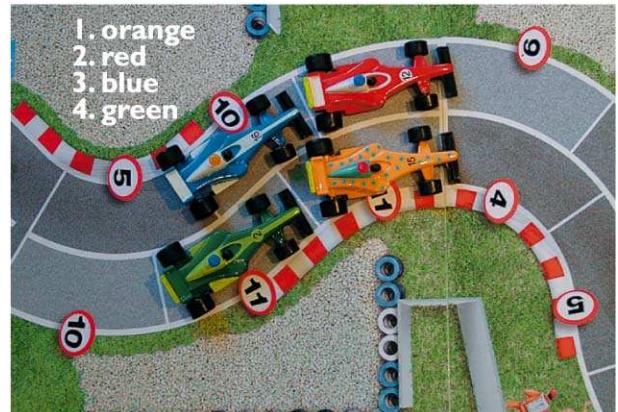
In motor racing frequent collisions during the start phase are neutralised by restarts. In order to avoid this the cars are only allowed to use one normal **6 sided die** during the start phase in the starting area, irrespective of the colour of the track. **Neither breaking a speed limit nor a blocked track can lead to a car being out in this area at the start of the game.** For this reason the special die may not be used. Naturally the cars must be moved only as far as the speed limit or track blockage allows.

The **end of the start area is marked** at two different points by blue markers with the letters **S** and **L** next to the track. **S** is for races using two sections and **L** marks the end of the start area for long distance races using three sections. When a car has left the start area the normal rules are then observed for all following throws. Naturally the special rules for the start phase apply only during the first lap.

Order of Moves

The car at the first starting position begins. Then the one on position two follows and so on. When all cars in the row have been, then moves the one which is in front after the first set of moves have been completed. When cars are on adjacent squares the car on the right is always first. Then the other cars follow in the same way. Therefore, **the order in which cars move** does not depend on the order in which the players are sitting, but is **exclusively determined by** the varying positions of the cars in **the race**. So if, for example, car number two overtakes car number one on one round of moves, then on the next round of moves car number two will move before car number one.

Often it does not take long for a car to be lapped. Lapping influences the order of moves in the same way as ordinary overtaking. Therefore it is not the position during the race which decides the order of moves, but always the actual place of the cars. To put it simply: **front squares take precedence over those behind, and right squares precedence over left (figure 8).**



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Slipstreams

The participating cars can use the slipstreams of others to accelerate. To be able to use the slipstream the last two squares of the move must take place in the same lane as the car being overtaken. The **slipstream** then takes you **three further squares forward (figures 9a – c)**. There is **no obligation to use a slipstream**. If it is used, the car must move all three squares. Cars which are still in the start phase cannot be used for slipstream acceleration.



9a



9b



9c

Distance of Race

The **race lasts for 6 laps**. In order **to monitor the number of laps** a car has completed there are **coloured lap pins** which are stuck into the car whenever a lap is completed. No pins are used at the start. When the finishing line is crossed at the end of the first lap, the yellow lap pin is inserted into the car. For the following laps the pins are used in the order orange, red, blue, green.



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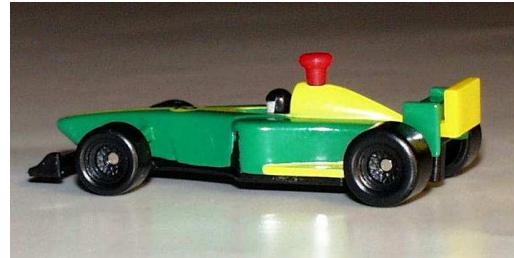
Pit Stops

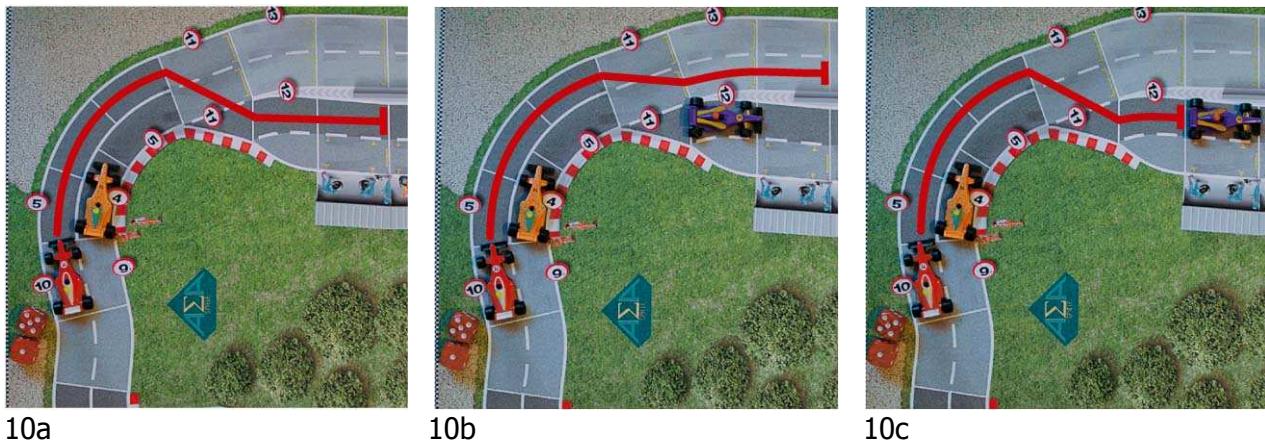
The cars can **only travel four problem-free laps** without a pit stop. This means that during a race a **pit stop** should be carried out in order to repair the driving capability of a car. This is possible during **the end of the second lap at the earliest** (when heading towards the start and finish with a yellow lap pin). When the **pit stop is successfully** achieved this is indicated by **placing a yellow pit flap** on the back of the car.

When a car crosses the finish line **at the end of lap four** (red lap pin) **without a pit flap**, it receives a red **handicap flap**. This indicates that the car no longer has full driving capabilities. Irrespective of the track colour, speed limits or an eventual track blockage, he must always move using one normal die on each turn. This slows down his journey. It also leads to a higher risk of being out, because the special die cannot be used. The use of a slipstream is also not possible. If he survives the drive with a red handicap flap he can, naturally, enter the pit stop area at the end of lap five (blue lap pin).

The **pit stop lane** can only be reached through one single square. To **pass through this entrance square** you must **not throw more than six (figure 10a)**. This can happen with two dice, one die or the special die, depending from which square you are heading for the pit stop area. However, it is not permissible to disregard the fair play rules by using less than two dice when starting from a two dice square with no speed limit or track blockage. When a player wants to be sure of reaching the pit stop lane, he must first choose a square which can be departed from with less than two dice. Otherwise he will have to simply hope that his throw, on a two dice square with no speed limit, will only reach the maximum of six or that the track will be blocked. If more laps are available before a pit stop is necessary, this is an acceptable risk. Before the end of lap four the safe way should be chosen, which may still, however, not be available due to the squares being blocked by other cars.

Overtaking is not allowed in the pit stop lane because it is not possible to enter the pit of another team. If the first square of the pit stop lane is blocked by another vehicle, it is not possible to enter the pit stop lane (figure 10b). If the throw cannot be completed in the pit stop lane because another car is blocking the pit stop lane behind the first square, you can still enter the pit stop lane (figure 10c). The rest of the dice points are disregarded. The throw must however still not be more than six points. Being out due to track blockage is not possible in the pit stop lane.

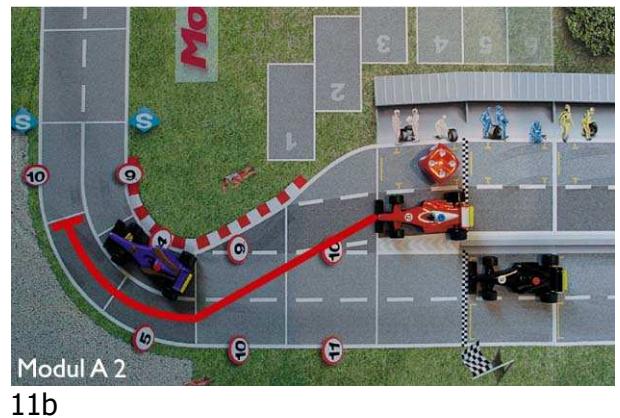
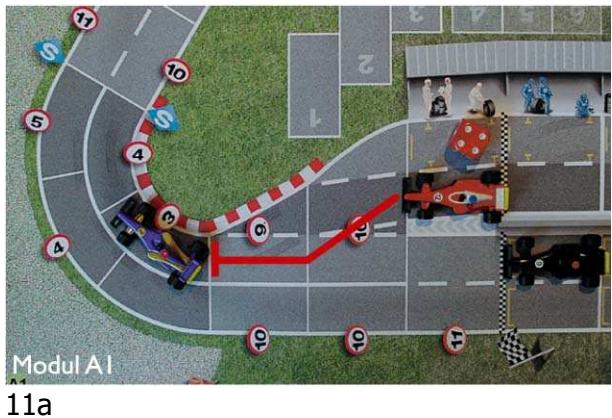




Further moves in the pit stop lane must always **use a normal six sided die**, until the car has reached its pit. The last move from the pit stop lane into the pit of the corresponding team is diagonal. **Superfluous dice points may be disregarded**. At short track races there are not enough corresponding pits for each team. So you can chose for your stop every pit you want to.

If a car is in the pit and it is his turn to move, then he throws with two dice. If **at least four points are achieved** the **pit stop has been successfully** completed and the car **receives a yellow pit flap**. If one of the two dice scores a minimum of four, the car may also leave the box diagonally on this same move, moving forward by the score of the second die. After a successful pit stop the following moves use only one die to move forward until they reach the race track again. The exit occurs via the two exit squares (**figures 11a – b**). During **the trip out of the pit stop lane, being out due to track blockage is still not possible**, even on the race track. The move is played out as far as possible and any superfluous points are disregarded. The slipstream of a car on the race track can be used.

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When cars are side by side, the car on the race track takes precedence in the order of moves, then the one in the pit stop lane, then the one in the pit (**figure 12**).

A car that has already had a successful pit stop may not drive into the pit stop lane again.



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End of the Race

When the first car crosses the finishing line after six laps **with the green lap pin**, all **following cars stop as soon as they pass the finishing line**, irrespective of how many laps they have completed. Each car that has completed at least four laps is counted. All those that have done 6 laps are placed before those that have done 5. A car that has not completed the sixth lap due to being out is better placed than one that has just completed five laps. As the placing of cars that are out can be counted, cars that are permanently out in the fifth or sixth rounds should not have their lap pins removed.

Practice

If you want to use practice to determine a car's position in the starting line-up, **each car** should travel **alone** with no regard for the special rules of the start phase. The lap begins at the start / finish line. The track colour and speed limits must be observed. **The number of die throws are counted**, with the exception of the last throw that takes the car over the line. This number fills the position before the decimal point. When the car goes over the line the **number of squares it passed on** that turn provide the number after the decimal point. The **total count of the last throw** provides the number after the slash. So if a car, for example, took eight throws to get six squares before the line, and scored 11 on the following throw, the practice time would be 8.6/11. The car with the lowest number before the decimal point is the quickest in the practice. If the numbers before the decimal point are the same for two or more cars a lower number after the decimal point is better. If the numbers before and after the decimal point are the same, a higher number after the slash is better. If all the numbers are the same, the starting position must be decided by throwing three dice.

If a car exceeds the speed limit during the practice **by only one point**, the car is not taken out or **moved**, but a move is added to his score. If a car exceeds the speed limit **by more than one point** it is taken out **"permanently out"** of the practice and receives no score. Before the practice, you must decide if such cars are to be banned from the actual race, or if they should be placed behind the slowest for the starting position.

Hotline

For all questions about the game you can contact our hotline 7 days a week until 24.00 hours (GMT), available in English, German and Russian, on (+49) 201 2667119. Further information about our company and interesting puzzle competitions concerning our racing series **MotorChamp** and **TurfMaster** can be found on our website at www.aza-spiele.de.

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Summary

1. The starting positions are decided either by throwing the dice or by a practice round, according to the wishes of the players.
2. The order of moves is decided by the position of the cars from front to back. For cars that are side by side, right takes precedence over left, except for cars in the pit stop lane and pits, where the order is race track before pit stop lane and pit stop lane before pit.
3. The speed of the cars is decided by throwing dice. In the start phase one die is used. Thereafter it is dependent on the colour of the track the car is standing on. Dark grey means one die, middle grey two dice, and light grey three dice. You must always move as far as possible. When using two dice the special die may never be used.
4. Temporarily out – The car lands next to the track and must let two cars pass it (not including those in the pit stop lane) before returning to the game, when:
 - a.) the speed limit has been exceeded by one point
 - b.) the track is blocked and the throw exceeds the free track space available by one square
5. Permanently out – The car is out of the game, when:
 - a.) the speed limit is exceeded by more than one point
 - b.) the track is blocked and the throw exceeds the free track space available by more than one point
 - c.) it is not possible to be just temporarily out due to the side of the track being occupied by another temporarily out car
 - d.) more dice than allowed have been used, unless another player objects. This is the one “out” rule that also applies in the start phase and the pit stop area.
6. Fair play rules – You may not use less dice for a certain throw than is necessary to avoid the risk of being out on the move at the time.
7. The slipstream allows a move that started at least two squares behind the car to be overtaken and in the same lane and then ended directly behind it, of three squares further. More than one slipstream can be used per move.
8. The race distance is six laps. Each completed lap earns a coloured lap pin in the order yellow, orange, red, blue and green.
9. The full driving capability of the car only lasts for up to four laps without a pit stop.
10. The pit stop can be used at the end of the second lap at the earliest. It is carried out with two dice. A successful pit stop requires a minimum of four points and is indicated by a yellow pit stop flap. With this flap it is not permissible to re-enter the pit stop lane.
11. After four laps without a pit stop the car receives a red handicap flap to indicate a reduced driving capability. It can only move with a normal six sided die, and not a special one.
12. After the winner has crossed the line, all the remaining cars stop after crossing the finishing line irrespective of how many laps they have done.



Author's Epilogue

The race is never over. So began the title of a book at the beginning of the sixties about the now legendary German racing driver Wolfgang Graf Berghe von Trips. For me he was not then a legend, but my sporting idol of the time, who had awoken in me an enthusiasm for the sport of motor racing. I was deeply shocked when I heard on the radio the news of his death in an accident in Monza. He was just on the edge of winning the world championship and I was feverishly waiting to see if he could possibly achieve that ultimate prize. It was at this time that we began to develop this racing game. We wanted our idol to live on, even if only through our racing game. So we took a traffic game and drew a racetrack on the back, and pretended that the cars that came with the game were high-performance cars. Naturally, the best player in our group was the one who drove the car of our idol, so that he still kept on winning lots of races.

Motor racing continued. We were enthusiastic about the 24 hours in Le Mans, the races in Indianapolis and the world championship. At that time there were miniature cars from Vanwall, Cooper, Lotus and Porsche, and we placed them on the newly designed racetrack. We developed Formula 1, sports cars and rally rules, and played out similar championships on our kitchen table. We incorporated the changes of motor racing and in this way the game grew over the years to become a simulation of a race whose excitement has not left us even after all these years.

In the eighties I offered the game to some game-manufacturing companies, but nobody was interested in the theme of motor racing. The sport was then dormant in Germany and on the sidelines of the media. I personally had no opportunity to bring the game onto the market. Now that has changed thanks to the game-manufacturing company of my wife. I am glad that it had not worked out earlier. Nobody could have developed the game so lovingly and with as much passion. Now it is even more fun to move the cars along the track and to enjoy the thrill of the game. The quality of the components guarantees that, for every racing and game enthusiast, the race is never over.

Essen October 2000

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