

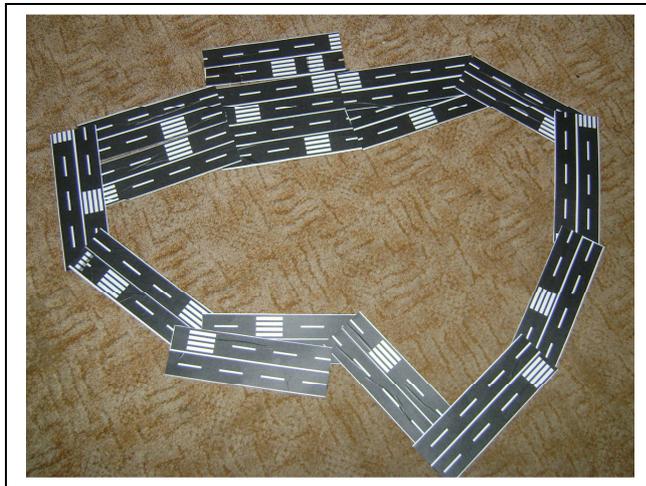
Monaco ! (FIRST DRAFT)

A race game by Gary Mitchell

Have you ever wanted to go F1 racing – but found there’s no club near you? And then when you do find one that it’s really, really expensive? Well with ‘*Monaco*’ - with a bit of ingenuity – you too could end your race spraying prosecco all over the comfort of your own living room...

A) GETTING STARTED

1) Build your race circuit like this (ish).



‘Double’ track is great for Monaco and similar circuits - ‘quadruple’ for others like Monza and Brands Hatch. You can, of course invent your own circuits (as we do). Each circuit will need a wider ‘pit’ area (shown at the top).

The above is made for rolls of ‘road’, available from EBay from a few quid. These were then fixed to card. Obviously track sections can be as ornate or as simple as wished.

2) Get and ‘pimp’ some ‘toy’ racing cars of a suitable scale. Name your drivers and teams. You can use real ones, or invent your own. This is top French driver Marcel Proust. He drives for Team L’Escargot.



Handsome and dashing he has no trouble persuading even the prettiest 'grid girls' to come to the pictures with him. Likewise his sister, Amalie, and the handsomest 'grid boys'...

You may wish to number each car; or paint them to be easily identified. As well as his Team L'Escargot livery Marcel is sponsored by a number of commercial ventures, so can carry their advertising. Maybe local traders will sponsor your toy cars?

3) You need to have teams of cars and drivers. No team can have more than four cars/drivers in its squad. Think of a suitable name. Team L'Escargot's big rivals are Red Cow.

4) At the start of a 'season' of a set number of races players, randomly dice for their cars and drivers. If a second or subsequent season is to be played it will be assumed:-

a) That the 'best' driver of each team will retire to spend more time with his money.

b) The second best driver in a team will transfer to another randomly determined team.

c) Following all these departures any spaces are filled by a new recruit driver, whose skills are diced for.

d) Likewise, the 'worst' and 'best' cars in each squad will be re-diced for, to represent technological uncertainty, uneven progress and mechanical breakdown. That moment when you open the bonnet and the mechanic hisses through his teeth...

5) After a race win a driver's rating will increase by one, up to the maximum of 6.

B) STATS

a) Each driver has a skill between '6' (the best) and '1' (the weakest). This is also their points cost. Msr Proust has skill '6', so costs 6 points. Players may wish to dice up before a game or choose a score. Dicing gives lots of interesting random.

b) Each car has a 'tech rating' of '6' (the best) and '1' (the weakest). Once again, this is also the points cost. Msr Proust drives a Evian 2CV, rated at '6', real top-of-the-range. Players may wish to dice up before the game.

C) PRACTICE LAPS

a) Each driver makes a practice lap. Count up the number of dice used to complete a circuit. The driver with the fewest has 'pole position', the next second, and so on. In the event of a tie dice off between drivers.

b) Place your drivers on the grid – ready to start the race. The pole is first, the second an inch behind, and so forth, back along the circuit.

5) RACING & WINNING

a) The car in pole position goes first, play proceeding to his/her left to the next player. If a player has more than one car, each car will need it's own turn before reverting back to the first car.

b) The first car to complete an agreed number of circuits wins, and get 10 points. The second gets 8 points, and so on down to the eighth who gets 1 point. If you are running a season of races, drivers / teams can gain points to build up towards winning a trophy at the end of a season (this is why we limit the number of cars per team).

6) DRIVING & RACING

a) Each driver rolls a single D6 dice and adds his driver and car ratings for the number of inches that can moved – the maximum total is therefore 18" – *phew! Cars can only accelerate and/or decelerate by 3" a turn.*

EXAMPLE: Msr Proust rolls a '6'. He is currently moving at 13" – giving him a 16" maximum move this turn if he accelerates. But there's nasty turn coming up, so as he is currently moving at 13", so the most he can reduce to is 10", which will make turning the corner 'safer'(see below) – or he could decide to trust his luck to the dice.

b) After moving, the driver rolls a further D6. *If s/he rolls equal to or more than their car rating there are mechanical problems and on their next pass they must go into the pits for D6 turns to have the problem fixed and re-fuel.*

c) To make a turn of more than 45° a driver must roll against their driver skill – adding '1' for each 6" or part thereof of speed above 6". *If s/he rolls equal to or more than their driver rating they have spun-off. They are placed at the side of*

the track and must start again at their next turn at speed 0". They must also roll for damage as in b) (above) adding two to their score.

EXAMPLE: Msr Proust takes a turn at a speed of 13". He rolls against his skill of '6' adding '2' (for 2 X 6" and a further part of 6" thereof). He rolls a '4' on his dice - which adding '2' gives '6' – equalling his score. He spins off and is placed by the side of the track, mumbling words into his microphone that would shock his poor mother back home in Monaco. He then rolls for damage – again scoring '4'. As he must add '2' his total is '6' – so he must return to the pits on his next pass to be fixed.

d) Each time a driver returns to the pits with damage s/he roll a further dice. If a '6' is rolled the car is too badly damaged to take further part in the race. All cars are deemed repaired between races.

EXAMPLE: Having returned to the pits after spinning off Msr Proust – rolls a '3' so misses three turns – fumes as his arch rival Damien Hurst passes into the lead, heading for the chequered flag..

e) If a car finishes its move within 1" of another car there is a risk of collision. To resolve both cars roll a D6 and add their driver skill. If either score is *more than twice that of the other* a collision has taken place and both spin-off (as above). If both roll the same score – regardless of their driver skills – both cars are written off for the rest of the game. Both drivers emerge unscathed and contemplate the loss of their no claims bonus. *If the dice scores are double sixes both drivers are injured and must retire for the rest of the season – new randomly diced drivers replacing them in the team.*