

## Podium: The Game of Formula 1 Racing

### I. Game Components

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#### I. Game Components

1. 18 Circuit Charts (1 for each circuit)
2. 27 Driver Cards
3. Position Chart
4. Cumulative Time Sheet
5. Pit Times Chart
6. Action Deck (100 Cards)
7. This rulebook

#### The Circuit Charts

Each chart represents one of the F1 circuits. The name of the circuit, along with its location, is printed at the top of the chart. The numbers 1-8 running horizontally across the top represent the driver rating. The numbers 1-50 running vertically along the left edge are used in conjunction with the action deck to determine the driver's lap time. The driver rating column which is used will be modified by the action deck.

At the bottom of each circuit chart is the number of laps for the particular race, and the incident range. The incident range is a number from 1-100.

#### The Driver Cards

Each driver who participated in the 2006 season is represented. After the driver's name & country of origin, a number from 1-8 appears in the RATING area. This is the driver's raw ability number. It is modified by the lap time entry on the action deck.

After the RATING comes the RETIRES entry, which is read as a range from 1-100. This entry is read to see if a driver retires from the race. Below the RETIRES rating will be a group of ranges from 1-100. These are read after a driver retires to determine the reason for the retirement.

Next is the pit section. This has 3 entries: 1, 2, & EXTRAS. The "1" reading indicates after which completed lap the driver makes his first pit stop. The "2" reading indicates after which lap the driver makes his second pit stop. The EXTRAS reading is read at the beginning of each lap after the 2nd pit stop. If the 1-100 action deck result is within the driver's EXTRAS range, he makes another pit stop. This process repeats until the race ends.

The last entry on the driver card is the CREW entry. This is an indicator of the pit crew's ability to get the car out of the pits and back into the race. The number ranges from 24-27, 24 being best.

#### The Position Chart

This chart is used to keep a running tab of each car's position from lap to lap. The driver's name is written in the left column and his position for the currently finished lap is written under the appropriate lap number (1, 6, 14, etc.) There are enough sheets for the longest (78 lap) race.

### The Cumulative Time Sheet

This sheet is where the individual lap times are written. As each lap is written down, it is added to the previous CUM. TIME total, and written in the updated CUM. TIME column. At the end of each lap, the position of each driver is determined and written on the position chart.

### The Pit Times

When a driver makes one of his pit stops, this chart is consulted. The numbers running horizontally across the top (1-27) indicate the crew rating. As with the driver rating, the crew rating will be modified by the PIT entry on the action deck. Pitting drivers add the pit time to the current lap's time. This adjusted time is then posted on the cumulative time sheet for the lap in question.

### The Action Deck

100 cards make up the deck. There are 6 entries on each card. From top to bottom they are:

1. A number from 1-100. This entry is read at the beginning of each lap to see if an incident will occur during that lap. It is read to determine if a driver retires, and if so, the cause of the retirement. Finally, the top entry is read to determine if the driver must make pit stops (in addition to the 2 pit stops that are required.)
2. A number from 1-50. This entry is read in 2 circumstances. First, to determine a driver's lap time on the circuit chart. The lap time is modified by the LAP TIME entry, discussed below. Secondly, to determine a driver's pit time. As with lap time, the pit time is modified by the PIT entry (discussed below.)
3. LAP TIME: This is a modifier, applied to the driver's RATING (on the driver card. The entry will be a negative integer, positive integer, or a "0".
4. PIT: This is also a modifier, applied to the driver's CREW rating. The entry will be a negative integer, a positive integer, or an "X". (see below)
5. X: This entry is only read when a PIT entry reads "X". The result will be either a number, which refers to an exceptional pit crew performance (1-9), or another X (a terrible pit crew performance). The latter is resolved with a 1-50 reading on the pit times "X" column.
6. RETIRE: This entry is read after it has been determined that a driver will retire this lap. The result will be an integer from 1-25. These numbers represent the current position number of active cars. Once it is determined which driver retires, a 1-100 entry is read, and the result is applied to his RETIRES card section.

## II. Game Setup

Print out the action cards and shuffle them. Print out the position position chart, the cumulative time sheet and the pit times chart. Print and cut out the driver cards. Select a circuit you wish to run and print its chart.

Select the number of drivers you wish to include in the race (18-20 is a good norm.) Write the driver names on the position chart and on the cumulative time sheet.

## III. Game Play

### Incidents

At the start of each lap, we will check to see if an incident has occurred. Draw an action card and read the top entry (1-100 number.) If the number is within the range of the circuit's incident rating, (found at the bottom of each circuit chart) a driver will retire on the current lap.

If an incident occurs, draw another card and read the RETIRE reading (bottom entry.) Find the car whose position in the race corresponds to the action deck entry. Draw another card and read the top (1-100) entry. Compare the result to the appropriate driver's RETIRE range. If the number is within his range, he retires. If the number is not within his range, add 1 to the original RETIRE reading and draw a 1-100 result for the next car.

EXAMPLE: A 6 is drawn on the RETIRE entry. The driver in 6th place has a RETIRES range of 1-30. We draw and check the top entry. If it is higher than 30, we draw another 1-100 result and check it against the RETIRES range of the driver in 7th place. Note that if a RETIRE entry is higher than the amount of cars in the race, use the car in last place. When adding 1 to the original RETIRE rating and the result would be higher than the number of cars present, go to the car in 1st place and proceed.

If by chance you go through all of the drivers without a retirement, the driver with the largest RETIRES range is out of the race.

After a driver has retired, draw another 1-100 result and check it against the group of retirement actions on the driver's card. Make a note of the reason for his retirement on the position chart and the cumulative time sheet.

If a reason for retirement is ACCIDENT, 2 or 3 cars will be retired at once. Check the cumulative times of the cars directly in front of and directly behind the driver drawing the ACCIDENT reading. The car which is closest to the car which drew the ACCIDENT reading is also retired. If the 2 surrounding cars are at equal distance from the active car, all 3 cars are out of the race.

### Laps

If no incident occurs, all laps proceed in the following fashion:

Draw an action card for the car in 1st place, reading the LAP TIME entry. Add or subtract this number from the driver's RATING. (The maximum is 8 and the minimum is 1, no matter what the modified result.) Find the modified rating along the top of the circuit chart and draw another action deck card. Read the 2nd (1-50 number) entry. Cross reference this number with the modified driver rating to obtain a time for the current lap. Write the lap time on the cumulative times sheet.

If this is not the first lap, add the just-completed lap time to the previous cumulative time. Post the updated time under the CUM. TIME column. Once all drivers have completed the current lap, consult the cumulative times sheet to determine the driver's positions. Write the appropriate number under the lap column on the position chart for each active driver. Note that some lap time results will be "<----" (an arrow). These instruct you to move horizontally to the left until you find a lap time. The reason some of the circuits have these is the tightness of lap time distribution. Other circuits have a wider range of lap times.

### Pits

Each driver has 2 prescribed laps on which he must make a pit stop. (This was done to avoid unnecessary confusion; too many drivers pitting at too many different times.) Before a driver proceeds with his lap time sequence, be sure he is not due to pit on this lap. If he is, follow this procedure:

Complete the driver's lap sequence normally, then draw an action deck card, reading the PIT entry. Add or subtract the result from the driver's CREW rating. Draw another card and read the 1-50 (2nd) entry. Cross reference this number with the modified CREW rating on the pit time chart. Add the pit time to the current lap time. Post this time on the cumulative time sheet.

If a PIT draw results in an "X", draw another card and read the X entry. If the result is a 1-9, draw a 1-50 card and find the result on the appropriate lap time chart. If the result is an X, draw a 1-50 card and find the result on the X column of the lap times chart.

After each driver has made 2 pits, he will draw a 1-100 reading after the incident check at the start of a new lap. If the 1-100 number is within his EXTRAS range, repeat the pit process (complete the lap and the pit sequence). A driver may pit no more than 6 times during a race.