



RULES OF PLAY

Heinrich Glumpler



FETTE AUTOS

A thrilling car racing game for 1 to 6 (7) players
Playing time: about 45 minutes



Version 1.1



MATERIAL

72 tempo cards – used to accelerate and brake the cars. The speed of the player cars is determined by the sum of three face up cards plus 10 km/h for each chip paid.



straight track

48 track cards

8 of these cards are used to build the track.



curve track

hazard signs
describe the characteristics of the track and determine how many chips a player earns.



chips are used to increase or decrease speed by 10 km/h per chip paid.



PREPARATIONS

prepare tempo cards and chips

Tempo cards are shuffled and placed face down on the table. Discards will be placed face up beside this stack. If all tempo cards are drawn, shuffle the discards and continue play. Chips are placed on the table next to the card stack.

8 track cards

The track cards are shuffled. Eight track cards are drawn randomly and placed face up in a row on the table. All other track cards are put aside.

Straight tracks are defined by not having a speed limit, while curve tracks always show a speed limit.

The hazard sign of a track card defines how this track affects the player cars - a "downhill" track for example will automatically accelerate player cars.

After a few games you might try to design the track instead of placing it randomly. Use a straight track as last track card for an interesting finish.

When playing solitaire only curve tracks should be used to build the track, because the Old Pros are too weak for a solitaire player if using straight tracks.

Tempo cards are shuffled and placed face down on the table. Chips are placed next to the tempo card stack.



The track is set up randomly using 8 track cards.



All other track cards are put aside. These track cards are not used in the race.

1 car
8 tempo cards
3 chips

Each player selects a car, draws eight tempo cards and gets three chips. Tempo cards and chips are secret.

The car is controlled by using tempo cards. Chips are used to increase or decrease the speed of a car temporarily (+10 km/h or -10 km/h per chip paid).

To keep the chips secret you might want to use our "shields" - downloadable at our web site (www.edition-erlkoenig.de/download.htm).

youngest
behind,
eldest
in front

The youngest player places his car on position 7 of the display. The next older player places his car on position 6, etc. - the car of the eldest player takes the foremost position of all player cars. All other positions in front of the player cars go to the "Old Pros".

As soon as you have played this game once or twice you should use the extended rule "tactical starting positions" to determine starting positions - it is a much fairer method to set up the cars.

3
tempo cards
face up

All players now place three out of their eight tempo cards simultaneously face up before them. One card is face up left, one card face up in the middle and one card face up on the right in front of each player.

Each tempo card shows a speed from 10 to 60 km/h. During play there are always three cards face up in front of each player. The sum of these cards define the speed of the player's car.

The Old Pros are controlled by another mechanism of the game.

The hazard signs of the three face up tempo cards of a player will define how many chips the player gets while driving through a specific track card.

Each player now has five tempo cards left on his hand. These will be used to modify the three face up cards (the speed of his car).

This maximum count of tempo cards on hand may decrease during the game due to emergency braking.

PLAY SEQUENCE OVERVIEW AND OBJECTIVE OF THE GAME

All players will now execute phase 1 for the first track card.

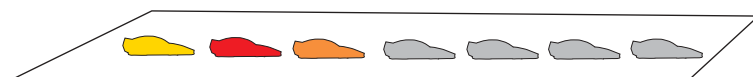
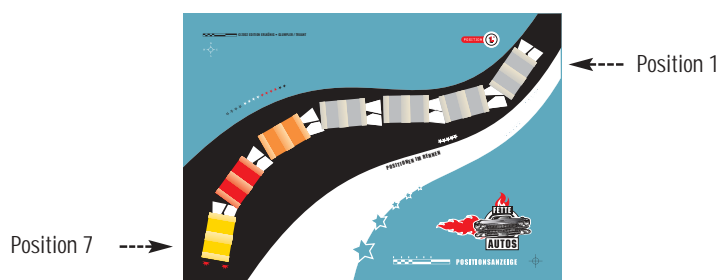
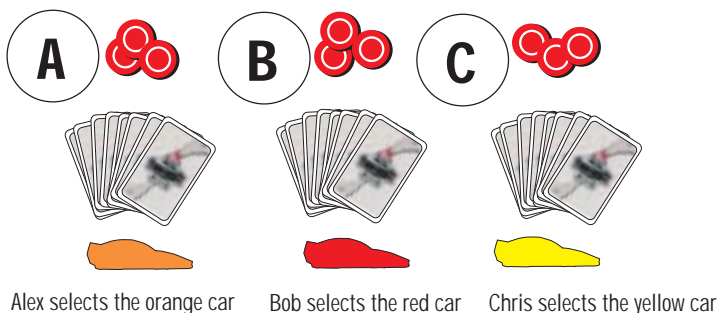
Then all players will execute phase 2 for the first track card and then all players will execute phase 3 for this track card.

Afterwards the first track card is turned face down. The whole sequence consisting of the three phases is then repeated for the next track card until the last track card is turned face down.

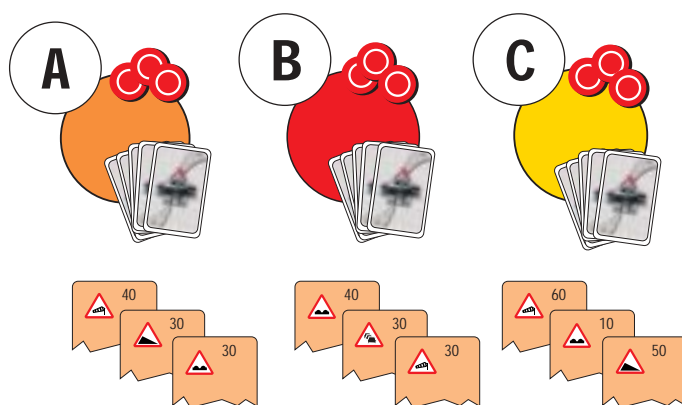
Points are rewarded for positions gained and the player with the most points wins the game - if playing one race only the winner is the player in the foremost position after the last track card is turned face down.

See also last page of this booklet.

Each player selects 1 car, draws 8 tempo cards and gets 3 chips.



Players are starting at the back of the field ... old pros are starting in front.



All players simultaneously place 3 out of their 8 tempo cards face up before them.

PHASE 1: HAZARD SIGN

front
player
first

The player in front of all other players executes this phase first. All other players follow according to the position of their cars from front to back.

The hazard sign of the current track characterizes how the track affects the cars. Additionally it determines how many chips each player earns.

REPLACE FACE UP TEMPO CARD

turn over
tempo card

The player turns over the top most tempo card of the stack. The hazard sign of the track card now determines, if and which face up tempo card of the player will be replaced.



discard
highest
or
lowest

If the track card shows one of these hazard signs, the player checks his three face up tempo cards and the newly turned over tempo card and discards the card showing the highest respectively lowest speed of all four tempo cards.

downhill:

The lowest tempo card is discarded.

uphill:

The highest tempo card is discarded.

bumpy street:

On a curve track, the lowest is discarded. On a straight track, the highest of the four tempo cards is discarded.

It is the players choice which card to discard if several cards show the same speed. If discarding one of his own three face up cards, it's place is taken by the newly turned over tempo card.



discard
left,
middle, or
right card

If the track shows one of these hazard signs, the player must discard his left (wind from the left), right (wind from the right) or middle face up tempo card (heavy traffic) and replace it by the newly turned over tempo card.

There is one exception: if the newly turned over card shows exactly the same speed as the left/middle/right card - the newly turned over card is discarded.

The player has no choice here. If the face up card shows the same speed, he must retain it - else he must replace it by the turned over tempo card.

TAKE CHIPS

2 chips per
matching
tempo card

For each of his three face up cards showing the hazard sign of the current track card the player now gets two chips.

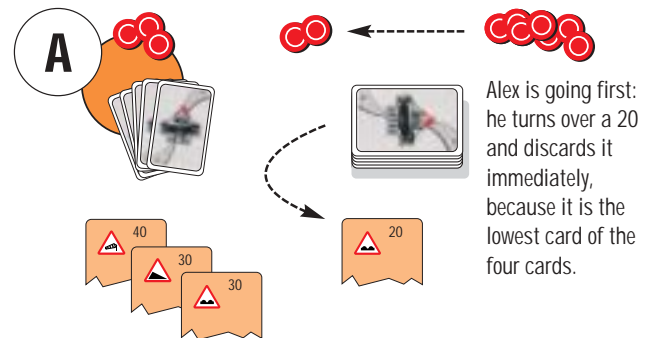
"uphill" and "downhill" always show up on a tempo card together. **The orientation of the card on the table does not matter** - the player will get two chips if the current track shows either type of hazard sign. The same applies to "wind from the left" and "wind from the right".



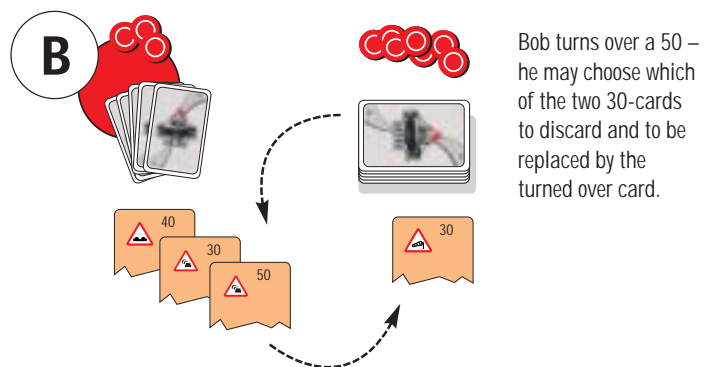
The hazard sign on this track card is "downhill":

Each player turns over a tempo card and then must discard the lowest of the four tempo cards.

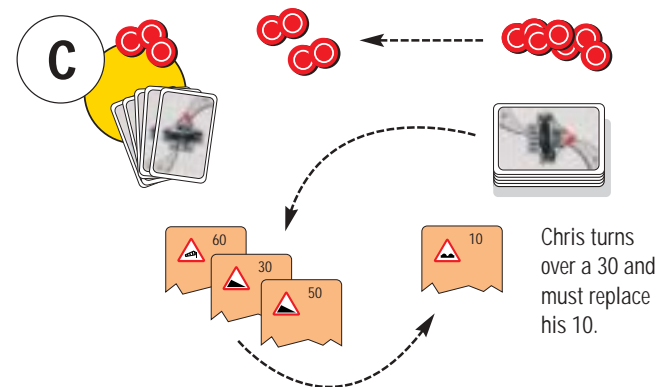
Afterwards each player gets two chips per each face up tempo card showing the hazard sign "downhill".



Alex is still driving at 100 km/h (40 + 30 + 30). He gets two chips.



Bob is driving at 120 km/h (40 + 30 + 50) now. He gets no chips.



Chris is driving at 140 km/h (60 + 30 + 50) now. He gets four chips.

PHASE 2: DRIVING

front
player
first

The player in front of all other players executes this phase first. All other players follow according to the position of their cars from front to back.

The players accelerate and brake using their tempo cards. If (on a curve track only) a player is driving too fast he must pay chips to reduce his speed temporarily or - if unable or unwilling to pay - execute an emergency braking.

ACTION

drive,
optimize, or
do nothing

The player must execute one of the following options:

Discard one of his face up tempo cards, replace it by a card from his hand and draw one tempo card from the stack to his hand, or ...

Discard one or more tempo cards from his hand and draw the same number of cars from the stack to his hand afterwards, or ...

Doing nothing.

If the player car is running at or below the speed limit specified on the track card (or if the current track card is a straight track) he is finished for the phase and the next player executes this phase.

IF TOO FAST IN A CURVE - PAY CHIPS...

minus
10 km/h
per chip paid

If a player is driving faster than the speed limit specified on a curve track, he may decrease the speed of his car by paying chips. Each chip paid decreases the speed temporarily by 10 km/h.

The maximum number of chips a player may pay is the number of tempo cards he is holding in his hand!

By paying chips a player avoids an emergency braking and gives himself an advantage against slower cars when attacking in the next phase.

... OR EXECUTE EMERGENCY BRAKING

lose one tempo
card from hand

If a player cannot or does not want to pay enough chips he must execute an emergency braking - in this case the player must discard one card from his hand without redrawing a card from the stack!

This rule simulates a slight damage to the car. The maximum number of cards the player may hold on his hand is reduced by one for the rest of the game (after the first emergency braking the maximum is 4 cards, after the second it is 3, ...).

additionally
car is forced
to brake

Additionally the car of the player is forced to brake till his speed is below the specified speed limit.

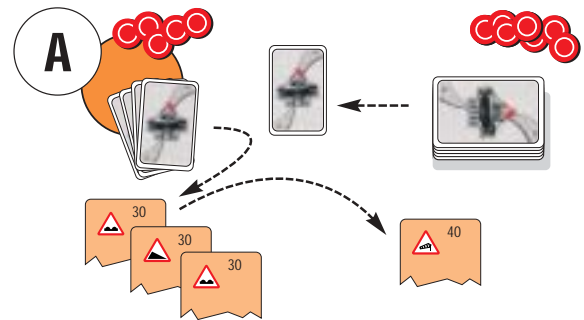
To simulate this the player turns over a tempo card again and again, checks the turned over card and his face up cards and discards the highest of the four tempo cards.

This is repeated until the speed of the player car is below the specified speed limit. The player may choose which card to discard if several cards show the same (highest) value.

The next player is now executing this phase.

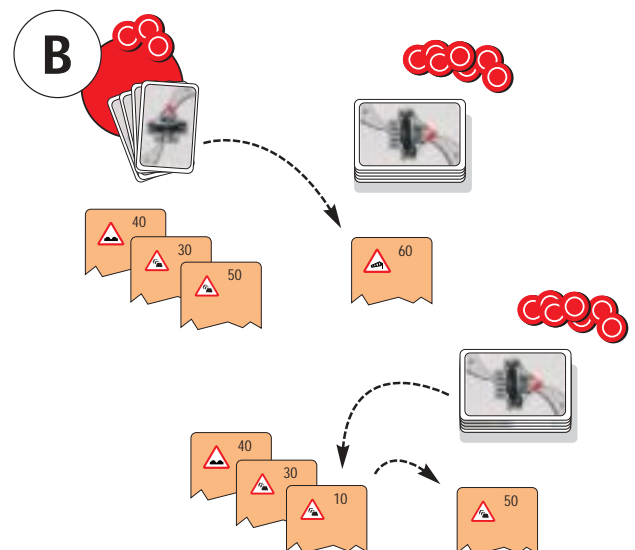


This track is a curve track with a speed limit of 90 km/h



Alex replaces a 40 by a 30 from his hand and redraws one tempo card. Alex is driving exactly at 90 km/h (30 + 30 + 30).

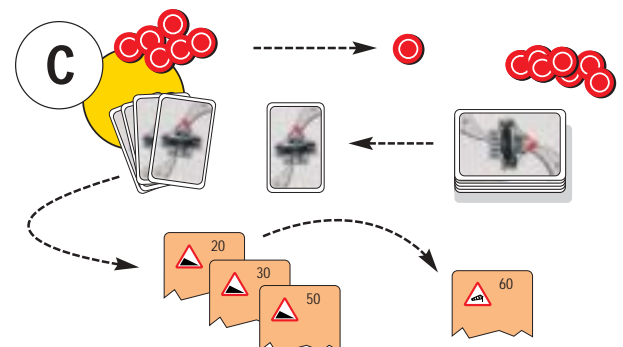
Bob is doing nothing; he is way too fast driving at 120 km/h (40 + 30 + 50) but does not want to pay 3 chips. He must execute an emergency braking and loses one tempo card from his hand, without redrawing a card.



Additionally his car is forced to brake: he turns over a 10 and must replace his 50. He is driving below 90 km/h now and so does not have to turn over further cards.

Bob is now driving at 80 km/h (40 + 30 + 10).

Chris is braking by replacing a 60 by a 20 from his hand and redraws one tempo card.



Chris is driving at 100 km/h (20 + 30 + 50); he avoids emergency braking by paying 1 chip thus reducing his speed temporarily to 90 km/h.

All the same he will use his speed of 100 km/h when attacking in the next phase!

PHASE 3: ATTACKING

last
car
first

The last car (player car or Old Pro!) is the first to attack the car driving directly in front of him.

Players and Old Pros are trying to overtake each other – the players are allowed to pay chips in order to increase their speed temporarily.

ATTACK AND DEFENSE

player
against
player

If two players are fighting for a better position, both are deciding simultaneously how many chips they will pay. Each chip paid increases the speed of the player by 10 km/h temporarily.

The maximum number of chips a player may pay is the number of tempo cards he is holding in his hand!

Old Pro
against
player

If a player is attacking an Old Pro driving directly in front of him (or is attacked by an Old Pro driving directly behind him) two tempo cards are turned over for the Old Pro. Then the player must choose how many chips to pay to increase his speed (same as above):

On straight tracks one further tempo card is turned over - the sum of the three cards turned over determines the speed of the Old Pro.

In curve tracks the third card is turned over only, if the sum of the first two cards is still below the speed limit. In a curve track the speed of the Old Pro is thus determined by two or three tempo cards turned over.

Old Pros never attack each other - but they will always attack players once.

The car in front wins if its speed is equal to or higher than the speed of the attacker – both cars will hold their positions and it is now the turn of the car in front to attack the next car driving directly in front of it.

The attacker wins if its speed is higher than the speed of the car in front - in this case the two cars will swap their positions and the attacker may immediately try to attack the next car driving now directly before it.

the phase is
finished for the
losing car

As soon as a car loses a fight - if the car fails to attack successfully or if it was attacked successfully - the phase for this car is finished immediately.

A player who attacked successfully may at once try to attack the next car driving directly before him by executing phase 2 again (and alone).

The player must decrease his speed by at least 10 km/h when choosing this option, because the successful attack did cost him some time.

This rule simulates the additional length of track the car has to drive to reach the next car in the same phase.

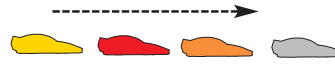
All rules of phase 2 apply - especially in a curve track the player may have to pay chips again to avoid an emergency braking.

If the player does not want or would be unable to decrease the speed of his car the phase is finished for him and it is the turn of the car driving directly in front of him to attack the next car.

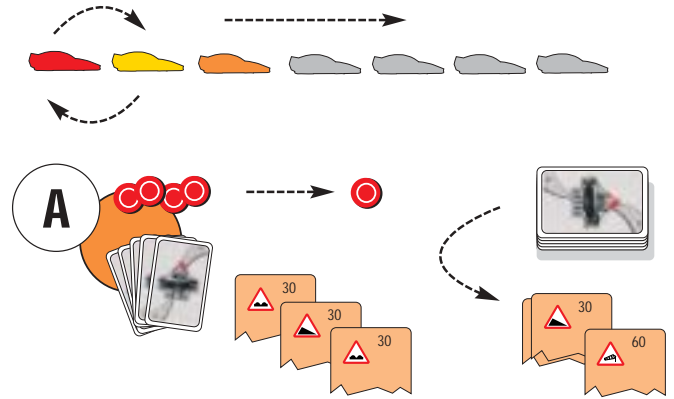
Each Old Pro will always attack player cars only once in this phase.

As soon as it is the turn of the car in position 1, the track card driven through is turned over and the sequence restarts with phase 1 in the next track card.

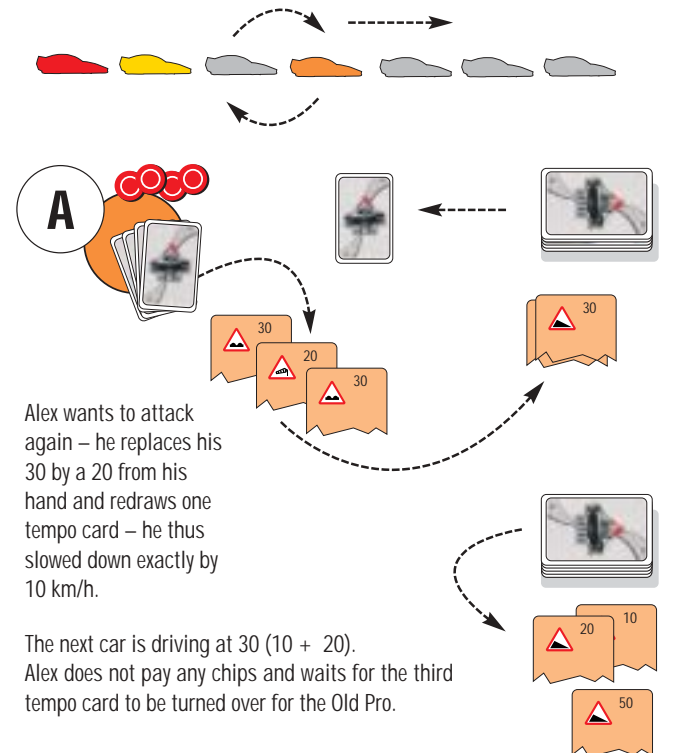
Chris is the first to attack; he attacks Bob. Chris is driving at 100 km/h (20 + 30 + 50). Bob is driving at 80 km/h (40 + 30 + 10).



Neither Chris nor Bob are paying chips. They swap positions because Chris is faster than Bob. Chris does not want to slow down and so does not attack a second time - it is Alex's turn to attack the Old Pro driving in front of him.



The Old Pro is driving at 90 km/h (30 + 60) - he gets only two cards because with these two cards he already reached the speed limit of 90 km/h. Alex simply pays 1 chip and wins with a speed of 100 km/h (30 + 30 + 30 + 10).



Alex wants to attack again - he replaces his 30 by a 20 from his hand and redraws one tempo card - he thus slowed down exactly by 10 km/h.

The next car is driving at 30 (10 + 20). Alex does not pay any chips and waits for the third tempo card to be turned over for the Old Pro.

A 50 is turned over - the Old Pro is driving at 80 km/h (10 + 20 + 50). Alex is driving at 80 km/h too (30 + 20 + 30) and thus loses this fight.



Phase 3 is finished because Old Pros do not attack each other. The track card is turned over and the cars are entering the next track card starting with phase 1 again.

THE FINISH

points
for
positions

After the last track card was turned over each player earns points for reaching a position. Whoever earns the most points wins the game.

Position	7	6	5	4	3	2	1
Points	1	2	4	6	8	11	15

If running several races the points are added up. The Old Pros are participating as one team – this team will always earn the points for the best position reached by any old pro only. It is absolutely possible, that the Old Pros will win this game.

EXTENDED RULE: TACTICAL STARTING POSITIONS

This rule is used to determine fair starting positions. Preparations are normal but the players do not place the cars on the display during preparations.

Every player puts down one of his eight tempo cards. Whoever puts down the slowest tempo card must place his car on position 7.

Each time a player puts down a card he discards it and redraws another one, so that each player always has eight cards on hand while bidding against positions.

The same process is used for position 6, position 5, and so on.

A player having his car already on a position may discard one card of his choice and redraw a new one each time after the other players have put down a card.

If several players put down the same slowest value, these players alone repeat the bidding for the position until one of the players is forced to take the position (any player already having a car on a position may discard and redraw one card each time this happens). Players who put down a higher card during any of these biddings drop out and have to wait until the bidding for the next position starts.

As soon as there is only one player left without a position, he gets the next position and all other players may discard and redraw one further card.

The Old Pros are placed on the positions in front of the players and the race starts as usual - each player puts down three cards and the game is afoot.

EXTENDED RULE: SEVEN PLAYERS

Seven players can play if one player takes a grey car – then there are no Old Pros.

Contact us for further tips, rules and material or visit www.fetteautos.de

IMPRESSUM

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Thank you a lot: Reiner & Winfried Heep, Karl Friedrich, Elke & Sigurd Laubach, Carina Hacher, Petra Grafe, Roman Pelek, Rick Heli, Richard Dewsbery

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QUESTIONS

Do you have any questions concerning the game? Any proposals or enhancements? We are at your service. Please contact us - we will answer.

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PRACTICAL TIPS

EXPERIENCE

Your chance to win this game depends largely on the experience you gained when playing it. Have fun to find out the tactics for yourself first before consulting our most essential tips and tricks. Which tactics will you discover? Have fun!

CONCENTRATION

Plan your attacks and plan it for a specific track card to improve your position by several slots at once. Under most circumstances this tactic is more effective than driving at the limit constantly. All the same - defend your current position as good as you can - it is more difficult to regain a position than to hold it.

HAZARD SIGNS

Try to foresee which of your face up tempo cards will be replaced by the hazard sign of a track card (left, middle or right). Do not place valuable tempo cards in these slots - that means - cards that will earn you chips over a sequence of track cards. On the other side use the effect of hazard signs to get rid of bad tempo cards and to surprise your opponents by replacing a slow card by a fast one for example.

WATCH YOUR SIX

If an Old Pro is driving directly behind you this is not nearly as dangerous than having a player car breathing down your neck. Even if this Old Pro is attacked successfully by a player car, the player has to slow down before attacking you in the same phase. Use such a situation to discard and redraw cards to optimize your hand cards.

CURVE TRACKS

It normally doesn't pay to try to improve a position by several slots in a phase if driving through a curve track, because the speed limit must be considered for each additional attack after the first - this may cost you a lot of chips. Remember also - you may be attacked by an Old Pro - and these guys are a little bit more dangerous when driving in a curve track.

DISCARD LOWEST OR HIGHEST TEMPO CARD



Always discard lowest card.



In straight tracks discard highest, in curve track discard lowest.



Always discard highest card.

REPLACE CARD IF SPEED IS DIFFERENT



Compare with left card.



Compare with middle card.



Compare with right card.

OVERVIEW

PREPARATIONS

- set up tempo cards and chips
- build track from 8 track cards
- 1 car, 8 tempo cards and 3 chips per player
- players start at end of field, Old Pros start in front
- each player places 3 tempo cards face up before him

For each track card all players first execute phase 1 together, then they execute phase 2 together and then phase 3 together for the same track card.

PHASE 1: HAZARD SIGN

player in front executes this phase first - all others follow front to back

- turn over tempo card from stack
- replace one of own face up tempo cards if applicable
- afterwards each player gets 2 chips per face up card showing the hazard sign of the current track card.

PHASE 2: DRIVING

player in front executes this phase first - all others follow front to back

player executes one action:

- accelerates or brakes (replacing one face up tempo card)
- optimizes hand cards (replace one ore more tempo cards on hand)
- does nothing

If player is driving too fast (in a curve track) ...

- either pay chips to slow down temporarily
- or must execute an emergency braking

PHASE 3: ATTACK

car on position 7 (player or Old Pro) executes this phase first - all others follow back to front - Old Pros are attacking in this phase too!

- car is attacking car driving directly in front of it
- compare face up tempo cards and pay chips simultaneously
- whoever is faster gains the position - whoever loses drops out of phase

The track driven through is turned over and the sequence restarts with phase 1 in the next track card.

FINISH

After the last track points are rewarded for positions gained.

