

PitchCar

A Racing game for 2 to 8 players, Published in France by Ferti

MATERIAL:

- 8 different cars
- 6 straight-aways
- 1 starting line sticker
- 10 curves
- 16 barriers
- Rules

GOAL OF THE GAME:

Be the first to complete three laps and win the race.

HOW TO PLAY: (STANDARD RACE)

The cars must be moved by flicking (see photo 1). Any finger may be used. The players take turns. If your car flips or goes off the track, you must return your car to its original position. If your car knocks an opponent's car off the track, you must return both cars to their original position. The next player then takes their turn. The players may, before playing, shift their car by the thickness of one disk if they are too close to a barrier or another car.

DETERMINING TURN ORDER:

Before the race, the players should attempt a qualifying lap to determine turn order.

While alone on the track each player, in turn, should attempt to complete the circuit in the fewest possible turns. Ties are settled by who had the single longest shot.

Whoever completes three laps first wins. Scoring is as follows:

1 st place	10 pts	2 nd place	7 pts
3 rd place	6 pts	4 th place	5 pts
5 th place	4 pts	6 th place	3 pts
7 th place	2 pts	8 th place	1 pt

Precision: it is possible for a car by to jump over several circuit portions; this will be allowed only if the jump does not exceed 2 track sections.

The players can setup the track differently each time. See some examples on the back.

VARIANTS:

Championship Race:

Each Player should be given 2 cars and a number of races equal to the number of players is run, with each of the players being allowed to design a track themselves.

The Chase:

This plays best with 2 or by teams. The players place themselves at opposite sides of the circuit. 8 track sections must separate them. To win you must pass your opponent. If playing teams, you must pass all your opponents to win, and each opponent as they are passed is out of the game.

Demolition Derby:

Play as the standard race with the following changes:

- You are allowed to knock opponents off the track. If you do so, they replace their car to where you took you shot from.
- If a car is flipped or goes off the track, the shooting player does not lose a turn but returns the car to upright position or places it on the track at the point where it departed.