

# Table MotoGP

[www.tablemotogp.com](http://www.tablemotogp.com)

## 1. Game Overview:

Welcome to the exciting and thrilling world of MotoGP racing.

Start enjoying right now the magic, the strategy and the tactics – just like your idols do – of competing in appealing circuits such as TT Assen, emblematic ones such as the Circuit de Catalunya and fast ones such as Donington Park.

Compete with a total of 11 teams and 19 drivers from 8 countries.

Compete with 5 world class manufacturers who will use their best efforts and technology to help you win.

The ultimate goal of this game is naturally to win individual races if you play in Single Race mode, or to win the MotoGP Championship if you play in Championship mode.

To do this, you will have to prove your strategy, your luck and your skill, until the chequered flag comes down and you've won – just like in real races.

Each race consists of a total of 3 laps. Depending on the number of players, this will take you between 1.5 and 2 hours.

To start the game, you must choose the team you will drive for either in the next race or throughout the whole Championship.

Remember that your choice of team will stand for all races in the Championship.

This means that, from the start of the race, you will be responsible for taking 2 drivers per team to the finish line.

Some teams consist of 2 drivers racing with the same team or with the same sponsor colours, but others will be the result of joining forces of 2 teams and 2 drivers.

You will identify the teams' configuration later on. Don't worry - your choice of team will have no impact on either your bike's capabilities or your ability to win.

Each team is chosen freely. If you cannot reach an agreement, the player who rolls the highest score will choose first.

## 2. Feature Cards:

Each player will receive the following feature cards before the beginning of the race:

2 EXTRAPOWER cards per player (these can be exchanged for a 2-dice roll instead of a single-die one).

1 PITS card per player (it saves you having to go to the pits or in the event of falls due to an engine failure).

2 FUEL cards to give in at the green squares.

2 CRASH cards per player (to be handed in each time a player falls).

These cards will be exchanged, and you will receive them throughout the race. They will give your bike better capabilities or simply help you whenever you land on a bad square. Which racer each card is used for is up to each player.

You will move forward on the track by rolling the die. When you have rolled, you must move forward as many squares as the number shown on the die. When you have moved forward the right number of squares, you must place the bike on the inside of the track. This will hold your turn for the next throw. As you will see as the game progresses, the order of turns may be fundamental, and may ultimately be a matter of life or death.

Some of these squares will give you instructions when you land on them. Others are just another step in the progress of the game.

### 3. Capacity of Squares:

The number of bikes that can fit in each square will depend on whether they are on a straight, a curve, a hairpin or a chicane. On a straight: Up to 3 bikes On a curve: Up to 2 bikes Hairpin or chicane: 1 bike

### 4. Types of Square:

Not all squares are the same. They are divided into the following types:

**Grey Squares:** These are the squares which pose no danger, where you must accelerate as much as possible and get ahead.

These squares can hold at least 3 bikes. They are basically straight stretches of track, where you can have a bit of a break. Their number will vary depending on which circuit you are on (remember that not all tracks are the same).

**Black Squares:** These are the squares which can send you to the pit, cause you to fall, or tell you that you have engine failure, depending on the sign displayed.

**Green Squares:** These are the squares where you will have to give in a FUEL card if you land on one of them.

**Red Squares:** These squares show that you must drive with special care in that area. They are used to represent curves, hairpins or chicanes. Some of them branch into two. This means that the driver may choose a different course, for example if the faster course is too crowded or, because of the score on the die, the driver has braked late and must take the outside lane.

**Yellow Squares:** These are the painted squares on the pit lane course. They will send you directly from the track to the pits, where you must follow the orders on the black squares. Their main feature is that, while you are on these squares, your throws will be worth half as much as the value on the die (rounded down if necessary). If you roll a 1, the throw will be considered a

1.

**Black and White Chequered Square:** This is the square on which you must place your bike at the appropriate time. After you have placed your bike on this square, you must miss a turn. Pit stops and stop & go penalties will be carried out in this square.

### 5. Who Wins the Race?

The race is won by the first player to reach the finish line, i.e. the first one to complete the 3 laps before anyone else. But remember! As mentioned above, you are responsible for the whole team, so you cannot allow your second driver to be lapped; if you do, the whole team will be disqualified.

If the team is disqualified, it will receive no points for that race, and the other racers will be moved up one position.

After the first qualifier has finished, the race will continue until the podium is full, i.e. until the third racer has finished.

The positions at that moment will be the definitive positions. If there is more than one bike on any given square, the finishing order will be the order of their turns, i.e. the inside of the track first.

There is no lapping, so if a bike is caught by one in a more advanced position and is therefore a whole lap behind, it will be immediately disqualified. This applies to anyone who is a lap behind in the pit lane, complying with a sanction, when the leader crosses the finishing line.

Disqualified players do not receive any points. The results are obtained by multiplying the finishing positions by the corresponding number of points for each race:

Positions:

1st place: 25 points 2nd place: 20 points 3rd place:

16 points 4th place: 13 points 5th place: 11 points  
6th place: 10 points 7th place: 9 points 8th place: 8  
points 9th place: 7 points 10th place: 6 points 11th  
place: 5 points 12th place: 4 points 13th place: 3  
points 14th place: 2 points 15th place: 1 point

The winner of the Mini MotoGP Championship is the player who obtains the highest number of points at the end of the 6 races in the base game.

The winner of the World Championship is the player who obtains the highest number of points at the end of the 17 races in the base game and the circuit set expansion pack.

The winner of the Team Championship is the player with the highest number of final points for both drivers.

Game Mode according to Number of Players (11 teams, y 19 drivers)

2-player mode: Each person can have up to 5 teams. 3-player mode: Each person can have up to 3 teams. 4-player mode: Each person can have up to 2 teams. 5-player mode: Each person can have up to 2 teams. 6 to 9-player mode: Each person can have up to 1 team.

We recommend that you play with one team per person in order to speed up progress, although this is up to the players.

MotoGP Championship Schedule: Race No. 1 Le Mans circuit Race No. 2 TT Assen circuit Race No. 3 Donington Park circuit Race No. 4 Twin Ring Motegi circuit Race No. 5 Mugello circuit Race No. 6 Catalunya circuit

MotoGP World Championship Schedule:

Race No. 1 Jerez circuit Race No. 2 Losail circuit Race No. 3 Shanghai circuit Race No. 4 Le Mans circuit Race No. 5 Mugello circuit Race No. 6 Donington Park circuit Race No. 7 TT Assen circuit Race No. 8 Sachsenring circuit Race No. 9 Brno circuit Race No. 10 Laguna Seca circuit Race No. 11 Sepang circuit Race No. 12 Phillip Island circuit Race No. 13 Twin Ring Motegi circuit Race No. 14 Istanbul Park circuit Race No. 15 Estoril circuit Race No. 16 Ricardo Tormo circuit (Comunitat Valenciana) Race No. 17 Circuit de Catalunya

Dice value:

1 you will move forward 1 square 2 you will move forward 2 squares 3 you will move forward 3 squares 4 you will move forward 4 squares 5 you will move forward 5 squares 6 you will move forward 6 squares and must roll again

Progress of the Game:

1. Training:

The practice sessions give you a chance to place your driver at the front of the Starting Grid. This is fundamental, since the many falls, bottlenecks and braking likely to occur after the start will give rise to dangerous situations and lost positions.

Good training can therefore be vital. You have to be in the best position in order to secure the best chances.

Each driver will get the chance to roll the die up to 6 times in a row, moving along the track to obtain the final position.

If there are 2 or more bikes on the same square, placings will be decided by the highest roll. The loser of the tie will take the next place on the grid.

From this moment, you will be able use your Extrapower cards. Whenever you want to use them, you can just give one in and roll with 2 dice. The result will be the sum of the scores on the 2 dice, which you must then add to your 5 single rolls. Careful! Remember that you have a long race ahead of you and you may need to use Extrapower cards. It is up to you whether or not you use them at this point.

## 2. Starting Grid:

The race may begin as soon as the grid positions have been decided in accordance with the results of the practice sessions. The order of play of each player will be decided by the position of each bike at each point of the race. That means that playing turns won't depend on the players' position around the table, but on the bikes' position on-track.

The bikes must be placed on the start marks on each square of the starting straight.

Depending on the circuits, the starting grid can hold up to 3 bikes per square.

## 3. Falls:

Be careful, don't go down! If you do, you will miss a turn.

The bike will be placed on the outer part of the track, and will rejoin the track via that same square.

Falls during the race will be controlled, and every time you go down you will have to hand in a card.

Once you run out of cards, you will miss a turn but the bike will be placed lying down on its side off-track.

When does a fall happen?:

1 If the bike lands on a black square containing the word "crash". This means that the track is dirty or you have skidded on oil.

2 Following an accumulated number of sixes. You will be penalised for rolling three sixes in a row, just like with the stop & go penalty at the start. The position landed on will be the square resulting from the previous two sixes but, just like in other cases, the bike must then be placed lying down on its side on the outside of the square and that driver must miss a turn.

Using the "Crash" cards when you fall:

If you fall down, you must give in one of your Crash cards.

Remember that, once you have given in all your cards, falls are final, WHICH MEANS YOU WILL MISS A TURN OFF-TRACK. This does not mean that the whole team is disqualified. This will only happen if one of its racers is lapped by the leader of the race.

## 4. Entering Curves:

The approach to every curve is signalled by a red square.

If you roll a 5 or a 6 and this is a higher score than you need to tackle the curve on the most convenient, and therefore fastest, route, you will have to change course and negotiate the whole turn on the outside squares in order to reach the straight.

Example: If you are on square 32 and square 34 is the approach to a curve, the following may happen:

If you roll a 1: You move forward to square 33. In order to enter the curve in your next throw and take the perfect course, you will need a score of 4 or less.

If you roll a 5 or a 6: You brake too late.

The whole turn must therefore be undertaken on the outside course.

## 4. Stop & go:

The approach to every curve is signalled by a red square.

If you roll a 5 or a 6 and this is a higher score than you need to tackle the curve on the most convenient, and therefore fastest, route, you will have to change course and negotiate the whole turn on the outside squares in order to reach the straight.

Example: If you are on square 32 and square 34 is the approach to a curve, the following may happen:

If you roll a 1: You move forward to square 33. In order to enter the curve in your next throw and take the perfect course, you will need a score of 4 or less.

If you roll a 5 or a 6: You brake too late. The whole turn must therefore be undertaken on the outside course

## 5. Pit Lane Squares

This can only happen at the start of the race. If you roll a 6, you can roll again. If you roll another 6, you can move the bike forward 12 squares. You must then roll again, but if you roll another six, you will receive a stop & go penalty.

“Excessively fast” starts are thus penalised. The stop & go penalty must be carried out on the first lap. This means that your position will be the place reached after moving forward 12 squares (your previous two throws rolling a 6). You will then continue the race from here.

The sanction is easy to comply with. When you reach the deceleration lane on the pit lane approach, you must enter the square in the chequered pit lane and stay there while you miss a turn.

You don't need an exact score to reach that square – it is sufficient if your score is high enough to reach or pass it.

Remember that part of the way leading to the pit lane will be yellow, which will slow you down. The speed at which you enter or leave the pit lane will in any case be that of the square from which you rolled the die, i.e. if you roll a 5, you will enter the pit lane with a 5.

Once you have complied with the sanction, you will rejoin the track via the acceleration lane.

## 6. Engine Failure Square

If you land on a pit lane square, you will have to make a note of the number that has landed on that square, which will specify whether the driver who landed on that square is your main or second driver, and will remind you that you must enter the pit lane when you pass the pit lane entrance. When you reach the chequered square, you will miss a turn and you may then rejoin the game once you have complied with the sanction.

Remember you only have 1 Pits card. If you land on this square, you may exchange one of these cards and continue your race.

In any case, if you run out of pit lane cards, next time you land on a pit lane square you will have to enter the pit lane.

The pit lane squares only have that effect on the first 2 laps, and are ignored on the third, since the race will come to an end and you won't have time to comply with the sanction.

## 7. Fuel

All circuits will have an “Engine BreakDown” square. This square can be fatal, because it will disqualify the driver immediately. The driver will receive no points and you will have to continue the race just with the other driver.

## 8. Using the Extra Horsepower Cards

Before the start of the race you will receive 2 fuel cards.

There are many green squares, where you will have to give up some of your cards if you land on one of them. Every time you pass the finish line you will receive a gift of an extra Fuel card. Remember that if you land on a Fuel square and have no cards

left you will run out of fuel and therefore will be disqualified. .

## 9. Competition Aids

Every time a driver crosses the finish line, they will receive a gift of an extra 25 litres of fuel.

In addition, they will have a choice between receiving a fall card, an on-track repair card or an extra horsepower card.

### Teams and Drivers

Team 1:

Name	Driver	Number	Country	Manufacturer
Yamaha Team	Valentino Rossi	46	Italia	Yamaha
Yamaha Team	Colin Edwards	5	EE.UU.	Yamaha

Team 2:

Name	Driver	Number	Country	Manufacturer
Repsol Honda HRC	Nicky Hayden	69	EE.UU.	Honda
Repsol Honda HRC	Dani Pedrosa	26	España	Honda

Team 3:

Name	Driver	Number	Country	Manufacturer
Team Ducati	Sete Gibernau	15	España	Ducati
Team Ducati	Loris Capirossi	65	Italia	Ducati

Team 4:

Name	Driver	Number	Country	Manufacturer
Spain's no 1 Honda	Toni Elías	24	España	Honda
Spain's no 1 Honda	Marco Melandri	33	Italia	Honda

Team 5:

Name	Driver	Number	Country	Manufacturer
Kawasaki R.Team	Randy de Puniet	17	Francia	Kawasaki
Kawasaki R.Team	Shinya Nakano	56	Japón	Kawasaki

Team 6:

Name	Driver	Number	Country	Manufacturer
Suzuki MotoGP	John Hopkins	21	Francia	Kawasaki
Suzuki MotoGP	Chris Vermeulen	71	Japón	Kawasaki

### Team 7:

Name	Driver	Number	Country	Manufacturer
D'antin MotoGP	J.L Cardoso	30	España	Ducati
D'antin MotoGP	Alex Hoffman	66	Alemania	Ducati

### Team 8:

Name	Driver	Number	Country	Manufacturer
Konica Minolta	Maoto Tamada	6	Japón.	Honda

### Team 9:

Name	Driver	Number	Country	Manufacturer
Honda LCR	Casey Stoner	27	Australia	Honda

### Team 10:

Name	Driver	Number	Country	Manufacturer
Tech3 Yamaha	Carlos Checa	7	España	Yamaha
Tech3 Yamaha	James Ellison	77	G.B.	Yamaha

### Escudería 11:

Nombre	Piloto	Dorsal	Nacionalidad	Fabricante
Team KR Roberts	Kenny Roberts	10	EE.UU.	KR 211V

#### 10. Competition Aids:

Every time a driver crosses the finish line, they will receive a gift of an extra fuel card for the team.

In addition, they will have a choice between receiving a Crash, Pits or Extrapower card.

#### 11. Short Glossary:

**Team:** This is a team of drivers. It consists of 2 drivers racing with the same colours and the same means.

**Hairpin:** This is a curve with a very tight turn making it impossible for 2 bikes to enter it at the same time.

**Chicane:** A curve inserted in the middle of a straight in order to slow down progress through a specific section. It is impossible for 2 bikes to enter it at the same time. It can also be a zigzag or an S-shaped curve.

**Pit Lane:** The part of the track leading to the pits. It has limited access and a speed limit.

**Stop & go:** A sanction on a bike which has carried out a manoeuvre against the rules. The driver is forced to go into the pits and restart after complying with the sanction.

**Lapping:** The situation where a driver who has not yet finished a given lap is overtaken by another driver who has finished one more lap than the overtaken driver.

**Expansion Pack:** A set of parts or accessories which add functionality to a product. Practice sessions: Laps raced under

special conditions to check which driver can finish a lap in the shortest time. They are used for determining the starting grid.

Starting grid: Positioning of bikes on the grandstand straight to begin the race. Deceleration Lane: The lane leading from the track to the pit lane, and therefore to the pits.

Each game contains:

1. 1 plastic bag containing:

19 bikes in 9 two-driver teams and 1 single-driver team 3 stands with spectators 1 Pit building 4 dice

2. 2 BLOCS:

- 1.- Sheet for recording race results.
- 2.- Sheet for recording championship placings.

3. Boards of the following tracks:

Circuit de Catalunya (Spain); TT Assen (Netherlands); Mugello (Italy); Donington Park (Great Britain); Le Mans (France) and Twin Ring Motegi (Japan).

5. 1 instruction book

Extras for buying on TableMotoGP.com or Update and Expansion Packs in specialist shops.

1. Set of 11 tracks (current or updated in the event that any changes are made to any of them).  
Including boards for: Shanghai (China); Estoril (Portugal); Jerez (Spain); Laguna Seca (USA); Sachsenring (Germany); Brno (Czech Republic); Sepang (Malaysia); Losail (Qatar); Phillip Island (Australia); Istanbul Park (Turkey) and Ricardo Tormo (Comunitat Valenciana, Spain).
- 2 Annual updates of all teams, in a bag containing the new bikes and an updated CD with the teams, drivers and tracks
- 3 A selection of components to enhance your board's features and make it more spectacular.