

Shell 4000 Rally Game

There's no better way to become a car rally fan than to participate in one. Perhaps the next best way to develop an interest and appetite for this quickly growing motorsport is to play a game based on it.

That's what we have on the next four pages for readers this month, a game for members of the family closely patterned on happenings in past years during the Shell 4000 Car Rally. This year, the rally begins in Vancouver on April 30, finishes six gruelling days later in Quebec City.

Before reading the rules, the reader should realize that the first player to cross the finish line may not be the winner. It's the basic thing to remember about rallying. It's not a test of sheer

speed, not a race. (Get caught speeding in the Shell 4000, and you're disqualified, out of the running for the \$12,500 cash prizes and the distinctive rally championship trophies.)

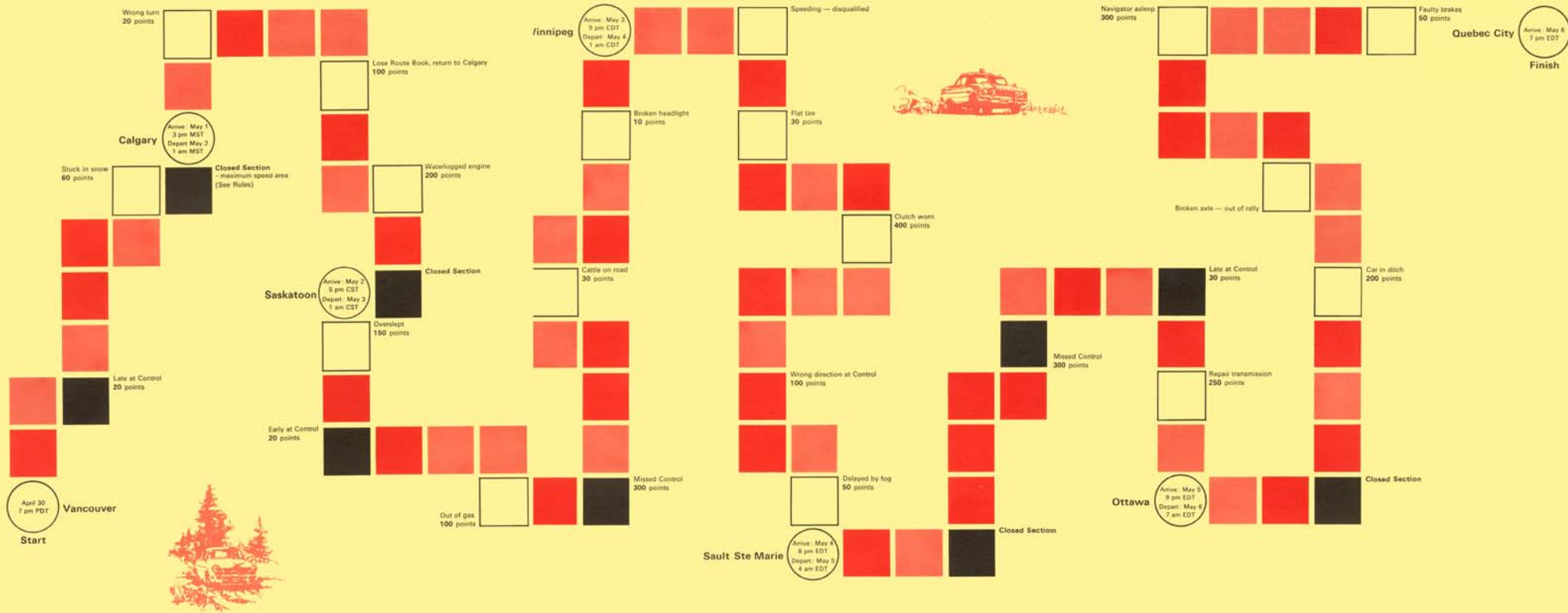
Rallying is a teaming of man and machine against a time schedule, a mystery route, nature and the elements. It's a motorized treasure hunt as skilled drivers and navigators pit experience and knowledge against 4,000 miles of roads of every description (and some that defy description), against snow, rain, mud, gumbo, dust and sand — every imaginable Canadian driving hazard.

Rallying may be a sport, but once exposed to it, rallying becomes a way of life for most. Should our game and the excitement of the real Shell 4000 this spring awake an interest in participating in a rally, join a car club in your area. Most of them hold weekend rallies a few times each year, and are always glad to welcome beginners. Perhaps the Shell Employees Recreation Association in your area has a rally club.

Perhaps, too, that through playing this game, you and members of your family will gain new insight into the sport and be better able to follow and understand the happenings between Vancouver and Quebec City from April 30 to May 6, as the activities of the motorsport major leaguers become the talk of rallying fans in Canada and abroad.



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Rules

Each player throws the die in turn and moves his marker the specified number of spaces.

When a player lands on a penalty square he records the number of penalty points lost on the scorepad.

As in the actual rally a competitor can be disqualified for speeding or negligent driving, or be forced to withdraw through mechanical trouble.

Each player must stop on every overnight stopping point.

When approaching a Closed Section, the player must throw the exact number required to land on the Closed Section square. No player is allowed to bypass a Closed Section.

The player who finishes with the *least* number of points against him wins the rally.

Materials Scorepad, one die (half of a set of dice), marker (button, dime, etc.)

Scoring for Closed Sections

One of the most exciting and demanding features of the Shell 4000 are the sections closed to the public where the competitor has to complete the course in the shortest possible time. The fastest car in class loses no points, but every other competitor in that class loses one point for every six seconds slower than the fastest car.

For the purposes of the Rally Game, each player throws against a hypothetical fastest time of six. For each number under six he will lose a point.

Therefore, if the player throws a 'four', then two penalty points will be scored against him. If he throws a six, he will lose no points, but regardless of score every player must wait until his next throw of the die before moving on.

All protests may be referred in writing to the Shell News editorial staff who will act as a protest committee in case of disputes. Each protest must be accompanied by the normal non-refundable Protest Fee of \$20 (cash, money or certified cheques only).