

The Rules of the Game



Goal of the Game

The tortoise accepted the hare's demand for a rematch, and the news spread throughout the country. The great race was about to commence, and all the participants were finally ready for this big showdown. Who, among the hare, the tortoise, the wolf, the lamb, and the fox, will be celebrated as the fastest runner in the woods? Bet on a good animal, and don't forget: Nothing is served by running; you must leave on time!

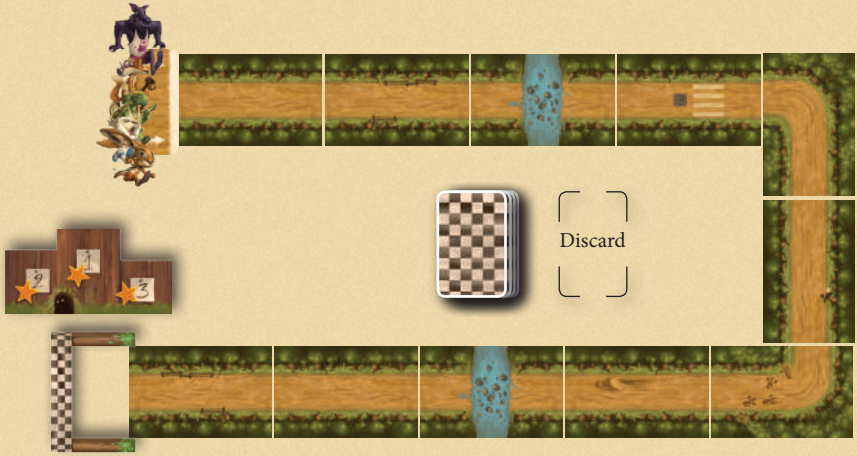
Contents

- 11 ***Track*** tiles  (including 2 tiles depicting a stream).
- 5 stickers to place on the 5 corresponding wooden pawns: the hare (brown), the tortoise (green), the wolf (black), the fox (orange), and the lamb (blue).
- 91 cards, comprising 81 ***Racing*** cards  (18 Hare, 17 Tortoise, 16 Wolf, 15 Fox, 15 Lamb), 5 ***Starting Bet*** cards , and 5 ***Player Aid*** cards .
- 1 starting line .
- 1 podium and 1 finish line to assemble .
- 1 ***First Player*** token .
- 5 ***Turbo*** tokens () used in the variant (see the end of the rulebook).

Setup

- **First bet:** shuffle the 5 *Starting Bet* cards. Give each player 1 *Starting Bet* card . Keep your *Starting Bet* card facedown in front of you during the entire game. In a 2player game, give each player 2 Starting Bet cards, instead of just 1. Put the leftover cards back in the box without anyone looking at the fronts of the cards.
- **Build the track:** Place the starting line on the table, then shuffle the *Track* tiles. Beginning from the starting line, place the *Track* tiles one by one, at random, so that they create a continuous path. When you place a tile, you can choose which side of the tile to use, and which way to turn it.

The *Track* tiles depicting a stream are the same on both sides. As soon as you have placed the last *Track* tile, place the finish line and the podium at the end of the track (see the diagram below).



- **Second bet:** Shuffle the *Racing* cards, and deal 7 to each player. Each player chooses one card, and places it facedown beside her *Starting Bet* card. You may choose the same animal as the one on your *Starting Bet* card, if you like. You can look at the fronts of your own two cards at any time during the game, but you should never let the other players see them.

Now you each have 6 cards in your hand, and 2 *Bet* cards placed facedown in front of you (3 *Bet* cards in front of you if there are only 2 players). The rest of the *Racing* cards form the deck; place the deck where everyone can reach it.

- Give each player a Player Aid card.
- Place the *Animal* pawns on the starting line. The first player to say what time it is gets to go first. Give her the *Start Player* pawn.

NOW THE RACE CAN BEGIN!!!

We propose a starting variant at the end of this rulebook. However, before using it, we advise you to read all the rules first, so you have an idea of how to play.

PLAYING THE GAME

You will take turns in clockwise order, placing *Racing* cards faceup in front of you. When there is a certain number of cards on the table, this triggers the racing phase, and you will move the animals along the track.

A Player's Turn

When it is your turn, you must place 1 to 4 cards from your hand faceup in front of you. **These cards must depict the same animal.**



Note: You are totally allowed to play cards depicting an animal that is already on the podium.

Once you have placed your cards, you refill your hand with cards from the deck, so you end your turn with 6 cards in your hand. If the deck becomes empty, shuffle the discard in order to form a new deck.

If, at the end of your turn, **one of these two conditions** has been met:

- The players have placed precisely **8 cards** (no more, no fewer),
- The players have placed precisely **4 cards** in total **of the same animal** (no more, no fewer),

…this triggers the racing phase!

Note: You are never allowed to exceed the total of 8 cards, or the total of 4 cards of the same animal. When it is your turn, you cannot place a 9th card, or a 5th Tortoise card, for example.

If you did not trigger the racing phase, the next player clockwise (to your left) takes his turn.

The racing phase

During this phase, the Animal pawns will advance (or not), depending on the cards the players placed during their turns. They will move according to each animal's mode of travel, and **always in the following order:**



1 ⤳ 4 : 2 → If **1 to 4** *Hare* **cards** were played, the hare advances **2** ***Track*** **tiles**.

1 + 4 : 0 → ... unless **4** ***Hare*** **cards** were played when the hare is already in first place 1 (even just tied for first). In this case, **he does not advance, because he takes a nap instead**. However, ignore this rule if he's still on the starting line.



0 ⤳ 3 : 1 → If **0 to 3** ***Tortoise*** **cards** were played, the tortoise advances **1** ***Track*** **tile**.

4 : 2 → If **4** ***Tortoise*** **cards** were played, the tortoise advances **2** ***Track*** **tiles**.



1 ⤳ 2 : 1 → If **1 to 2** ***Wolf*** **cards** were played, the wolf advances **1** ***Track*** **tile**.

3 ⤳ 4 : X - 1 → If **3 to 4** ***Wolf*** **cards** were played, the wolf advances **as many** ***Track*** **tiles** as the number of ***Wolf*** **cards played** (*X*), **minus 1**.



Among the *Wolf* cards, there are 3 cards with a **Howl** symbol. If you place at least one of these cards faceup on your turn, then only the wolf will move during the next racing phase: The other animals are terrified by his howl, and can only think about finding a place to hide!

Note: The wolf's howl scares the other animals even if he is already on the podium.



1 ⤳ 4 : *X* → The fox advances **as many *Track* tiles as the number of *Fox* cards played (*X*).**



1 ⤳ 4 : *X + 1* The lamb advances **as many *Track* tiles as the number of *Lamb* cards played (*X*) plus 1.**



However, the lamb can't resist drinking fresh water, and must **stop moving as soon as it reaches a *Track* tile depicting a stream.**

Example of a Racing Phase

4 *Hare* cards played = the racing phase has been triggered.



1 + 4 : *0* → 0 : *1* : 0

1 : *1* → 2 : *3* *but* : *thus* *1* →

Once you have taken care of all the movement, discard the played cards. Then pass the *First Player* token to the next player clockwise (to the left). That player starts a new turn.

END OF THE GAME

As soon as an animal crosses the finish line, immediately put its pawn on **the highest rank still available on the podium**.

The game is over as soon as 3 animals are present on the podium. Then everyone reveals their *Bet* cards.

Depending on their place on the podium, the animals give victory points as follows to the players who bet on them:

1st place : 5 points
2nd place : 3 points
3rd place : 2 points

Each player adds up her points. Whoever has the highest score wins. If it is a tie, the animal that is higher on the podium is the tiebreaker. If it is still a tie, play again!

Example of Final Scoring



LI'L TIPS AND TRICKS TO REMEMBER

- It's possible that you end up having several turns before the racing phase is triggered. If this is the case, you can place *Racing* cards for a different animal each time, if you wish.

Example : *On his first turn, Fred placed a Hare card. The other players took their turns without triggering the racing phase. On Fred's next turn, he decides to place 2 Tortoise cards. The next player places 2 more Tortoise cards, which triggers the racing phase. Fred does not get a third turn.*

- If the hare is first on the track, but there are other animals are on the same *Track* tile as him, the hare is still considered to be in first place. In these situations, if 4 *Hare* cards are played, the hare takes a nap instead of advancing during that racing phase. However, ignore this rule if he's still on the starting line.
- It is possible to play *Racing* cards depicting an animal that has already made it to the podium. This allows you to refresh your hand.
- The effect of the wolf's howl still applies even if the wolf is on the podium.
- Sometimes, you will feel like you are stuck, and can't advance the animals you bet on. In order to prevent this, you must keep cycling your hand as frequently as possible, taking advantage of every opportunity to not help the other animals, such as playing their cards when the wolf has howled, or playing cards for the lamb who is right in front of the stream. Playing cleverly like this will help you get rid of troublesome cards, and replace them with more interesting ones.

CHAMPIONSHIP MODE

Play a series of three games (rounds) in a row, and add up the scores over the three games! At the end of the 1st and 2nd rounds, the player with the *First Player* token passes it clockwise to her left neighbor, who will be the first player in the new round. The player with the highest score at the end of the three rounds is declared the winner. If it is a tie, play again!

VARIANT FOR APPRENTICE HARES AND TORTOISES

Setup

- Use only 13 *Racing* cards for each animal (leave out the *Wolf* cards with a *Howl* symbol). Shuffle them together to form the draw deck for the game.
- Build the track as specified in the normal rules.
- Place the ***Turbo*** tokens randomly on the 2nd, 4th, 6th, 8th, and 10th *Track* tiles.
- Deal each player 5 *Racing* cards from the deck, as well as a *Starting Bet* card (2 *Starting Bet* cards in a 2 player game). Look at your cards, then place them face-down in front of you.
- Place the *Animal* pawns on the starting line. The first player to say what time it is gets to go first. Give her the *First Player* token.

How to Play

The way you play a game turn, and the conditions for triggering the racing phase are the same as in the normal game. As soon as the racing phase is triggered (8 *Racing* cards total, or 4 identical *Racing* cards), move the *Animal* pawns:
Starting with the first player, then going clockwise, each player moves the animal of her choice, from among those whose *Racing* cards have been played during the turn. This is done until all the animals have moved.
An *Animal* pawn moves **as many *Track* tiles as the number of cards of that animal that were played**. **All the animals move the same way, without any special rules**.
Example:



Whenever an *Animal* pawn finishes its movement on a tile with a *Turbo* token (+2) depicting the animal, this animal advances 2 extra *Track* tiles.
Once all the movement is done, discard the played cards. Then pass the *First Player* pawn to the next player clockwise (to the left). That player starts a new turn.

End of the game

If, at the end of a movement phase, one or more animals have crossed the finish line, put them on the podium in the order they finished, and the game is over. If there are still places empty on the podium, fill them with the animals on the track that are closest to the finish line. Ties are possible.

Count up the points the same way as in the normal game.