Rules

Objective:
Collect the most coins by the end of the game.
The game ends after the first player returns to the start after collecting 2 lap flags and all other players take one more turn.

Play Order
Choose a player to go first then each player goes In clockwise order.

Starting:
Players start their first turn on the start square.

Turns:
At the start of each turn the player takes one vegetable/fruit token from the red bag.
Then place the token on the matching spot

on their scorecard. If that space is already taken, place the token next to the scorecard. This token will is a duplicate or a DUP.

Next, the player roles the die and moves counterclockwise around the board that many spaces.

If you end your turn on specially marked space some action may need to be taken.

Shop:
These spaces allow you to sell collections of tokens off you scorecard. Sell prices are listed on the card. After selling a row, column, or diagonal, collect the correct amount from the brown or white bag (exchange 5x 1coins for 1x 5 coin as needed)

Then move Dup tokens on to the scorecard to any open matching spaces.

You can repeat this as many time as you like and are able.

Any leftover Dup tokens can be sold for

1coin each or kept for later.
You can stop on a shop, and forfeit the rest of your movement, to use the shop.

Bear vendor 🐻

This space allows you to sell any of your Dup's for 1 coins each.
You can stop on a bear, and forfeit the rest of your movement, to use the bear vendor.

Fox 🦊

This space allows you to spend 1 coin to steal a token from another player's scorecard or Dup pile.
You can do this once for each of the other players in a single turn.

Racoons 🦝

If you end your turn on this space, rerurn 1 coin from your pile. If you have no coins, take no actions.

Bumbing Players

If you end your movement on the same space as another player you can "bump" them backwards or forwards one space

Finishing the Race

Once a player returns to the start space they collect 1 Lap Flag token. You do not need to stop at the start space to collect the token.

Then 1st player to reach or crossing the start, after collecting 2 Lap Tokens, win the race and get a 5 coin bonus.

Each of the remaining players take one more turn. If a 2nd player completes the race they do not get a bonus.

Each player totals their coin pile values. The player with highest value wins.

If there's a tie, the player that won the race wins the game. Or if neither of the tied players completed the race, the player furthest along in the race wins.