

Stich Rallye



amigo-spiele.de/02150

Players: 3–5
Ages: 8 and up
Playing Time: about 25 minutes

A game by H.J. Kook
with art by Shans.Zhu, Aline Kirrmann,
and Barbara Spelger

The Goal of the Game

Get your cards ready, set, and go! Cleverly play your cards to win the trick and move your car, or leave the trick to another player and wind up your motor. Pick the right time to use your wound-up motor to overtake everyone, go around the track twice, and win the race by crossing the finish line ahead of everyone else!

Components

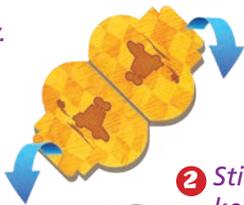
- 1 45 Rallye Cards (with values 1–15 in each of the colors red, green, and blue)
- 2 5 Rallye Cars (in player colors white, red, yellow, purple, and blue)
- 3 5 Motor Boards (in player colors white, red, yellow, purple, and blue)
- 4 1 Double-Sided Game Board (volcano or beach)
- 5 1 First Player Flag



Before Your First Game

Assemble all cars and motor boards (referred to as "motors" from now on) as shown:

1 Fold the wind-up key.

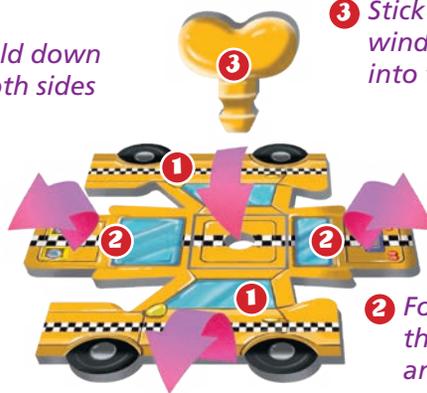


2 Stick the wind-up key into the small colored disc.

3 Place both on the number disc.



1 Fold down both sides



3 Stick the wind-up key into the top.

2 Fold down the front and back.



Setting Up the Game

1. Place the game board in the middle of the table. Decide together whether you want to play the volcano or the beach track and flip the board to the corresponding side. The volcano track has more downhill spaces, so we recommend it for your first game.
2. Pick a player color and take the matching motor. Put it together so the outer ring's yellow side shows and the arrow points to 0.
3. Take the car of your color and put it on the starting space on the game board.
4. If there are three or four players, remove some cards from the deck. You'll need the following values in all three colors:

- **3 players:** Values 2–10
- **4 players:** Values 2–13
- **5 players:** Values 1–15 (i.e., all the cards)

Put the cards you removed and all unused cars and motors back in the box.

5. The wildest driver among you takes the first player flag.

Emmet
(Blue)

Michael
(Yellow)

Ray
(White)

Nyota
(Red)



Initial Setup for 4 Players

Playing the Game

You'll play three trick-taking rounds with different numbers of cards:

- **Round 1:** 5 cards per player
- **Round 2:** 7 cards per player
- **Round 3:** 9 cards per player

In the first round, you'll play five tricks, seven tricks in the second round, and nine in the third. Shuffle the cards and deal five face-down cards to each player for the first round. Put the remaining cards aside. You'll need them for the next round.

Each player in turn plays **one card** face up. These cards make up the **trick**. The player who wins the trick moves their car while everyone else winds up their motor.

The round ends once you've played through all the tricks. Then, everyone moves their car depending on the current value of their motor.

Here's how to play a trick:

1. Play one card

If you have the flag, you play one card from your hand face up. Then the other players follow, going clockwise, by playing a card of the **same color** if possible, which we call "following suit." If you don't have any cards that match the first color played for the trick (the "lead color"), you may play any card.

Note: You still have to play a card of the same color as the first card in the trick, if possible, even if another player has played a different color.

2. Who wins the trick?

Once you've all played one card each into the trick, determine the trick's winner:

- If there is only one color present in the trick, the card with the **highest value** wins.
- If there are two colors in the trick, the card with the **highest value** of the **second color played** wins.
- If there are three colors in the trick, the card with the **highest value** of the **third color played** wins.



*Emmet plays a **green 11**. Michael doesn't have any green cards, so he tries to win the trick with his **red 5**. Nyota doesn't have any green cards either, so she plays a **blue 7**. Ray still needs to follow suit with green and plays a **green 3**. Nyota has played the highest value in the third color, so she wins the trick.*

3. Winding up the motor

If you **didn't win** the trick, you wind up your motor. Turn the arrow clockwise to the next number.

Here's how your motor works:

At the start of each round, your motor is reset to **0**. Every time you **don't** win a trick, you wind up your motor by turning the arrow clockwise to the next value. When you use your motor, you'll move your car and reset your motor to **0**.



4. Moving your car

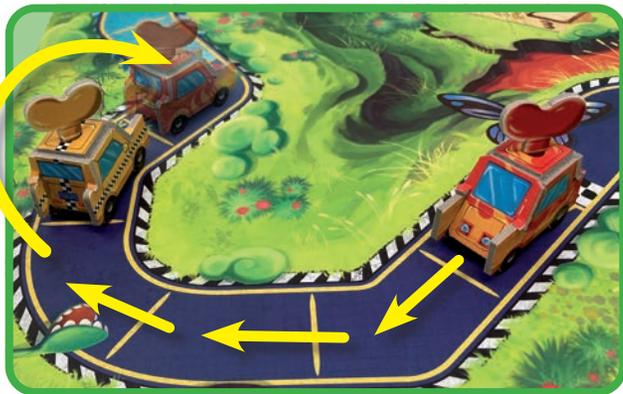
If you **won** the trick, move your car forward a number of spaces equal to the value of the **lowest card** in the trick. The color of the card doesn't matter.

Turbo Acceleration

You may use your motor now—but only if you've won the trick. If you do, move your car an **additional** number of spaces equal to your motor's value. If you decide to use your motor, you always have to use the **full** value, and it gets reset to **0** afterwards.

Always move your car along the track in a clockwise direction.

While moving, you may **jump** over **other players' cars**, and you **don't** count those spaces.



Your car only ever moves backwards if it ends up on an uphill space.

If your car rolls down the hill in either direction, there may be one or more cars in spaces right before or after the hill. Jump over these spaces by rolling backwards or forwards a little further.

If you win the trick and use your motor, your movement only ends after you've moved your car the **total** number of spaces. If your car rolls down a hill forwards or backwards, you **can't** use your motor to move further after the fact.



Nyota decides to use her motor to turbocharge her car and move it 3 spaces plus 1 for the motor. She moves ahead 4 spaces and jumps over Michael's yellow car in the process.

Driving downhill

Blue spaces are downhill spaces. If your move **ends** in a blue space, your car keeps rolling down the hill. Move it to the next empty space **after** the end of the hill.



Michael has won the trick and the lowest value played was the red 2. He moves his yellow car forward 2 spaces and lands on a downhill space. So, he rolls down the hill and jumps over Nyota's red car that's in the space immediately after the end of the downhill slope.



Driving uphill

Red spaces are uphill spaces. If your move **ends** in a red space, your car rolls back down the hill. Move it backwards to the last empty space **before** the hill.

After the winner of the trick moves their car, put aside the cards that were played. The player who won the trick takes the first player flag and starts the next trick.



The End of a Round

The round ends after you've played the final trick, the winner has moved their car, and everyone else has wound up their motors.

Now, you all use your motors to move your cars. Start with the car in last place, then the next to last one, and so on. Remember to reset your motor to 0 after moving your car.

At the end of the first round, some of you may still be in the starting space. Of these, start with the player who's closest to the starting player going clockwise, then the next player and so on. Movement follows the same rules as described above.

Once you've all used your motors and moved your cars, the player in **first place** takes the first player flag. Leave the cars where they are and start the next round by dealing seven cards to each player for the second round, or nine cards for the third.

The End of the Game



After you've moved your car around the entire track and across the finish line for the first time, flip your motor's number disc over from the yellow side to the red side. Your motor's value stays the same, but now, everyone can see that you've entered the second and final stage of the race.

The game ends **immediately** as soon as any player's car crosses the finish line **for the second time** and that player wins the game! Take a moment to celebrate your victory with the other players.

Since the game ends immediately when this condition is met, it's possible that the end occurs in the middle of a round's resolution. Even if only some of you were able to use your motors, the player who crosses the finish line for the second time first is the winner.

If no one has crossed the finish line twice after three complete rounds, the car in the lead wins the race.



You have purchased a quality product. Should you have any reason for complaint, please do not hesitate to contact us.

Do you have any questions? We will be glad to be of help:

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