

No two games are the ever same!

This is a race game, with simple math counting, based on luck. Who pass by the number 28 will win the game round. The final score is the most points you get in 3 rounds. For get a record you need to calculate after passing by the number 28 the points you get.

#### RULES:

There is 2 game modes. 2 players mode and 3 players mode.  
we will start with 2 players mode to understand the game:

On the game, there is a deck with 4 small green cards, these are BONUS CARDS, and a deck with main cards - 6 illustrated cards, with numbers from 2 to 7, a dice, and 3 coloured pieces (red, yellow and blue)

RULES- 2 players mode - red and yellow player pieces.

At the begining of the game the big cards illustrated deck will be suffle by the player (with illustrated face down) who have the smaller number from rolling the dice, and this player need to arrange the cards on the table with face down. Red player get 3 cards and blue player get 3 cards aswell (with face down). These cards will be assigned face to face;

like this:

X X X red player cards  
X X X yellow player cards

Who start atacking first? - In this case, the dice will rolling, and the higher number will turn with face up one card from the table, and choose opponent card to atack. In this case, red player turn left card and atack middle one from blue player.

6 X X red player cards  
X 3 X yellow player cards

Red turn 6 and atack blue card wich is 3. in this case, it will calculate the difference sum from the biggest card.  $6-3=3$  points

Red win 3 points, yellow is 0

in this case, Red move with the red piece on the game table at number 3. But there, only once he need to move more the number of points who are on index of this square. In this case (-2) then red player go to number 1 with his piece. Yellow player stay outside of the game yet because he didnt won nothing in the first battle from the first round.

Who win the battle will turn and choose another card. in this case he atack with right card, left yellow player card:

6 X 2  
4 3 X

red player have number 2  
yellow player have number 4

yellow player move on the table 2 points ( $4-2=2$ ) and follow the index of that square who is (+2) and move his yellow piece at number 4 on the table.

Right now, yellow player is on number 4 and red player is on number 1 on the table.

After all the cards will reveal, and the moves will be made, at the end of the game, the player who have the smaller amount of numbers by calculate the cards will shuffle and arrange the cards for the next round.

Lets say: red player have 6 7 2  
yellow player have 4 3 5  $6+7+2= 15$  for red player  $4+3+5=12$  for yellow player

Yellow player will shuffle the cards and arrange them on the table for next round.

#### IMPORTANT!

If one player arrive with his piece at a green square, this player will win a BONUS CARD. And if that green square is taken by another player, the dice will be thrown by both players, and the biggest number win the ability card. The points of the player who had that ability card will be erased.

These Bonus cards abilities are:

8 - Magic drink- you choose an opponent to turn back 5 points on the table, and it will add +5 points at the end of the game, if the current player who win these points win the game.

20 - Magic fist - you choose an opponent to turn back 5 points on the table, and it will add +5 points at the end of the game, if the current player who win these points win the game.

22 - Magic bomb - you choose one player from the table to turn back at number 2 with his piece into the game table. It will add +5 points at the end of the game, if the current player who win these points win the game.

28 - This card is a SPECIAL card. If you are on it, you need to roll the dice, and look at the Comercial societies numbers on the table, to see how many points you get. ( the dice number corespond to one Comercial society- after you see the number on the table, you look at the namelist on the right side of the table, and look how many points have that name, and write them, and add these points at the end of the game, if you win the game.

#### RULES - 3 players

The ruller for 3 players are almoust similar with 2 players ruller.

red player  
X X

blue player  
X X

yellow player  
XX

lets say red player atack left blue player card and right yellow player card.

red player  
X 5

blue player  
2 X

yellow player  
X 7

in this case red player win 3 points ( $5-2=3$ ), blue player remain to 0 ( no move for him) and yellow player win 2 points from red player and 5 points from blue player wich mean 7 points.

After this battle, every player make theirs move with the piece on the table.

Aswell, there are 12 trap cards, who spread randomly to players in equal mode with face up. Every player can use them or not if a player arrive to the indicate number of them.

These cards are named:

7 - play this card, to attract a player at your choose to your square

1 - next duel, you dont have right to move, even if you have a winner card.

23 - cancel the (+5) point to abilities green cards for player who get on this number 23.

3- you throw the dice a single one, and move your pawn that many points ar the result of the dice.

21- move the pawn from this number 3 points backward.

5- pick 2 trap cards from adversary hands. 2 from a single player or 1 from eachothers at your choice.

11- move the pawn of the player where you want on the table.

4- thrown the dice two times, and move the pawn all the points who gather from these throws.

15- change your pawn place with a choose pawn at your choice

9- play this card to force a player at your choose to move 2 points backward.

18- all players need to advance 2 points.

13- play this card to cancel all action movements for all players from this duel.