

Rule Book

The totally turbulent

Animal Race

V.2.03 - 02.11.24





7 Course cards



3 Upgrading coins



5 Tokens



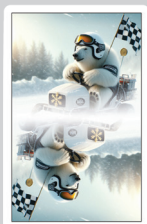
1 Dice



8 Marking strips



4 Overview panel



25x

other animals



1 Panther



3 Dog

Race cards

29 race cards in total

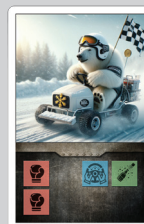


9



10

25 driver cards in total



25x

Driver cards

Fig. 1: THE GAME MATERIAL

AIM OF THE GAME

The aim is to win the ‘*Totally turbulent animal race*’ by leaving the field of competitors behind and crossing the finish line first..

GAME PREPARATION

Firstly, the racing field is set up (see Fig. 2): To do this, race track fields are positioned in a vertical row using the corresponding **course cards** (Fig.1, ①). The card sides with the white numbers or symbols are used as standard. The top card is the finish card and the bottom card is the start card. The race track in between normally has a length of three (for 1 or 2 players) or four track sections (for more than 2 players). If particularly long races are desired, the course can be extended to a length of five rows.

The **starting line** between the starting area and the first course map delimits the actual race field at the bottom. This is done by means of horizontal **marking strips** placed one behind the other (Fig. 1, ④). The **finish line** is then placed in the same way between the last course card and the finish card. The **dice** ⑥ and the **upgrading coins** ② are placed ready and the two



FIG. 2: STARTING POSITION

stacks of cards, **race cards** ⑨ and **driver cards** ⑩, are shuffled. Each player receives a different coloured **token** ③ and the corresponding **overview panel** ⑤.

The starting player is the player who last stroked an animal - if there is no consensus, the dice decides.

Beginning with the starting player, each player in turn draws their racing animal at random from the **driver deck** ⑩ (on the back you can see a broken car). The cards are placed below the starting line and marked with the player's token.

Note


In principle, the racing drivers can also be chosen. However, it is important to note that the animals have different strengths.

Finally, racers are placed in the 1st section of the track (i.e. directly above the starting line in race row 1). Their number is always one greater than the number of players. The remaining racer cards are shuffled and placed to the right of the cards already placed by the players (i.e. below the starting line, in the starting row) as a draw pile.




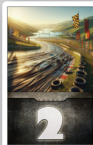
If the game is played with inexperienced players, a black token ③ is placed to the left of the active row of racers. At the start of the game, this is always row 1 above the starting line, as this is the only race row that is already occupied by drivers.

The longest race row is always the active race row. However, there are often rows of the same length. Then the one with the lowest number counts - in this case row 1. The fact that there is a crashed car on the far right (and not a racing driver) does not matter here. This card also counts as normal.





3







2











1








FIG. 3: ACTIVE RACE ROW



GAME PLAY

The game with two or more players is described here. Notes on the solo variant follow.

At the start of each new turn, all players should check which is the **active race row** (Fig. 3) and which racers are in it.

Note

The active race row is always the one with the most animals (driver cards). Flipped cards also count, but an active race row must always contain at least one racer. Racers below the start line or above the finish line are outside the active racing field and are not taken into account.

If there is a tie, the lowest row counts. Rows can be additionally upgraded by +2 each using gold upgrade coins (Fig.1, ②).

There are 25 racing drivers in the game. The 'Monkey' represents one of them.

The 'Dog' and 'Panther', on the other hand, are not drivers. They only appear in the race stack, but not in the driver stack, and have special functions.

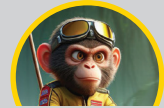


FIG. 3: THE ANIMALS

The active player reveals race cards (golden back). The cards must be revealed quickly and the revealed card should be clearly visible to everyone. In principle, cards are revealed until

- A either a **racer** (Fig. 7) appears who is in the active racing line or
- B the '**dog**' (Fig.1, ⑧) or
- C the black '**panther**' (Fig.1, ⑨) appears.

In all three cases, the other players are asked to call out the name of the corresponding animal. The first player to do so becomes the next active player.



Note

The active player may only call in a game with two players.

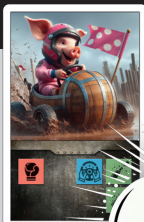
Anyone who incorrectly calls an animal may no longer take part in the competition for the next active player.

If no agreement can be reached on who called the correct animal first, the dice decides.

FIG. 4: CALLING OUT TE ANIMALS

If you want to become an active player, you must quickly call out the name of the animal you have uncovered.

Unfortunately, 'frog' is wrong here!



Frog!



Note

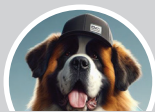
In rare cases, the active player may (by mistake or for tactical reasons) reveal a new card even though case A, B or C has occurred. If this error remains unrecognised, there are no consequences. However, if a player realises the problem, the card (or cards) must be put back on the pile. The attentive player becomes the active player and continues the move. If the active player is wrongly accused of an offence, the same procedure applies as if the wrong animal name had been called.



Case A

If a **racer** in the active race row is revealed, the corresponding animal moves up one row. Race rows are always filled from left to right. Any resulting gap in the race row below is closed by moving all racers positioned to the right of it one place to the left (see Fig. 5).

The remaining pile of race cards is passed on to the new active player. The cards are not shuffled. A new turn begins.



Case B

If a ‘dog’ is revealed, the revealing player may perform one of four **special actions** (see next section). It then passes the race pile, *unshuffled*, to the player who first called out ‘dog’. This player is now the new active player.



Fall C

If, on the other hand, the black ‘panther’ has been drawn, a new racer comes into play and is placed in the bottom row of the starting area - race row 1 is also filled from left to right, i.e. the card is placed on the right.

As long as racers are face up in the starting area, the active player must choose one of them. If this is not the case, the top card of the racing driver draw pile is revealed and used instead. If this is empty, no new racers can be brought into play. Finally, all the upgrade coins on display are collected and returned to the supply and any race cards that have already been revealed are shuffled under the race deck. They are then passed on to the new active player.

The ‘Monkey’ race card is revealed and the monkey moves up from race row 2 to race row 3. There it is placed at the right end next to the cat.
The ‘frog’, on the other hand, moves to the left and closes the gap in row 2..

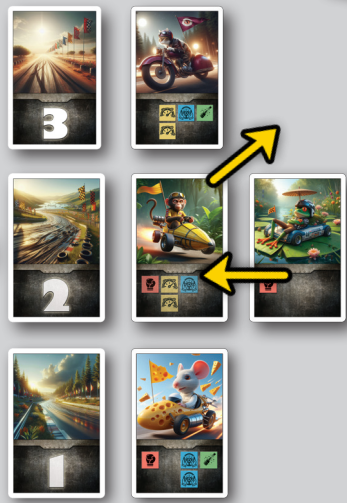
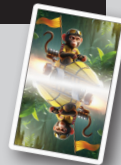



FIG. 5: MOVING THE RACE CARDS

SPECIAL ACTIONS

After a 'dog' has been revealed, the active player can choose one of the four options described below (however, the special action may also be omitted).

 *Note* If the active player's racer is not yet in the race, their animal is brought into the race (bottom row of races). There is no special action.



A player can try to **overtake** another neighbouring driver with his racing driver. If he succeeds, the two swap places. The three positions immediately to the left, right and above your own vehicle are considered neighbouring.

Crashed cars can also be selected for overtaking. The manoeuvre is then always successful.



It is not possible to overtake from the start area (see above).



When **pushing off**, an opponent positioned to the left or right of your own vehicle can be removed from the active race. The corresponding card is then turned over. This manoeuvre is also not possible in the start area.

Whether pushing off or overtaking, the manoeuvre does not succeed automatically. It depends on two dice rolls. The attacker first decides which of his abilities



Strength



Speed



Agility



Luck

he wants to use. He then rolls the dice and adds one point for each of the corresponding symbols on his racer card. The attacker then rolls the dice and adds the corresponding symbols. The player with the highest total number of points wins (see Fig. 6). If there is a tie, nothing happens. If a racing manoeuvre fails, the attacker 'crashes' and their driver card is turned over.



Repair

A crashed car can get into working order using the **repair** option and thus returned to the game. The corresponding card is then turned back to the front.



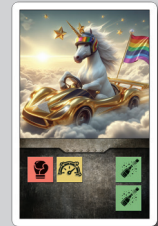
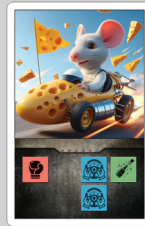
Upgrade

Race rows on which at least one upgrading coin is placed are **upgraded** by two points each when the active race row is determined. However, the following still applies: There must also be a racer in the active race row. When the panther is revealed, the coins are removed again.

The 'mouse' tries to push the 'unicorn' away and chooses "agility" (blue). It rolls a 3 and can improve the result by +2 to 5 because of its two blue agility symbols.

The 'unicorn' has no agility and therefore counters with an unmodified dice roll. However, as it rolls a 6, it still wins.

The 'mouse', on the other hand, causes an accident. Its driver card is turned over.



+2

=5



+0

=6

FIG. 6: RISKY DRIVING MANOEUVRE





GAME FINISH

The winner of the game is the first player to cross the finishing line. After the first winner has been determined, further places can be played off as desired.

SOLO VARIANT

The game can also be easily played alone. The active player then never changes and there is no need to call out the animals.

The level of difficulty can be modified by selecting the racer, the length of the game by the number of race tracks.

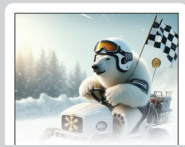
BONUS-TRACKS

If you are looking for a big challenge, you can turn one or more of the track cards to the reverse side and/or swap them for others when building the track. Each time a vehicle in the game moves up a row towards the finish, you must first roll the dice against the current track card. The ability that must be used is determined by the track card; if several abilities are listed, you can choose one. The displayed value must be surpassed in order to make the ascent. If there is a tie, nothing happens. If the driver loses, as in the case of overtaking and pushing off, there is a crash, the race card is turned over and the 'ascent' is unsuccessful.

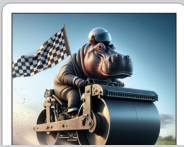
Note

If the special action 'Repair' is selected in this variant, two vehicles (if available) must be turned back to the front.





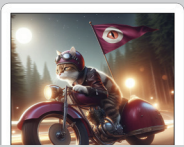
Polar bear



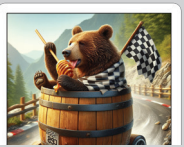
Hippo



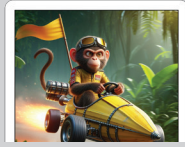
Lion



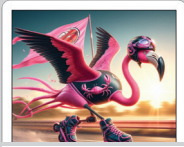
Cat



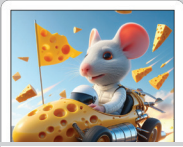
Bear



Monkey



Flamingo



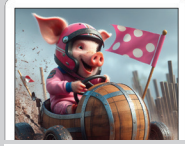
Mouse



Dolphin



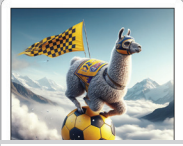
Camel



Pig



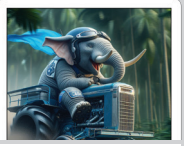
Unicorn



Llama



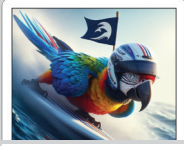
Crocodile



Elephant



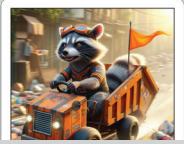
Mole



Parrot



Penguin



Raccoon



Frog



Sheep



Hamster



Giraffe



Kestrel



Paradise Bird

FIG. 7: THE 25 RACING ANIMALS AT A GLANCE



INFO

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