The TOTALY unbelievable Animal-RACE

GAME COMPONENTS

26 race cards, 25 driver cards, 7 track cards
8 marking strips, 3 upgrading coins
7 different coloured round tokens
one dice

OBJECT OF THE GAME

The object of the game is to win the „Totally Unbeliev-able Animal Race" by racing past the competition and crossing the finish line first.

GAME PREPARATION

Firstly, the racing field is set up: To do this, place the race track cards in a vertical row (see fig. 1). These mark the left edge of the playing field. The top card is the finish card and the bottom card is the start card. The race track in between is usually three or four track sections long, depending on the number of players. See the start table (page 2) for details.

Note:
If extra long races are desired, the course can be extended to a length of 5 fields (fig. 2).
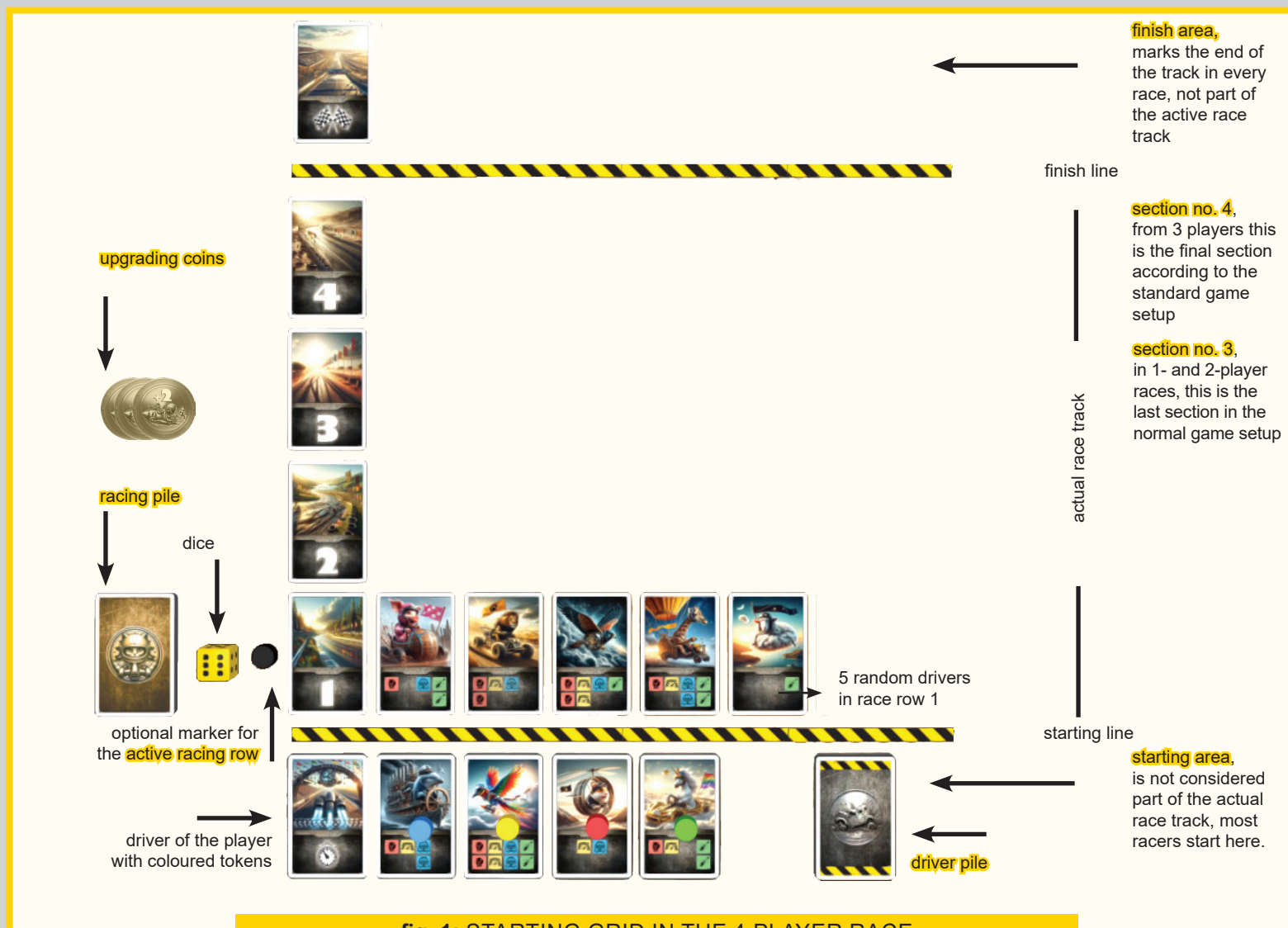

finish area, marks the end of the track in every race, not part of the active race track

finish line

section no. 4, from 3 players this is the final section according to the standard game setup

section no. 3, in 1- and 2-player races, this is the last section in the normal game setup

actual race track

upgrading coins

racing pile

dice

optional marker for the **active racing row**

driver of the player with coloured tokens

5 random drivers in race row 1

starting line

starting area, is not considered part of the actual race track, most racers start here.

driver pile

fig. 1: STARTING GRID IN THE 4-PLAYER RACE

fig. 2
Race section no. 5

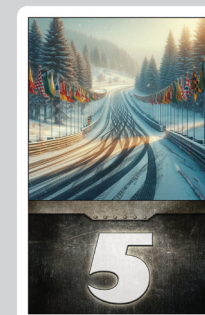For extra-long races, the race track can be extended to up to 5 sections.

fig. 3
The race cards

fig. 4
The driver cards

fig. 5
The upgrade coins

fig. 6
The "dog"-card

When the *„Dog"* card is revealed, the active player is given four possible game options: He can place an upgrade coin, carry out a repair or choose one of two driving maneuvers.

The starting line between the starting field and race field 1 is used to mark out the actual race course at the bottom. This is done by placing horizontal marking strips one behind the other.

A finish line is then placed in the same way between the last race track and the finish card.

A dice and the upgrading coins are placed ready and the two stacks of cards (race cards und driver cards, see fig. 3 and fig. 4) are shuffled.

Each player receives a different coloured token. 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 (on the back you can see a broken car).

The cards are placed below the finish line and marked with the player's token, see fig. 1.

> *Note:* In principle, the racers can also be selected. However, it is important to note that the racers have different strengths.

If there are fewer than 5 players, 5 or even 10 random racers are removed from the game if there are 1 or 2 players. The corresponding cards are also removed from the race cards. These are not needed in this game.

Finally, the racers are now placed in the first part of the track (i.e. directly above the starting line in race row 1). Their number is always one more than the number of players (see starting table, next column above).

The remaining racer cards are shuffled and placed as a draw pile to the right of the cards already placed by the players (i.e. below the starting line, in the starting row).
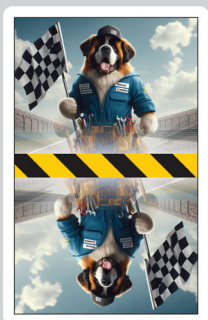
If the game is played with inexperienced players, a black token is placed to the left of the active row of racers. At the start of the game, this is always row 1 above the starting line, as this is the only race row that is already occupied by drivers.

number of players	length of the race track	racers on race row 1	sorted out racers
1-2	3	2-3	10
3-4	4	4-5	5
5-6	4	6-7	0

TABLE: Recommended starting line-ups

GAME PROCESS

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

At the start of each new turn, all players should check which is the active race row (see fig.7) and which racers are there.

> *Note:*
> The active race row is always the race row with the most animals (racer cards). Reversed racer cards count as normal, 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 actual racing action and are not taken into account. If there is a tie between the rows, the lowest row counts. Rows can be additionally upgraded by +2 each using golden upgrade coins (see Fig. 5).
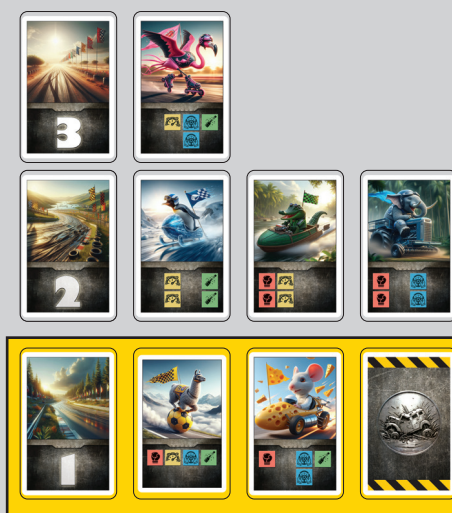

fig. 07
Active race row

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

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 turned over until

(A) either a racer appears who is in the active racing line or

(B) the dog (Fig. 8) or

(C) the black panther (see Fig. 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:
In a two-player game, the active player may also call out.

Anyone who incorrectly calls an animal may no longer take part in the competition for the next active player in this turn. If no agreement can be reached as to who called the correct animal first, the die decides.

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 undetected, there are no consequences. However, if a player notices the problem, the card (or cards) must be returned to the hand. The attentive player immediately becomes the active player and starts a new turn. If an offense by the active player was wrongly called out, then the same procedure is followed as if the wrong animal name had been called out.

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. 8). 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" (see fig. 6) is revealed, the player who first called out "dog" may carry out one of four special actions (see p. 4). As in case A, the pile of race cards goes to the (new) active player unshuffled.

Case C
If, however, the black „Panther" has been drawn, a new racer comes into play and is placed in the bottom row of racers - race row 1 is also filled from left to right, i.e. the card is placed on the right.
As long as players' racers are available in the starting area, one of them must be chosen. 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

If the black „Panther" card is revealed, a new racer comes into play. Animals from players come into play first, then they are drawn from the driver pile. Also important: After the panther is revealed, the racing pile is shuffled (this never happens otherwise!)

The „Lion" has been uncovered. This is located in race row 1. Row 1 is also the active race row. Although there are also four cards in row 2, only the lowest of the rows is considered active if they are the same length. The „Lion" now takes the place in row 2 next to the „Mole". The space vacated in row 1 is filled by moving „Unicorn", „Giraffe" and „Bear" one position to the left.

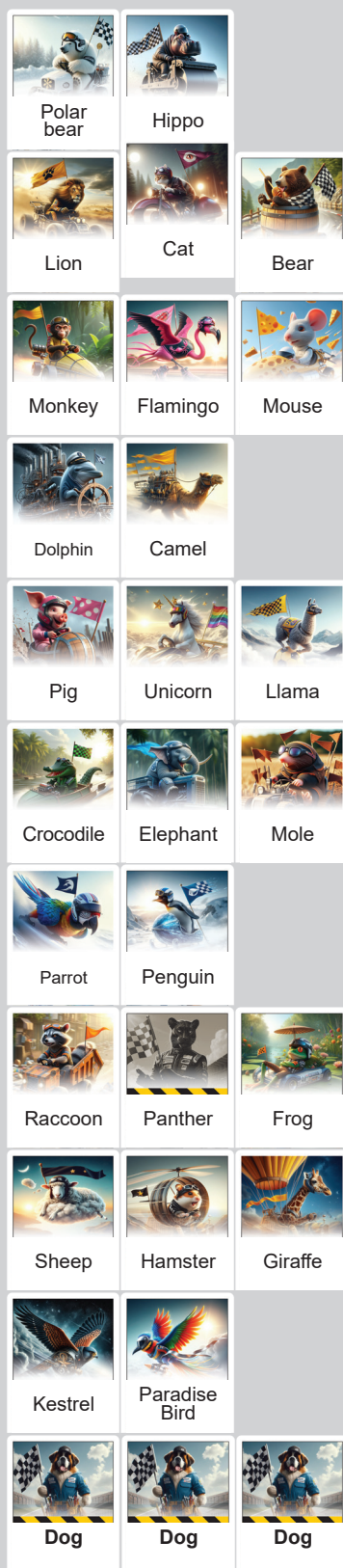The „Lion" race card is drawn, ...
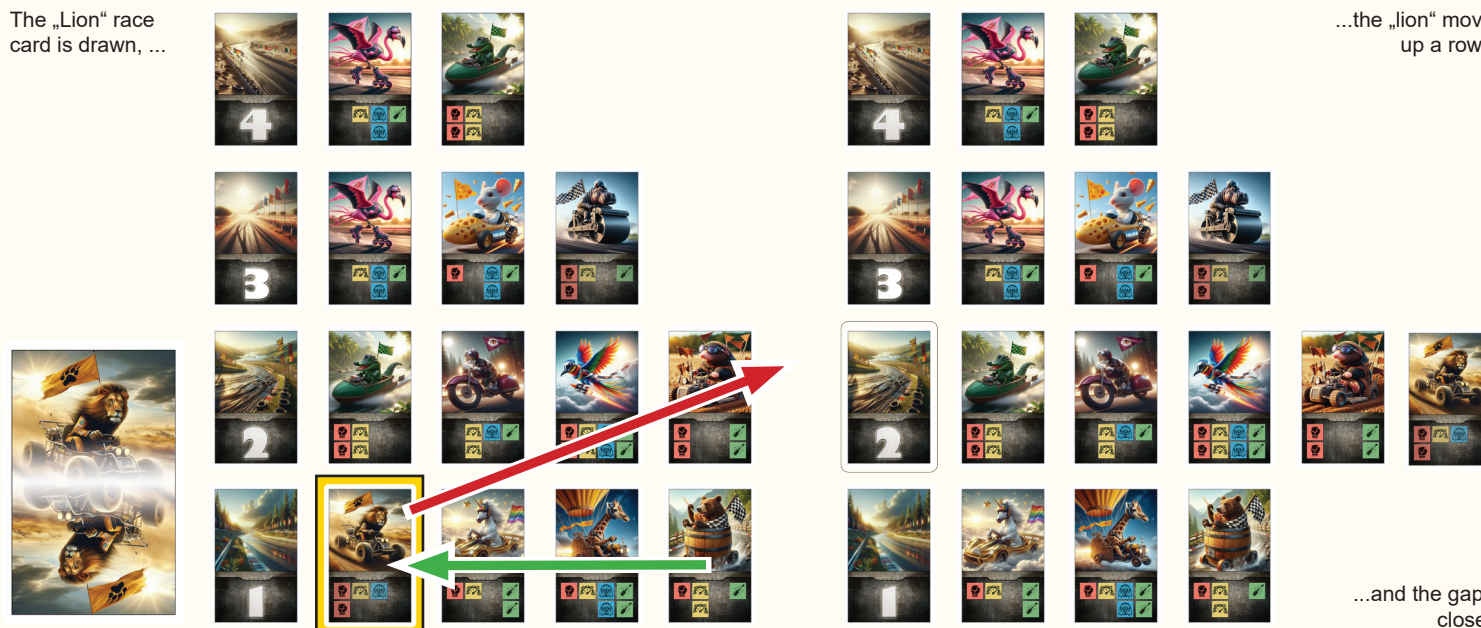
...the „lion" moves up a row,...

...and the gap is closed.

FIG. 8: THE UPGRADING

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 special actions

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

A player can try to **overtake** another neighboring racer with his racer. If he succeeds, the two swap places. The three positions immediately to the left, right and above your own vehicle are considered adjacent. Overtaking from the start area is not possible.

When **pushing off**, on the other hand, an opponent positioned to the left or right of your own vehicle can be removed from the active race (the corresponding card is turned over).

Regardless of whether you are pushing off or overtaking, the maneuver is not automatically successful. It depends on two dice rolls. The attacker first decides which of his abilities

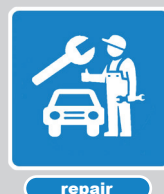| Strength	Speed	Agility	Luck

he wants to use, he rolls the dice and adds one point for each of the corresponding symbols on his racer card. Then the dice are rolled for the person being attacked and they also add points if there are corresponding symbols on their card. The player with the highest total number of points wins (see fig. 11). If there is a tie, nothing happens. Crash cars can also be selected for overtaking, and the manoeuvre always succeeds. If a race manoeuvre fails, the corresponding driver "crashes" and his driver card is turned over.

A crashed car can be repaired using the **repair** option and thus returned to the game. The corresponding card is then turned back to the front.
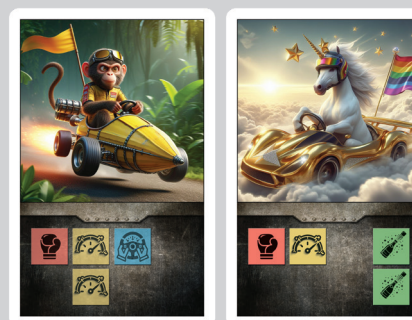
$$\text{🎲} +1 = 4 \qquad \text{🎲} +0 = 6$$

Race rows on which at least one **upgrade** coin has been placed are each upgraded by two points when determining the active race row. However, the following still applies: there must also be a racing driver in the active race row..

END OF THE GAME

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

SOLO VARIANT

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

INFO

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