Simone
Luciani

JUNGLE Race

RULES

A game of races in the jungle for 2-6 pilots from 6 years and up

COMPONENTS

5 cardboard pilot standees
5 plastic support
5 route cards
33 medal coins
(15x1-points, 5x2-points, 4x5-points, 4x10-points, 5x20-points)
50 pilot cards

OVERVIEW

Five animals drive their cars challenging each other in a crazy race through the jungle.

The Jungle Race is about to start! Every card is a reckless overtaking!

At the end of the race, players will score points if they were able to get at least one of the pilots in their hand on the podium!

5 ROUTE CARDS

50 PILOT CARDS

33 MEDAL COINS

5 PILOT FIGURES WITH PLASTIC SUPPORTS

SET UP

Place the track cards in the middle of the table to create a line that will represent the track of your race.

Arrange the cards as shown below.

Insert every pilot figure into a plastic support.

Randomly place a pilot figure on each track card.

Shuffle the pilot cards and place the deck on the middle of the table face-down.

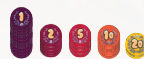Place the medal coins on the table so that they can be easily reached by every player.

Every players draws 7 cards from the deck. Amongst the players, the one who looks more like a lion will be the first player.

THE TRACK AND THE PILOTS

YOUR HAND

MEDAL COINS RESERVE

OPPONENT'S HAND

THE GAME

The game consists of 3 identical stages then the players who got more medal coins wins the game.

RULES OF A SINGLE STAGE

Players will have their turn clockwise starting from the first player. During your turn, you have to play one card from your hand placing it face up in front of you. The pilot on your card will overtake the one before him: swap their places!

Example

1 John uses the giraffe pilot card.
2 The Giraffe overtakes the Gorilla, swapping positions.
3 Gorilla loses one position.

WARNING: If you play a pilot card representing the pilot in the first position, the engine of his card breaks down: slide that pilot back to the last position. Every other pilot will gain one position!

Example

1 John uses the Elephant pilot card.
2 The Elephant slides back to the last position.
3 All other pilots move up on the track and gain one position.
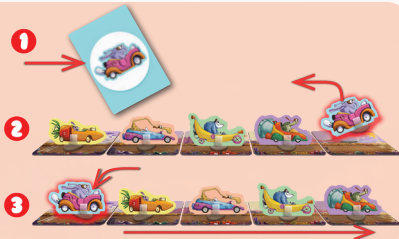
PASSING

During you can pass, which means that you don't play any card. Place the cards in your hand face-down in front of you. Doing this you won't be able to play other cards on that stage.

STAGE SCORE

When every player runs out of cards (using them or passing) that stage ends. Each players get medal coins according to the pilots' final positions. This is how points are scored:
For each card you have used, face up or face-down you get:

    3 medal coins for each card representing the first place pilot;
    2 medal coins for each card representing the second place pilot;
    1 medal coin for each card representing the third place pilot.
Fourth and fifth place pilots score no points.

Scoring example

Since the Turtle is the first place pilot, John gains 3 medal coins for each card represent the Turtle he used. As he used 2 cards represent the Turtle, he gains 3 medal coins for each card. His 3 Gorilla pilot cards earns him 2 coins each as the Gorilla is the second place pilot. John doesn't not get points for his 2 Rabbit pilot cards as the Rabbit is not on the podium. In the end, John scores 12 medal coins!

THE NEXT STAGE

Shuffle again the deck with the pilot cards. WEvery player draws again 7 cards. PIlot figures are left where they are already. The player sitting to the left of the first stage's first player will start the new stage first.

END OF THE GAME

The game ends at the end of the third stage. Who owns more medal coins wins the game.

VARIANTS

You can freely choose to add more stages to the game if you want to play a faster and longer race!