

## IDEA OF THE GAME

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 get points if they were able to get the pilots from their hand of cards (at least one pilot!) on the podium.



5 ROUTE CARDS

50 PILOT CARDS



33 MEDALS COINS



5 PILOT SHAPES IN CARDBOARD WITH A PLASTIC SUPPORT

## PREPARATION

Place the route card in the centre of the table forming a line that will be the route of the game.

Arrange the cards following the picture below.

Insert every pilot standee in a plastic support.

Place randomly a pilot standee on each route card.

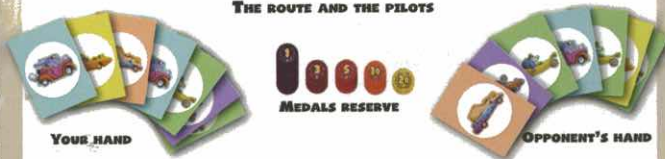
Shuffle the pilot cards and place the deck faced-down in the centre of the table.

Place the medals so that they can be easily reached.

Every player draw 7 cards from the pilot deck and keeps them in his hands. The player who looks more like a lion starts to play.



THE ROUTE AND THE PILOTS



YOUR HAND

MEDALS RESERVE

OPPONENT'S HAND

## THE GAME

The game is composed by 3 stages. Every stage is played in the same way. At the end of the third stage the player with more medals is the winner.

## RULES OF A SINGLE STAGE

Every stage is divided in turns that follow each other in clockwise starting from the first player.

When it's your turn you have to play one card from your hand by placing it face-up in front of you, the pilot portrayed on the card does a overtaking: push him forward and swap position with the one who is before it.

### Example



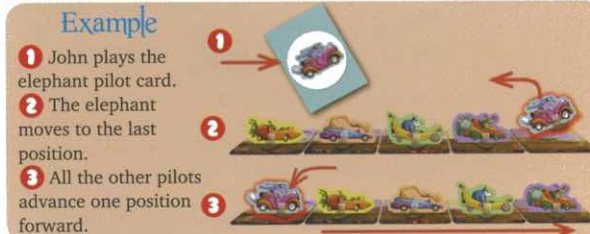
1 John plays the giraffe pilot card.

2 On the track the giraffe overtakes the gorilla, taking its opponent position.

3 Gorilla loses one position.

**WARNING:** If you play a card depicting the pilot currently in the first position, its engine breaks and it slides to the last position; every other pilot gains one position!

### Example



1 John plays the elephant pilot card.

2 The elephant moves to the last position.

3 All the other pilots advance one position forward.

## PASSING

On your turn, if you don't want to play one card, you can pass. Place the cards you have in your hand face-down in front of you: from this moment you won't play anymore.

## STAGE SCORING

When every player depleted their cards (by playing them or passing) the stage ends. Each player gets medals based on the final position of the five pilots.

For each card, played face up or down, players gets:


- 3 medals for each card depicting the first pilot;
- 2 medals for each card depicting the second pilot;
- 1 medal for each card depicting the third pilot.

The fourth and fifth pilots reward no points.

### Scoring example



At the end of the game John has 2 Turtle Pilot Cards, since the turtle is in first position, he gains 3 coins for each card. The 3 gorilla pilot cards are worth 2 coins for each card because the gorilla is in second position; he doesn't gain any point with the 2 rabbit pilot cars because they are not on the podium.

By the end of the round John gains 12 medals! 

## THE NEXT STAGE

Re-shuffle all the pilot cards. Every player draw again 7 cards. The pilot standee are left where they are.

The starting player for the next stage is the player sitting to the left of last stage's starting player.

## END OF THE GAME

The game ends at the end of the third stage. The player with more medals is the winner.

## VARIANTS

You can freely choose the number of the stages to play if you want a game faster or longer..

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## 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-point, 5x3-points, 5x5-points, 5x10-points, 3x20-points)

50 pilot cards