



THE QUICK AND EASY GAME

Ages: 5+ years; Duration: 15 minutes; Players: 2-4

Overview

There's urmoil in the nursery! Auto racing is not only fun for children, but also for the cat! Curious, the cat follows the fast racing cars with her eyes... and suddenly jumps on the track, chasing the little speedsters and throws them off the track! Despite the cat, how many drivers will make it? Only if you look closely, respond quickly, and be fully committed can you win this wild race!

Before The First Race

This game can be played in various challenging variations. The **Beginner Version** is intended for children 5 years and older and as a way to get to know the game. The rules are explained on the basis of this first variant. The changes for the **Advanced Version** (for players 8 years and up) and the **Obstacle Course** (on the back of the game board) can be found on the last page of these rules.

Adults!

Thank you very much for choosing the **Flizz & MieZ** from the **Carrera Tabletop Games** series. This game requires and promotes many senses; children must observe and grasp situations, respond verbally, and perform actions quickly. In addition, the player roles change each round.

In order for the game to work, we recommend thoroughly reading the rules and familiarizing yourself with the components in advance. In the early rounds, have the adult play the role of the **Race Official** and alternate the roles of the **Racecar Driver** and **Cat** between the children playing. If you play with more than two children, the extra children can watch without a role.

It won't be a problem for the children to take over the role of the Race Official after one or two games. In the beginning, it's important that someone takes over this role that can stay calm and organized. As you will see, this is not so easy. But now, let's go!

Components



Setup

1. Place the game board **with the side without the printed balloons face up** in the middle of the table.
2. Put the racecars behind to the Start/Finish line, but next to the game board.
3. Put the Puzzle Tiles in a big pile near the game board.
4. Put the Cat Die and STOP Token neat the game board as well.
5. The player who can run the fastest is the starting player and gets the Controller Token. This token is kept by this player throughout the entire game.



Game Play

- The game is played over several turns. Each turn consists of **Preparations** and a **Racing** phase. For turn, each player assumes a different role. Depending on the number of players, these roles are distributed as follows:
 - 2 Players: **1 Driver** and **1 Cat**
 - 3 Players: **1 Driver**, **1 Cat** and **1 Race Official**
 - 4 Players: **1 Driver**, **1 Cat** and **2 Race Officials**
- The player with the Controller Token is the first racer.
- The other roles are assigned clockwise.

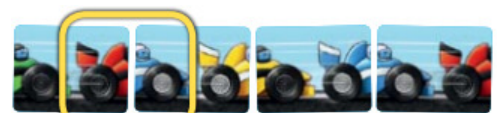
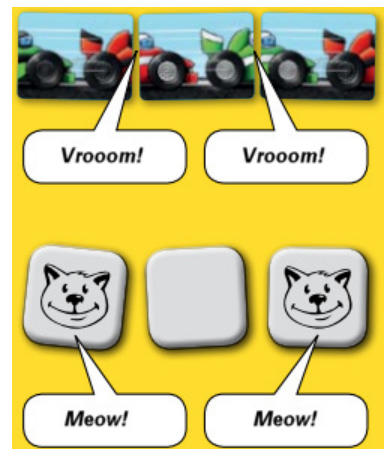
Preparations

- If you are the **Driver**, you put your racecar on the track. In the first round, you start at the Start/Finish line. For the Beginner Version of the game, It doesn't matter what side of the track your race car is on.
- Take all of the Puzzle Tiles and place them in a pile in front of you. Leave enough space between you and the pile so that you can assemble the Puzzle Tiles during the race.
- The STOP Token indicates maximum distance that you can drive your racecar this round. Starting from your racecar, count 10 spaces ahead and put the STOP Token in the next space of the racetrack. If another racer is already more than 10 spaces in front of you, put the STOP Token right next to that racecar. It's always possible to catch up with the leader, even if it has more than a 10 space lead.
- If you play the **Cat**, the Cat Figure starts 3 spaces behind the racecar. If the driver is an adult, the cat may start 2 spaces behind the racecar. You also get the Cat Die.
- When all **Preparations** are complete, the **Racing** phase can begin. If you are the **Race Official** (or the **Racer** in a 2-player game), you start the **Racing** phase by shouting "**On your marks, get set... GO!**"



Racing

- If you are the **Driver**, you're trying to put together Puzzle Tiles as quickly as possible from left to right in a row in front of you. The color of the racecar front on the played tile must match the color of the racecar rear on the previous tile in the line (*the color of the tires and helmet are only important for the variants*). You start with any Puzzle Tile from the pile in front of you. Every time you add another Puzzle Tile that matches, you shout "**Vrooom!**" This alerts the **Race Official** to move your racecar one space forward on the track. (*In a 2-player game, there is no Race Official and you have to move your racecar yourself.*) **Important Note:** For each wrongly matched tile you have at the end of the **Racing** phase, you must move your racecar backward one space on the track!
- If you play the **Cat**, roll the Cat Die as quickly as possible. Whenever you've rolled a Cat symbol, shout "**Meow!**" This alerts the **Race Official** to move the Cat Figure one space forward on the track. (*In a 2-player game, there is no Race Official and you have to move the Cat Figure yourself.*)
- As a **Race Official**, you are watching the race. You move the racecar or the Cat Figure one space forward when the player makes the appropriate sound. If there is a second **Race Official**, each of you takes care of one of the game characters. If the Cat Figure catches the racecar or the racecar reaches the STOP Token, the **Racing** phase ends by shouting "**Stop!**" (*In a 2-player game, there is no Race Official and the current players must shout "Stop!"*)
- At the end of the turn, check the Puzzle Tiles of the **Driver** and move the racecar backwards one space per incorrect match, if necessary. The racecar is placed next to the space off the track.
- A new then round begins. **The roles switch in a clockwise direction.** Then follow the **Preparations** to start the next round.



The colors of these two Puzzle Tiles do not match. The player must move the race car back 1 space.

Game End

- Once a racecar crosses the Finish Line, the game will end after the round is finished. The player sitting to the right of the driver with the Controller Token is the last player of the game.
- The driver that drove his racecar the furthest past the Finish Line is the winner. All players involved in a tie win.

Variants

- Is the Beginner Version too simple? Looking for a new challenge? If so, test your skills with one of the variants below. The changes mainly concern the role of the **Driver**.



Advanced Version

- Here you'll have to look very carefully! When matching the puzzle tiles, the **Driver** must now also pay attention to a second property. Each racing car has ornaments: wheels and the driver's helmet in black or white. In addition to the color of the car, the colors of the wheels and helmet must match in order to drive forward 1 space. The Puzzle Tiles are still checked at the end of the **Racing** phase and the racecar moved backwards due to matching mistakes, if necessary.



Obstacle Course

- For this variant, use the side of the game board with the printed balloons. This track has **Crossovers**, a **Loop** and a **Jump**. Each of these spaces requires a specific sound. The sounds are indicated in balloons on the game board
- As a **Driver**, you have to keep an eye on the game board now. Start on the upper lane. *To have more variety, you can drive on the track in both directions.*
- **Crossover** – If your racecar is on its lane right in front of a crossover, you need to shout "**Quietsch! (Squeak!)**" when correctly matching the Puzzle Tiles to move around the obstacle and avoid a crash. If you shout another sound instead, you crash into the obstacle and your turn ends immediately. Your racecar is placed next to the space after the crossover and starts there on your next turn.
- **Loop** – In order to have enough momentum for the loop, you need to shout "**Wusch! (Whoosh!)**" when correctly matching the Puzzle Tiles. If you shout another sound instead, you're too slow and fall from the loop. Your turn ends immediately. Your racecar is placed next to the space after the loop and starts there on your next turn.
- **Jump**: In order to have enough speed for the jump, you need to shout "**Huiii! (Wheee!)**" when correctly matching the Puzzle Tiles. If you shout another sound instead, you're too slow and your turn ends immediately. Your racecar is placed next to the space after the jump and starts there on your next turn.
- **Important Note**: The specific noise may only be made if you're right in front of the appropriate space. If you make the wrong noise or make the correct noise at the wrong time, your car crashes and your turn is over.
- As a **Race Official**, you control the sounds that the **Driver** makes. If you judge that he made an incorrect sound, you shout "**Crash!**" and the turn is over.
- As real **Flizz & Mieze** professionals, you can play the Obstacle Course using the Advanced Version rules. However, you can also play using the Beginner Version rule that the color of the wheels and helmet do not need to match on the Puzzle Tiles for the Obstacle Course, if desired.



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