

Rudi Racer

Rudi flies past at turbo speed – but the team is smart indeed!



Players: 1-4

Duration: approx. 10 min.

4+

Play **altogether as a team** (Hedgehog, Dog, Bear) against Rudi Racer. Obviously, Rudi is much quicker and will reach the finish first, but the team is smart. For example, if they roll a pair of **hedgehogs**, then the team can significantly improve their chances. Whoever reaches the finish first wins the race – either Rudi or the team. The first to win two games is the winner.

Material

4 Animals



Hedgehog

Dog

Bear

Rudi

2 Dice



With the
4 animals

26 Cards



24 Path
cards

1 Start

1 Finish

Game set-up

Set the race track out as a semi-circle on the table. First the start, then the 24 path cards and finally the finish. The members of the team (hedgehog, dog and bear) and Rudi must be placed on the starting card. Place both the dice next to the race track.

Start



Finish

Playing the game

The youngest player starts (=active player) and then the other players takes turns one after the other, going in a clockwise direction.

- ➔ The active player takes both dice and rolls. The active player must then move the animals according to what they roll (each path card counts as one field). The hedgehog and Rudi always move forwards by one field, the dog 2 fields and the bear 3 fields (the number of fields that the animals can move is written on their torso).

The animals must always be placed on the corresponding path card. There may be several animals on one card at the same time.



Sarah rolls Rudi and the bear. She moves Rudi forwards 1 field and moves the bear forwards by 3 fields.

Linus rolls Rudi twice. He moves Rudi forwards 1 field twice, so a total of 2 fields. Tim rolls the hedgehog and the dog. He moves the hedgehog forwards 1 field and the dog 2 fields.

Attention: The pair of hedgehogs

There is just one rolling result that gives the team the opportunity to do a special action. If the player rolls a pair of hedgehogs (so two hedgehogs), they are free to choose between moving the hedgehog forwards two spaces, as normal, or moving the dog forwards (2 fields) once or moving the bear forwards (3 fields).



Note: When they roll a pair of hedgehogs, the player should carefully consider where the team's animals are at that moment and should decide which animal has the best chance of winning. Of course, the player should ask for advice – they are part of a team after all! However, the final decision ultimately rests with the active player.

Sarah rolls a pair of hedgehogs. She can now either move the hedgehog forward by 2 fields, the dog by 2 fields or the bear by 3 fields. She chooses the bear and moves it forwards 3 fields.

Remember: If you roll a pair of dogs (so two dogs), there is no special action. The dog is just moved forwards 2 fields as usual.

The players take it in turns to be the active player as described above, they each roll both dice and move the animals along the racetrack depending on what they rolled.

The race ends as soon as an animal reaches or passes the finish.

- ➔ If Rudi reaches the finish first, then Rudi wins the race.
- ➔ If a member of the team (it doesn't matter who!), reaches the finish first, then the team wins the race.
- ➔ If Rudi and one of the members of the team reaches the finish at the same time, then the round ends in a tie.

New race & ending the game

Now a new race is started. The set-up and process of playing the game stay the same. The first to win two races, either Rudi or the team, wins the game.



The competition between Rudi and the team is exciting right up until the end – every single time! Obviously, Rudi is much quicker and will reach the finish first, but the team is smart. When they roll a double hedgehog, they can significantly improve their chance of winning. Whether you're playing alone, or with other children or adults – this is a great game, in a small box!