8+ | 2 - 4 | 10 min.

INTRODUCTION

"Want to race?" the confident Tortoise asks his bouncy, big-eared friend. The Tortoise and the smirking Hare place themselves at the starting line for one final race to cross a vegetable garden. In this highly exciting co-operative game, help the Tortoise to be the first to cross the finish line once again.

GAME CONTENTS

- 6 game board tiles
- 32 Race Cards
- 18 Objective Cards
- 1 Tortoise token
- 1 Hare token

OBJECT OF THE GAME

In this co-operative game, everyone plays together against the Hare and wins by moving the Tortoise to the 'finish' square before the Hare.

SET UP

- Set up the gameboard in the centre of the table by assembling the tiles as shown below (use the red side of the tiles)
- Place the Tortoise and the Hare pieces on the square marked 'Start'
- Shuffle the 18 Objective Cards and place them in a pile, face-down, next to the board
- Shuffle the 32 Race Cards and place these in another pile, face-down, next to the board.

The youngest player goes first and places the pile of Race cards, face-down, in front of them.

HOW TO PLAY?

Play moves in clockwise turns. Each player must carry out the two following actions on their turn:

1. Move the Tortoise
2. Move the Hare

1. Moving the Tortoise

On their turn, players pick up the top Objective card and place this, face-up, to one side of the original pile.

They must then try to pick up as many Race Cards in one go as indicated on the Objective card. To do this, they must only use one hand to separate the pile of Race cards in two, by lifting as many cards in one go as they think matches the number of cards indicated on their Objective card.

Note: The number of cards being picked up must be guessed- players cannot count cards.

Once the pile has been split in two, players count the number of cards they have in their hand. Depending on the number of cards lifted, the Tortoise can move forwards according to the following rules:

- If a player has lifted the exact number of cards specified on the Objective card, the Tortoise moves forward 4 spaces.
- If a player has lifted 1 card less than the number of cards specified on the Objective card, the Tortoise moves forward 3 spaces.
- If a player has lifted 2 cards less than the number of cards specified on the Objective card, the Tortoise moves forward 2 spaces.
- 2 spaces if the player has taken 2 cards more than the number indicated on the Objective card.
- 1 space if the player has taken 3 cards more than the number indicated on the Objective card.
- The Tortoise does not move forward if the player has taken 4+ cards more than the number indicated on the Objective card.

Example: The player flips over an Objective card which shows the number 15. The player must try to pick up 15 cards in one go from the pile of Race cards. If the player lifts 18 Race cards, this is 3 cards away from the 15 required by the Objective card, so the Tortoise only moves forward 1 space.

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Once the action indicated has been carried out by the Hare, players return the Race card to the bottom of the Race card pile.

It is now the next player's turn.

Note: If there are no cards left in the Objective card pile, take all the Objective cards and shuffle them together to create a new pile.

END OF THE GAME

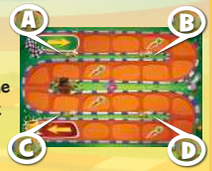
The game ends immediately when either of the two animals reaches the finish line (animals can reach the finish line if their card matches exactly or is superior to the number of spaces needed to hit the finish line).

- If the Tortoise arrives first, all players win.
- If the Hare arrives first, all players lose.

VARIATIONS

Small Track

For a shorter game (roughly 10 mins) use the 4 blue sides of the track tiles when setting up.



Young Tortoise

If you are playing with young children, you can let them exceed the number of cards required indicated on the Objective cards. In this case, the Tortoise moves forward:

- 3 spaces if the player has taken 1 card more than the number indicated on the Objective card.
- If a player has lifted 3 cards less than the number of cards specified on the Objective card, then the Tortoise only moves forward 1 space.
- If a player has lifted 4 (or more) cards less than the number of cards specified on the Objective card, the Tortoise does not move forward.
- The Tortoise does not move forward if a player has taken more than the number of cards specified on the Objective card.

Example: The Objective card specifies 15 cards. The player must try to take 15 cards from the pile of Race cards. The player lifts 14 Race cards. This is 1 card away from the 15 required by the Objective card, so the Tortoise moves forward 3 spaces.

2. Moving the Hare

Players then replace the Race cards they have taken at the bottom of the pile which sits on the table. They then take the first card