12GoC Game 9: Racing Game

Designed by Ellie Dix

3-5 players | 20 minutes | Age 6+

Components:

- 56 playing cards (7 sets of 1-8 cards)
- 2 special cards: Refusal and Sprint
- 4 terrain cards

Preparation:

- Each player starts with 20 points. Keep track of scores on a piece of paper.
- Each player will need a piece of paper and a pen.

Aim:

Score points by winning horse races.

How to play:

Round set up

- Elect one player as the race official. This role rotates during the game. In a five-player game only, the race official doesn't play in the round.
- The race official does the following actions:
    - Place one playing card of each terrain type out on the table in a column, each card starting a row in the race.
    - Shuffle the playing cards and special cards together.
    - Place the top eight cards of the deck face up in a row above and to the right of the column of terrain cards. These cards mark out the stages of the race.

Bidding

- Each player decides how much they would like to bid on this round and writes down their bid on a piece of paper. Players may bid zero.
- Simultaneously all players reveal their bids.
- The player with the highest bid, chooses one of the terrains to back in the race. They take the matching terrain card in front of them (leaving the playing card with the matching terrain type on the table).
- Then the next highest bidder chooses a terrain card and so on.
- In the case of a tie, players both name the terrain they would choose. If it is the same, there is a random draw for the card, if it is different, they each get what they choose.
- All players bids are deducted from their score.

The Race

- The race official flips cards from the deck one at a time.
- Each time a card is flipped it is added to the row of other cards with the same terrain type.
- If a special card is flipped, an action will occur to the next card that is flipped.
    - **Refusal**: The next card flipped is discarded without being played
    - **Sprint**: The next card flipped jumps forward one space in the race.
- The first terrain to cross the finish line is the winner. Keep playing to determine 2nd and 3rd place.

Scores

Scores are determined as follows:

- First place: 10 points
- Second place: 6 points
- Third place: 3 points
- Fourth place: 1 point

Now elect a new race official and play another race.

End game:

The game ends when each player has been the race official once. The player with the highest score wins.