

RACE

המרוץ

Race – Game Rules

Playing with

2-4 Players, Age: 8 and up

The Game Contains

48 advancement cards (yellow background).
16 blocking card (orange background).
42 deliverance cards (green background).
6 immunity cards (blue background).

In Short

The game is a race between the players. Each player tries to accumulate 1000 km by using Advance Cards. (When playing with 4 players, each player only has to reach 800 km). During his advancement the other players may block him with any one of the Blocking Cards. Before he may continue, he must free himself by using the appropriate Remedy Card. The Immunity Cards give full protection against certain blocks. Each player in his turn can make one move only, and must choose to block an opponent or make a progress.

How to Play?

Shuffle both decks together and deal 5 cards to each player. Lay the rest of the cards as a draw pile. In his turn, each player draws one card from the draw pile and must play one of the six cards in his hand. The options of play are:
To discard an "Advance Card" (the number on the card determines the distance). Place the cards in front of you in a manner that will make counting easy)
To block an opponent by placing a "Block Card" in his area.
To eliminate a block that was played against you in a previous turn by using the correct "Remedy Card".
To place an "Immunity Card" which gives protection until the end of the game.
If a player can't perform any one of these actions, he must discard a card of his choice into a garbage pile.

Rules of Advancement and Blocking

The first card in the game must be a "Green Light". A player can't start advancing without a "Green Light". A player can't advance if he is blocked, but he may block others.
It is not possible to block a player with more than one block (except for "Speed Limit").

The Cards

	The Blocking Card	The instruction	The Remedy Card
Red light		Stop and wait for a green light	Green light 
Speed limit		The player is limited to using only advancement cards of 25 and 50	End of speed limit 
Out of gas		Stop until you get a gas station	Gas station 
Flat tire		Stop until you change tire	Spare tire 
Policeman		Can be used only on a player who used an advancement card of 200 and has not yet advanced with another card	Paid ticket 
Accident		Stop until you get a fixed car	Fixed car 

Immunity Cards

Ambulance Protects from "Red Light" and "Speed Limit"	Tanker Protects against "Out of Gas"	Careful Driver Protects against "Accident", but cannot advance with a 200 card
		