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Rally Trucks



A full horsepower racing, memory game for 2 to 4 players ages 5 years and up.

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Length of the game: Approx. 15 minutes

ENGLISH



Game idea

Race drivers, bring your seats into an upright position and start your engines. Today with your rally trucks, you're going to be racing around the rally course in Schlamming trying to secure the Turbo Rally Memory Game Cup. The player who wants to be the first to cross the finish line twice will need decent horsepower under the hood and above all a good memory. Only the player who remembers the symbols exactly and jumps over the opposing trucks with a skillful stunt will, in the end, stand at the top of the winner's podium.

Contents

- 1 game board
- 18 tiles
- 4 rally trucks in 4 colors
- 1 set of instructions



Preparation

Place the game board in the middle of the table. Each player chooses a rally truck and places it in the starting area in front of the first road space. Extra rally trucks are not needed and should be put back into the box.

Shuffle the 18 tiles and place the tiles randomly face-down around the game board.



A= Start area, B= Finish line, C= Tiles

How to play

Take turns in a clockwise direction. The youngest player begins and turns over a tile of their choice so that is clearly visible to everyone.

Does the tile show the symbol that can be seen on the next open space in front of your rally truck?

Yes? Super! You may advance to this space. Spaces that might be occupied by other players are jumped over. You may continue to turn over tiles and continue to advance until you turn over an incorrect symbol. Once you are wrong, then you must stop.



No? Too bad! But if the very first tile turned over is incorrect, you still have a second chance. Turn this tile face down again and turn over a second tile.

Does this symbol also not match? Then unfortunately you have to stay where you are.

Does it match? Then you may advance and continue to do so until you turn over an incorrect tile and have to stop.

The correctly uncovered tiles remain face up during your entire move. Only when you have to stop, are all tiles then turned face down again and it's the next player's turn.

An uncovered tile can't be used twice. Did you come to a symbol that can already be seen on a face-up tile? Then you must turn over another tile with this symbol.

Example:

Stefan has the green rally truck and turns over the tile with the car key. (1) This doesn't match the tire on the next space. However, since it's the first tile during his turn, he may turn over another tile. This time, he manages to turn over the tile with the tire (2) and advances accordingly with his green rally truck. Next, he is looking for another tile with the tire, since the space in front of him is occupied by the blue rally truck. He finds it, (3) advances to the space and therefore jumps over the blue rally truck. The next tile that he turns over unfortunately displays the traffic light (4) and not the gear wheels on the next space. His turn is over and his green rally truck stays on the space with the tire. All the tiles are turned over again, and it's the next player's turn.



Attention: It is possible to make an entire lap without a mistake. When this occurs the player must stop to refill the gas tank and let the next player take their turn.

End of the game:

When a rally truck crosses the finish line for the second time, the intense final stage begins. The player at the finish continues to turn over tiles and move accordingly beyond the finish line until they make a mistake. The round that has been started is played to the end, so that each player gets the same number of turns. The game now ends.

If at the end of the final stage, only one rally truck crosses the finish line, it is the winner and gets the Turbo Rally Cup.

If two or more players cross the finish line in the last round, the truck that zoomed the farthest beyond the finish line is the winner!