

HABA

Spieleanleitung • Rulebook • Règle du jeu • Spelregels • Instrucciones • Istruzioni



Bamboo Rally Cup
Tropical Rallye Cup
Rallyrace
Rally Bambú
Coppa rally tra i bambù

BAMBOO RALLYE CUP

Wer fährt die schnellste Kiste auf der Piste?!



BAMBOO RALLY CUP

A super-speedy soapbox race!

A fast-paced dice race for 2 to 4 rally fans aged 6 years and older.
Author: Heinz Meister **Illustration:** Zapf **Game Developer:** Kristin Dittmann **Length of the game:** approximately 20 minutes



Rumble, rattle, squeak, bang... beep, beep! Ready, get set, go! It's nearly time to sound the starting signal for the yearly animal soapbox rally – the wildest race far and wide! As junior racing pros, grab your homemade soapbox racing cars and compete in teams against each other. The aim of the game is to complete 3 laps around the bumpy track. But watch out, there's a ghost hot on your heels! If he scares you off you will have to start the lap again.

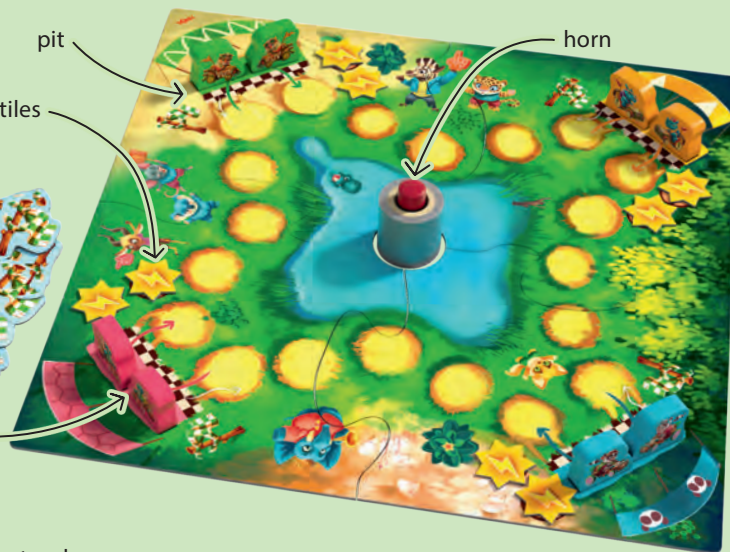
The first team to complete 3 laps and show off their awesome rally skills will win the game.

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BEFORE THE FIRST GAME:

Carefully press all parts out of the sheet and assemble the trophy.
 You can have an adult help you with this. Simply put the assembled trophy back in the box after playing.





PREPARATION:

Assemble the game board by placing the 4 game board pieces in the middle of the table and connecting the pieces. Place the horn in the hole in the middle of the game board. If there are 2 players, use 2 colors opposite each other. If there are 3 or 4 players, use any colors for your rally teams. Place the 2 rally animals in your team on the pit lane of the same color (=starting space). Take 2 lightning tiles each and place them on the markings in your pit lane. If there are 2 or 3 players, play with 2 ghosts; if there are 4 players, just use 1 ghost. Place the ghost or ghosts next to the game board to start. Place the checkered flags and the trophy next to the game board. Put any extra game materials back in the box. Get the dice ready.

HOW TO PLAY:

Take turns playing in a clockwise direction. Who rode bumper cars most recently? You go first and roll all **4 dice** at the same time!

How to use the dice:



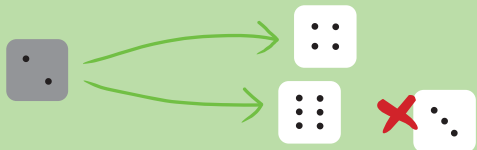
The silver die:

The silver die shows 1, 2, or 3 spots. It determines how many white dice you may use during your turn. Choose this number of white dice and use the spots that are shown on these.



The white dice:

With the white dice you can move your playing pieces and/or the ghost/ghosts. See the rules for the playing pieces and the ghosts.



Example:

Luna rolls all 4 dice. The **silver** die shows 2 black spots. Luna chooses the white dice showing a **4** and a **6**. She first moves her orange rally animal 4 spaces and then 6 spaces forward. She may not use the third white die showing a 3.

How to move your own rally animals:

- Your animals always move **in a clockwise** direction.
- You may split the white dice between your two animals or use more than one white die for just one of your animals.
- If you use more than one white die for one animal, you must make a stop after moving the number of spots shown on each die. Your animal may not land on a space with a ghost on it.



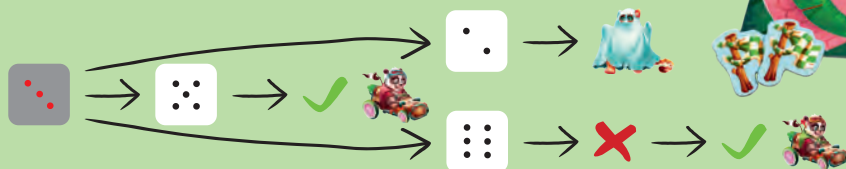
How to move the ghosts:

- The ghost or ghosts are opponents for all the players. If a ghost moves onto a space with your rally animal on it, your animal gets scared off. This animal must return to its pit, without collecting a checkered flag or lightning tile.
- The first player to use a ghost in the game places it in their own pit. From there, the ghost moves **in a counter-clockwise** direction.
- You must use at least one ghost if the spots on the **silver** die are **red**. You may use one or more white dice for one ghost or split the dice between both ghosts.
- You must move the ghost or ghosts first, before moving your own animal, if applicable.



Example:

Leo rolls all 4 dice. The **silver** die shows **3 red spots**. This means he may use all 3 white dice and must move at least one ghost. He first uses the white die showing the **2** for the ghost. No one has moved the second ghost yet. This starts in Leo's pit and moves 2 spaces in a counter-clockwise direction. The ghost lands on the same space as the pink rally animal. The pink animal must return to its pit. Leo also rolled a **5** and a **6**. He first moves his blue rally animal 5 spaces forward. He then wants to move the same animal 6 spaces forward, but he notices that this would put his animal on the same space as the first ghost. He may not move this animal. Leo moves his other blue animal 6 spaces forward.



Using the horn and the lightning tiles:

If you think you could use another player's roll of the dice for yourself, quickly sound the horn. Give up one of your lightning tiles and place it in the middle of the game board. You may use the other player's roll (along with the other player) right away. You may decide how to use each die. The silver die determines how many dice you may use. You go first. Only once you're finished may the player who rolled the dice use what they rolled for themselves as usual. Then the game continues as before.

Important:

- If more than one player sounds the horn, the fastest wins the extra go. Only they will give up a lightning tile.
- No player may have more than 2 lightning tiles at a time.
- If you have no more lightning tiles, you may not sound the horn.

Finishing the laps:

As soon as one of your rally animals has completed a lap and returned to the pit, you get a checkered flag and a lightning tile as a reward. Your animal can set off from the pit again. Only a player's own rally animal may enter their pit. All other animals drive past it. You must roll the exact number needed to enter your pit. All spots on the die must be used up. If you can't or don't want to use the spots shown on a die for your animal, then this die is forfeited. You don't need to move past your pit. Then it's the next player's turn to roll the dice.

END OF THE GAME:

The game ends as soon as a team has collected 3 checkered flags. This super team is the fastest and wins the rally and the trophy.

VARIATIONS:

Follow the basic rules of the game, but with the following changes:

- When you sound the horn, give your lightning tile to the person who rolled the dice instead of putting it in the middle.
- When one of your rally animals has completed a lap and returned to the pit lane, you get a checkered flag as usual but no lightning tile.
- Each player starts with 2 lightning tiles but may collect more over the course of the game if other players sound the horn during their turn.



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 **WARNING:**
CHOKING HAZARD -
Small parts. Not for children
under 3 years.

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