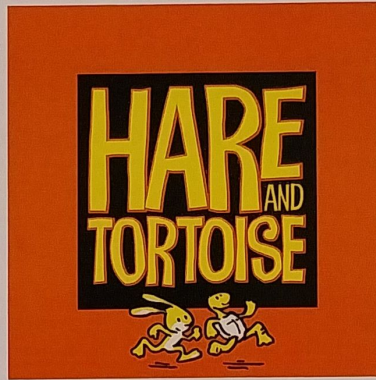




A game of skill based on a classic theme
By David Parlett

Players: 2 to 6 (best for 4) older children and adults.
Playing time: 45-60 minutes.
Contents: 1 gameboard, 6 counters ("runners"), 6 race cards, 15 hare cards, 18 lettuce cards, and carrot cards in denominations of 1, 5, 10, 15, 30, 60.

INTRODUCTION

HARE & TORTOISE is a race game with a difference. You don't move round the track by rolling dice and obeying instructions, but by spending carrots and spending them wisely. In this game you can always move as far as you like—so long as you have enough carrots to pay for it. (You start with 65 and earn more by landing on certain squares.)

The catch is that the further you move, the more you pay.

So players who hare ahead too fast, run out of carrots first and then lose valuable time trying to get them back. Meanwhile, those who plod along like tortoises have so many carrots left that they stand a good chance of overtaking the hares.

The skill of the game lies in choosing the right square to land on and in playing hare or tortoise depending on your position. The fun of it lies in changing other runner's positions by overtaking them — or even moving backwards. Sometimes it's right to leap ahead. Sometimes it's best to lag behind. But all the time it's down to YOU to make the right decision.

Off you go. And may the best animal win!

GETTING READY

Choose a runner each and place it on the board at START.

Deal carrot cards to each player as follows: one 30, one 15, one 10, two 5s — total 65 carrots. During play, hold your carrot cards so that no-one knows exactly how many you have left.

Each player also takes three lettuce cards and a race card. The race card contains useful information and is for reference only.

Separate the undealt carrot cards and place them on the board in the numbered spaces — the "carrot patch". Throughout play, all carrot payments are made into or out of this patch.

OBJECT OF THE GAME

To get your runner home first. But you must:

- Get rid of all your lettuces on the way round. (This is done by landing on lettuce squares.)
- Not have too many carrots left over when you reach home. (The first home is allowed up to 10 unused carrots, the second 20, the third 30, and so on).

HOW TO MOVE

You may move your runner forwards to any unoccupied square except a tortoise square. It can be any distance ahead so long as you have enough carrots to pay for the move. The cost is shown on the race card.

Later in the game you may move backwards instead of forwards, but only to a tortoise square. Moving backwards costs nothing — instead, it is a way of earning carrots, as explained later.

WHERE TO MOVE

There are five different types of square you can land on: numbers, carrots, lettuces, hares and tortoises. Each of these offers a way of earning more carrots, but you must always pay for your move first.

Number Squares — Nothing happens immediately when you land on a number square. When your turn comes round again, if the number you are on corresponds with your position in the race at that point, you must draw extra carrots equal to 10 times your position. If you are in 1st position on a '1' square, draw 10 carrots; 2nd position on a '2' square, draw 20 and so on. With squares numbered 1.5.6, the 5th and 6th positions only apply when there are a sufficient number of players. Calculating your position must not happen until your turn comes to move, as it might have changed while you have been waiting.

Carrot Squares — Nothing happens immediately when you land on a carrot square. On your next turn you may, if you wish, stay where you are instead of moving off. This entitles you to draw 10 carrots from the patch — or, if you are nearly home and have too many, pay 10 carrots in. Once on a carrot square you can miss as many turns as you like, so long as you pay or draw 10 carrots at each turn.

Lettuce Squares — You can only land on a lettuce square if you hold one or more lettuce cards. On landing on a lettuce square, turn your 'runner' upside down. On your next turn you 'chew a lettuce'; you do not move, but you discard one lettuce card and in exchange draw Carrots equivalent to 10 times your position in the race, calculated at that point. For 1st position you draw 10 carrots, 2nd position 20 carrots and so on. Turn your 'runner' right side up and on your next turn you must rejoin the race and move to another square.

Tortoise Squares — Moving backwards to a tortoise square costs nothing. Instead, you immediately draw 10 carrots for each step it took to reach the tortoise square — i.e. 10 if it was immediately behind you, 20 if two squares back, and so on. You may only move back to the nearest tortoise square behind you, and only if it is unoccupied. You may move back from one tortoise square to another.

Hare Squares — Hare squares are for people who like taking chances. When you land on a hare square and have paid for your move, draw the topmost hare card, follow the instructions, and return it to the bottom.

GETTING HOME

You get home by landing on the 'home' flag beyond the last square and making the required payment. You may not reach home if you have any lettuces left over, or if you have too many carrots after paying for the last move. The first home may not have more than 10 left, the second may have up to 20, the third up to 30, and so on. If the others wish to play for position, the player who reached home first remains in the first position as far as the others are concerned. (Thus in a four-player game the player in the rear is always 4th, no matter how many others have reached home.) It is important to remember this when using lettuce and number squares.

CAN'T MOVE?

If you cannot make a legal move (for example by running out of carrots) you must start again. Place your runner in the start position, restore your carrot holding to 65, and move off immediately. You don't have to take back any lettuce cards.

HARE & TORTOISE FOR TWO PLAYERS

You each start with 95 carrots and 5 lettuces, and each move two runners around the board. The winner is the first to get both runners home. Players move alternately, and at each turn are free to move either runner (not both). When one of them lands on a lettuce square, however, the next turn must be used for chewing its lettuce and the turn after that for moving it away. When bringing the first runner home you may have any number of carrots and lettuces remaining, but the usual rules apply to bringing the second runner home. That is, all five lettuces must have been chewed, and the number of carrots left over must not exceed 20 if it comes home 2nd or 30 if 3rd.

PARTNERSHIP HARE & TORTOISE

Four may play as two teams of two, six as three teams of two players or two teams of three, and players must be seated in such a way that no two on the same team play consecutively. The winning team is the first to get all its runners home. The only difference from the individual game is that members of the same team may help one another by leaving themselves in good positions while spoiling those of their opponents. They may also give each another information and advice, but openly so that everyone can hear.

