



AIM OF THE GAME

The Squirrels' Race (la Corsa degli Scoiattoli) is a fun and unusual board game without dice, in which players do not have their own individual playing piece, but must work together to ensure that all the squirrels reach the finish in a specific order.

The aim of the game is to predict the finishing order of all the squirrel pawns (only the first pawn needs to reach or pass the finish space, which varies depending on the number of players). Movement is determined mainly by the players themselves, based on the "squirrel" cards available to them and their strategy for using them. After all, squirrels naturally keep climbing, descending and jumping between branches!

If very young children are taking part (preferably with an adult accompanying them), you can choose to make the game simpler: instead of predicting the overall finishing order, players only have to predict which squirrel pawn will reach the finish first.

Each game can be played by 2 to 8 players, aged 5 to 99. Playing time: approximately 10–35 minutes.

SETUP

The game box contains 4 shared squirrel pawns, each identified by a different coloured base, 60 "Squirrel cards", 40 "Acorn cards" (food that gives squirrels extra energy), 8 "Final Result cards", a game board (which must be assembled before play by correctly joining the 24 large tiles that form it, just like a puzzle), 2 dry-erase markers, and this instruction sheet.

After assembling the board, each player receives the following number of cards (plus one "Final Result card"):

- 2 players: 10 "Squirrel cards" (9 for a more suspenseful game) and 4 "Acorn cards";
- 3 players: 8 "Squirrel cards" (7 for a more suspenseful game) and 3 "Acorn cards";
- 4 players: 6 "Squirrel cards" (5 for a more suspenseful game) and 2 "Acorn cards";
- 5 or 6 players: 6 "Squirrel cards" and 2 "Acorn cards";
- 7 or 8 players: 5 "Squirrel cards" and 2 "Acorn cards".



Each player keeps their "Squirrel cards" in hand, while their "Acorn cards" are placed face down on the table in front of them without being looked at.

The four squirrel pawns are then placed on the starting space. Based on the "Squirrel cards" in their hand, each player secretly writes on their "Final Result card" (or on a separate piece of paper if no "Final Result cards" are available) what they believe will be the final finishing order of all the squirrel pawns. If very young children are taking part, players only need to predict which squirrel pawn is most likely to reach the finish first.

Before making their prediction, players should note that:

- in games with 2 to 4 players, the winning squirrel pawn must be the first to reach or pass space 64;
- in games with 5 players, the winning squirrel pawn must be the first to reach or pass space 71;
- in games with 6 players, the winning squirrel pawn must be the first to reach or pass space 78;
- in games with 7 players, the winning squirrel pawn must be the first to reach or pass space 89;
- in games with 8 players, the winning squirrel pawn must be the first to reach or pass space 100;
- if all of a player's cards (both Squirrel and Acorn cards) have been played before the required finish space is reached, the game still ends once the last remaining card has been played by the last player, and the finishing order at that moment is used to determine the result.



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HOW TO PLAY

On their turn, each player reveals one of their "Squirrel cards" (which is then removed from the game) and moves all the squirrel pawns involved as indicated on the card.

If a player has no more than 3 cards remaining in hand, they may instead randomly reveal one of their "Acorn cards" (which is then removed from the game). Once chosen, this decision cannot be changed. These cards represent a risk, as their content remains unknown until they are used and, once revealed, their effect cannot be ignored or replaced.

Whenever the leading squirrel pawn, either during movement or as the result of one or more "Acorn cards", reaches (or passes) one or more spaces marked with an acorn (such as space 32 in the example shown below), the top card from the corresponding deck is drawn for each of those spaces, and the squirrel pawns involved are moved as indicated on the card (and the revealed "Acorn cards" are removed from the game). This applies only to the first squirrel pawn that reaches or passes each acorn-marked space.

If two squirrel pawns occupy the same space (and are therefore in the same position), they are considered tied in the most advanced position. Example:



In this case, the blue squirrel pawn is in first place, the green and red squirrel pawns are both in second place, the yellow squirrel pawn is in fourth place, and no squirrel pawn is in third place.

If a card allows the player to choose between two or more squirrel pawns in the same position (or refers to an unspecified squirrel pawn), the player who played the card (or drew the "Acorn card") decides which pawn to move.

A card may be played even if it produces no effect (for example, a card instructs the player to move the squirrel pawn in third place, but no squirrel pawn is currently in third place).

Examples of how to interpret the instructions shown on a card:

- + 6 → A squirrel pawn of the player's choice advances 6 spaces;
- 4° + 10 → The squirrel pawn currently in fourth place advances 10 spaces (the card is valid but has no effect if no squirrel pawn is in fourth place when it is played);
- 🟡 ↔ → The yellow squirrel pawn jumps to the opposite branch of the same tree (with no effect if it is on spaces 1, 14, 27, 28, 39, 50, 51, 64, 77, 78, 89, 100 or beyond). However, jumps between branches belonging to different trees are not allowed (the only eligible spaces are marked with the symbols — —▶ or ◀ — —).

When the squirrel pawn in first place passes the designated finish space (the numbered space determined by the number of players), any required "Acorn cards" must still be drawn and resolved, as they may further alter the final positions. Each player then scores one point for every correctly predicted position in the final finishing order of the squirrel pawns. The player with the highest score (either alone or tied with others) wins the game.

If only very young children are playing, the winner is simply the player who correctly predicted which squirrel pawn would reach the finish first.

Players may also decide to add a small prize or place friendly bets on which squirrel pawn will win. In that case, the players who correctly predicted the winning squirrel pawn (or those who achieved the highest score, whether alone or tied) share the prize. Any indivisible remainder, or the entire prize if no player predicted the winning squirrel pawn, is added to the prize pool for the next race.

NOTES

"Acorn cards" tend to favour squirrel pawns that are further behind... it may be wise to keep this in mind when planning your strategy.

It is recommended to erase all "Final Result cards" at the end of each game.

Have fun!