

Assignment 2 (team-based)

Hare and Tortoise Board Game

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Hare and Tortoise Board Game

- Gameboard
- 2 – 6 players
- 15 hare cards
- 18 lettuce cards
- Lots of carrot cards.



This is a race game



- There is no dice.
- You move by spending carrots (wisely).
- You can move as far as you like, once you have the carrots to pay for it; the more you move, the more you pay.
- You start the game with 65 carrots.
- You can earn more carrots by landing on certain squares.

Game of skill

You can choose to play the game any way you wish.


- **Hare:** players that move ahead too fast, spend all their carrots and lose valuable time trying to get them back.
- **Tortoise:** players plod along and have so many carrots left that they have 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.



Starting the game

- Each player is given 65 carrots.
 - These cards should be concealed from other players so no-one knows how much you have.



- Each player takes three lettuce cards 
- Each player gets a race card (for reference only).
- The remaining carrot cards are placed on the board into the numbered spaces (the carrot patch). All carrot payments are made into and out of the carrot 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 the lettuce squares).
 - Not have too many carrots left over when you reach home (the 1st home is allowed up to 10 unused carrots, the 2nd 20, the 3rd 30, and so on.)

How to move (forwards)

- 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 of the move is shown on the race card. 



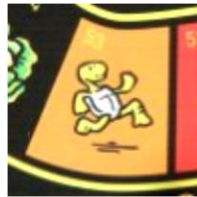
HARE vs TORTOISE
RACE CARD

Cost of moving: Each square you move forward on the board costs you carrots as follows:

Squares moved	Cost in Carrots	Squares moved	Cost in Carrots
1	1	21	231
2	3	22	253
3	6	23	276
4	10	24	300
5	15	25	325
6	21	26	351
7	28	27	378
8	36	28	406
9	45	29	435
10	55	30	465
11	66	31	496
12	78	32	528
13	91	33	561
14	105	34	595
15	120	35	630
16	136	36	666
17	153	37	703
18	171	38	741
19	190	39	780
20	210	40	820

How to move (backwards)

- Later in the game, you can move backwards instead of forwards, but only to a tortoise square.



- Moving backwards costs nothing; instead it is a way of earning carrots (explained later).

5 types of square

- Numbers



- Carrots



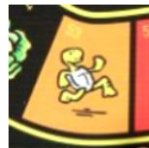
- Lettuces



- Hares



- Tortoises



- Each of these offers a chance to earn more carrots, but you must pay for your move first.
- You can't pay with any carrots you may gain from the square you move to.
- You may never move to a square occupied by another player's runner.



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 to your position in the race at that point, you must draw extra carrots from the patch that corresponds to 10 times your position e.g. If you are in 1st position and 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:
 - 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 carrots), pay 10 carrots into the patch.
- Once on a carrot square, you can miss as many turns as you like, so long as you pay or draw 10 carrots each turn.



Lettuce Squares

- You can only land on a lettuce square if you hold one or more lettuce cards.
- On your next turn, you 'chew a lettuce' i.e. you do not move, but you discard one lettuce card and draw carrots 10 times your position in the race calculated at that point.
- When your turn comes around again, you must rejoin the race and move to another square.



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.
- There are 7 types of hare card and these are on the following slide.



IF THERE ARE MORE
PLAYERS BEHIND YOU
THAN IN FRONT OF YOU,
MISS A TURN.
IF NOT, PLAY AGAIN.

If equal,
of course play again.



DRAW 10 CARROTS
FOR EACH LETTUCE
YOU STILL HOLD.

If you have
none left,
miss a turn.



RESTORE YOUR
CARROT HOLDING TO
EXACTLY 65.

If you have more
than 65, pay extras
to the carrot patch;
if fewer, draw
extras from the
carrot patch.



LOSE HALF YOUR
CARROTS!

If an
odd number,
keep the
odd one



SHUFFLE THE HARE
CARDS AND RECEIVE
FROM EACH PLAYER
1 CARROT FOR
DOING SO.

Do not replace this
card at the bottom
of the pack
but include it in
the shuffle.



FREE RIDE!

Your last turn
costs nothing;
retrieve the
carrots you paid
to reach
this square.



SHOW US YOUR
CARROTS!

Count your
carrot cards
face up to the
table so that
everyone will
know how many
you have left.



Tortoise Squares

- Moving backwards to a tortoise square costs nothing.
- Instead, you immediately draw 10 carrots for each step it took you 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.

Can't move?

- If you cannot make a legal move (for example, you have run out of carrots) you must start again.
- Go back to the starting square, restore you carrot holding to 65, and move off immediately. You don't have to take back any lettuce cards.



Finishing the game

- You win the game by landing on the “finish flag” beyond the last square and making the required payment.
- You may **NOT** finish if you have any lettuce cards left over or if you have too many carrots after paying for the last move:
 - 1st home cannot have more than 10 carrots left.
 - 2nd home cannot have more than 20 carrots left,
 - and so on.

**Any
Questions?**





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