

Hase und Igel
Hare and Tortoise
Game by David Parlett
Published by Ravensburger (No 812165)
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A gripping race game for 2 to 6 players aged 8 to adult.

Contents: 1 Gameboard, 120 playing cards (90 carrot cards, 18 lettuce cards, 12 hare cards), 6 race cards and 6 playing pieces.

“Slow and steady wins the race”, claims Aesop’s classic fable. And here’s the game that proves it! For Hare and Tortoise is a race in which success depends on cleverly choosing when to hare along at top speed and when to move at a tortoise pace to give yourself time to think.

Thinking counts because in this game skill is used to outsmart luck. There aren’t any dice to roll —instead, you move forwards by consuming carrots. Carrots are as important to players as fuel is to a car. They provide your driving energy, since every forward move you make has to be paid for in carrots. But the faster you move, the faster the rate at which they’re used up, and if you drive too fast you not only won’t get there first —you may not get there at all!

Everybody starts off with the same number of carrots (represented by carrot-cards of different values), though not enough to get anyone to the finishing post in one turn. Different spaces on the racetrack provide different ways of earning more carrots to keep you going. To get them, it may be necessary to miss a turn or even go into reverse. But don’t let that fool you. The player further back in the race is better placed to gain more carrots, and is therefore most likely to get home in a single, sudden, mighty leap forwards. The skill of the game lies in knowing when to leap and when to trail behind.

Object of the Game

The aim is to be the first to get “home” (“Ziel”, square 64) to beyond the last (hare) square. But there are two conditions.

—First, you may not get home if you have any lettuces left. (You can get rid of lettuces during play by landing on lettuce squares)

—Also, you are not allowed to finish if you have too many carrots left over. (The first one home is allowed up to 10 unused carrots, the second 20, the third 30, and so on)

Getting Ready

Each player takes a race-card (“*Rennkarte*”, containing useful information on how much it costs to move forward) and chooses a playing-piece. This piece is placed on the board in the “start” position just behind the first square (“*Start*” flag). Carrot cards are then dealt to each player as follows:

—**if 3 or 4 play:**

68 carrots (three “1 carrot” cards, two “5”s, one “10”, one “15”, one “30”)

—**if 5 or 6 play:**

98 carrots (as above but with another “30”)

—**if 2 play:**

98 carrots (as above), but each takes two playing pieces and the winner is the first to get **both** home. Additional rules for the 2-player game are given on p. 9.

The undealt carrot cards are separated by their values and placed on the board in the numbered carrot-spaces. These make up the “carrot patch”. Throughout play, all carrot payments are made into the patch and all carrot winnings are taken out of it.

(You should hold your carrot cards in hand and play them close to the chest, as it is often vital not to let it be known exactly how many carrots you have to play around with)

Each player also takes three lettuce-cards (five in the 2-player game), which may be kept in hand or on the table. The undealt lettuce cards have no use and can be left in the box.

The hare cards are shuffled and placed printed side down (hare side up) in a pile on or near the board. These act as “chance” cards when players choose to land on a hare square. Some bring good luck, some bring bad—you pay your carrots and you take your chances! (Overall, there are slightly more good hare cards than bad ones)

The first move is made by the youngest player, or the loser of the previous game.

Making a Move

On your turn to move, you can go forwards to any square **except** a tortoise (hedgehog in the German version), provided that you have enough carrots to pay for the move. Or you can go backwards for free, but **only** to a tortoise.

But:

—You may never land on a square occupied by another piece, and

—You may only land on a lettuce square if you have any lettuces left.

Moving backwards not only costs nothing but actually entitles you to take more carrots from the carrot patch. Moving forwards costs carrots according to how far you go. The amount it costs is shown on the table printed on the race-card.

Now you know how to move. But how do you decide which square to move to? We explain that next.

Landing on Picture Squares

What happens when you land on a particular square depends on the picture marked on it, as follows:

Number squares (and numbered flag squares) (*Zahlen- und Flaggenfelder*):

Throughout the game your current position in the race —whether leading, trailing or somewhere between— is very important. It is very desirable to land on a square whose number corresponds to your position —e.g. on a “2” square if you are lying second, a “3” if lying third or a “4” if fourth. The flag squares always stand for 1st position, and also count for 5th and 6th if enough people are playing (that’s why the flags are marked 1-5-6).

When you land on a number square you do nothing (beyond paying for your move). But when your turn comes round again, if the number you are on still corresponds to your position in the race, you start by drawing extra carrots from the patch before making a move. The number you draw is 10 times your position —that is, 10 if you are in first position on a flag, 20 if in second position on a “2” square, and so on up to 60 if you are lying sixth on a flag square. (In a three player game, the “4” squares are worth less)

Note that you only win extra carrots if the number corresponds to your position when you’re ready to move **away** from the square. If someone else goes past you while you’re waiting, they can change your position and so prevent you from getting more. Of course, it can work the other way. If you are lying third when you land on a “2”, and the player in front of you goes past you while moving backwards to a tortoise, this puts you in 2nd position and wins you 20 carrots.

Lettuce squares (*Salatfelder*): A lettuce square is very valuable: it enables you to get rid of a lettuce (remember you must lose them all before getting home) and it earns you carrots in return. For this reason you may not land on a lettuce square if you have no lettuces left.

As soon as you land on a lettuce square, turn your playing-piece upside down and leave it. On your **next** go, turn it right way up and “chew a lettuce”. This means you exchange a lettuce card for a certain number of carrots. The number of carrots you get is 10 times your current position in the race. For example, if you are lying in 1st position when you chew the lettuce, you win 10 carrots; if 2nd, 20; and so on. You may not move away on the same turn as chewing a lettuce (give it time to digest!), but you **must** move away on your **next** turn. You can’t just stay there and chew another one.

Note that it takes three turns to reach, use and quit a lettuce square. You can always tell whether a player on a lettuce is going to chew or move away on the next turn by whether the piece is upside down or right way up.

Carrot squares (*Karottenfelder*): When landing on a carrot square you do nothing immediately (beyond paying for the move). On your next turn you may either move off in the usual way **or**, if you wish, miss a turn. If you miss a turn you may either take 10 carrots from the patch or (if you are nearly home and have too many) pay 10 carrots in. This is called “chewing a carrot”. Unlike lettuce squares, you may remain on a carrot square as long as you like, so long as you draw out or pay 10 carrots at each turn.

Hare and Tortoise (Hase und Igel)

Tortoise (Hedgehog) squares (*Igelfelder*): These are very useful because they cost nothing, earn more carrots, and may enable you to change the position of someone sitting on a number square.

You may only move backwards to a tortoise, not forwards, and only to the tortoise square nearest behind you. If it is occupied, you can't move back. Once on a tortoise, it is quite legal to move backwards to the next one on your next turn, provided the above conditions are met.

The number of carrots you get is 10 per square moved back. That is, 10 if the tortoise is immediately behind you, 20 if two squares back, and so on.

Hare squares (*Hasenfelder*): Hare squares are for people who like to take a chance. When you land on a hare square and have paid for your move, draw the top card (*Hasenkarten*) of the hare pile, obey the instructions printed on it, and return it to the bottom of the pile. (English players call this "juggling the hare") The instructions are quite clear, but in case of difficulty, you may wish to check them against the following details:

Miss a turn (*Du mußt einmal aussetzen!*): It is useful to turn your piece upside down immediately, then use your next turn (the one you are missing) to turn it right way up again. That way, you won't lose count and stay on the hare square too long!

Take another turn (*Ziehe gleich noch einmal!*): As it says. You may go to the next hare square, if you wish, and jug another hare. If you move forward, you have to pay for the move.

Your last turn was free (*Dein letzter Zug kostet nichts!*): Whatever you paid to reach the hare square, you must now draw back from the carrot patch.

Chew a lettuce (*Friß sofort einen Salat!*): A very useful card if you have any lettuces left. (If not, do nothing) It means you treat the hare square **exactly** as if it were a lettuce square. That is, turn your piece upside down now; then on your next turn chew a lettuce and turn it right way up; and finally, on your third turn, move off again.

Win or lose ten carrots (*Du darfst 10 Karotten nehmen oder 10 Karotten abgeben!*): Either take ten from the carrot patch, or pay ten back. The choice is yours, but you **must** do one or the other.

Move up to the next carrot square (*Ziehe sofort vorwärts zum nächsten Karotten-Feld!*): Immediately move your piece forwards, without paying, to the next unoccupied carrot square in front of your present position. If no such square exists, do nothing.

Go back to the last carrot square (*Ziehe sofort zurück zum nächsten Karotten-Feld!*): Immediately move your piece backwards, without paying, to the next unoccupied carrot square behind your present position. If no such square exists, do nothing.

Move up one position (*Rücke sofort um eine Position vor!*): Move your piece forward to the nearest legally occupiable square in front of the player lying immediately ahead of you in the race. (Not a tortoise square, nor a lettuce square if you have no lettuces left) This applies even if it puts you ahead of two players instead of one. If you could reach home with this card, you may only do so if you can fulfill the requirements.

However, it does not apply if you are already in the lead, or if no such legally occupiable square exists. In either case, do nothing.

Drop back one position (*Du mußt sofort um eine Position zurückfallen!*): Exactly the same rules as above, but in reverse. If this puts you on a tortoise square, you do not draw extra carrots for moving backwards. This card could drop you more than one position or even all the way back to the Start square.

Running Short of Carrots

At each turn to play, you **must** make some move unless you are legally missing a turn. But suppose you have no carrots left (or not enough for a legal move) and can't go back to a tortoise because it is occupied? In this case you must start again. Place your piece in the start position, restore your carrot holding to the number you first set out with (68 or 98), and move off immediately. You needn't take any more lettuces —those you have already chewed can stay out of the game.

Getting Home

Home is reached by landing on the “home” flag (“Ziel”, square 64) beyond the last hare square and making the required payment for the last move. If the others wish to play for position, the player who reached home first remains in first position as far as the others are concerned. (In a four-player game, for example, the trailing player always counts as 4th no matter how many others have reached home) It is important to remember this when using lettuce and number squares.

No player may reach home with any lettuces left over, nor with 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.

The Game for Two Players

Each player starts with 98 carrots and 5 lettuces, and moves two pieces around the board. The winner is the first to get **both** pieces home. Players move alternately, and at each turn are free to move either piece (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 piece home, a player may have any number of carrots and lettuces remaining, but the usual rules apply to bringing the second piece 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 and Tortoise (4 or 6 Players)

Four may play as two teams of two, six as three teams of two players or two teams of three, and moves must be taken in an order preventing two members of the same team from playing consecutively. The winning team is the first to bring both (or all three) of its pieces home.

Members of a team follow the rules of play just as if they were playing for themselves —no one, for example, may move a partner's piece. The only difference is that they will try to help one another by leaving themselves in good positions while spoiling those of their opponents. Members of a team may also give one another information and advice, but not in secret —it must be equally open to the opposing side.

Hints on Play

After a few games, you will find that there are many useful tactics which can be used or changed according to circumstance. Here are a few important points to bear in mind.

Speed. Some players like to race ahead like hares. They quickly run short of carrots and then keep landing on hare squares in the hope of drawing lucky cards. Others spend a lot of time shuffling backwards and forwards between tortoises and lettuces. They deliberately trail behind so as to build up a large quantity of carrots, then try to reach home in one gigantic leap. Used alone, neither method is foolproof. Clever players switch between speeding hare and plodding tortoise in the same game, varying their tactics to suit the situation.

Position. Number squares and lettuce squares are most profitable to players lying further back in the race, so try to use them when they bring in most carrots. Aim to go past players waiting on these squares, so as to change their position and reduce the number of carrots they can earn. Use them yourself when there is least danger of someone else spoiling your own position.

Think lettuce! You cannot get home without chewing all your lettuces, but there are very few squares on which to do this and they can only be used one at a time. You should normally aim to lose lettuces as early as possible, and never pass up an opportunity to reach a lettuce square. Planning ahead is vital to successful lettuce management.

How to lose carrots. If you are approaching home with far more carrots than you are allowed to finish with, say 100 or more, you will find sitting on carrot squares and paying in 10 at a time a very slow way of losing weight. A better method is to keep moving backwards to tortoise squares. Doing this, of course, brings in even larger quantities of unwanted carrots. Nevertheless, after a few moves you will find that the amount it costs to reach home is so large that it completely wipes out your excess baggage. Many a game has been won by a single leap from half way round the track!

(Hare and Tortoise was first published in 1973. It is available in eight different languages and has received three “Game of the Year” awards in Europe)

Plymouth State College Gaming Club
Hare & Tortoise
(Hase und Igel)

Published by Gibson Games, UK
These remarks by Steffan O'Sullivan

Hare & Tortoise (*Hase und Igel* in German, “Hare and Hedgehog”) is an intriguing race game. The game is nearly all skill —there are only a few spaces where you roll the dice and landing on them is always optional.

Setup: Everyone starts with 3 Lettuce cards. When there are 3 or 4 players, give each 3 1-Carrot cards, 2 5-Carrot cards and 1 each of 10-, 15- and 30-Carrot cards. (???) Or is that prepare a deck of 68 carrots, consisting of 3 1-Carrot cards, 2 5-Carrot cards and 1 each of 10-, 15- and 30-Carrot cards? When there are 5 or 6 players, add a 30-Carrot card for a total of 98 carrots.

Instead of rolling for movement, you play carrot cards. Everyone starts with the same number of carrot cards (*how many?*), which come in many different denominations (1, 5, 10, etc.) so you're never sure how many carrots an opponent still has. When it's your turn, you play as many carrots as you want, and move the appropriate number of spaces.

However, it costs geometrically more carrots to move farther. Moving one space only takes one carrot, but moving two spaces takes one + two = three carrots. Moving three spaces costs six carrots and so on. So the choice is yours: you can plod ahead like a tortoise (hedgehog), conserving your carrots, or zip ahead like a hare, blithely burning your stock of “fuel”. The game includes six player aid cards which do all the math for you —you just look up the number of spaces you want to move, and it gives you the cost in carrots.

There are a number of different types of spaces on the board, and landing on them means different things:

Number Squares don't do anything immediately, but if the number you are on equals your place in the race when your turn comes around again, you draw extra carrots (*how many?*) from the carrot patch. You can move to these in hopes of getting carrots, or in hopes of getting other players to change their strategy as they move in reaction to your move, trying to make sure you're not in the same place as the number square you are on...

Flag Squares...?

Carrot Squares don't do anything immediately, either, but on your next turn you may stay there and draw more carrots (*how many?*), or move on —your choice.

Hare and Tortoise (Hase und Igel)

Lettuce Squares enable you to change in one of your lettuce cards for carrot cards (*how many?*). You start with two lettuce cards and must get rid of them before being allowed to finish the race.

Tortoise (Hedgehog) Squares let you move backward. You move backward to a tortoise (hedgehog) square, and draw 10 carrots for each space you go backwards.

Hare Squares are for those who like to take chances. Roll two six-sided dice and consult the table. Results are mixed good and bad, and range from getting carrots to losing carrots to losing a turn to getting another turn to getting rid of a lettuce, etc.

Generally when you get carrots, you get 10 times your place in the race. So if you rush ahead and are in first place, you'll only pick up 10 carrots when you collect. But if you hang back in fifth place, for example, you'll pick up 50 carrots when you collect. Thus the game allows for sudden reversals as the slower characters are capable of spending massive quantities of carrots late in the game, racing ahead. This makes for tense and exciting finishes, because you're never really sure how many turns it'll take anyone to catch up to the leader!

The race course is 64 spaces long (counting the destination house) and you start with 65 carrots. Do you burn 55 of those on the first turn to move ten spaces, knowing you'll pick up more later, or do you plod along? The choice is yours...

A fun and thought-provoking game.

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