

ROLLECATE

1 – 4 PLAYERS / 8+ YEARS / GAMEPLAY ±15 MIN.

In 1967 Kees Neve built the Rollecate. For years this locomotive rode its laps. For the moment it is standing still in an old barn behind a big pile of rails. Build a new track for the Rollecate and let the train ride again!

Contents

50 track cards  –  5 chaos cards 
4 dice  and a locomotive.

Game idea

The goal of this game is to lay tracks for Rollecate and earn as few **penalty points** as possible while doing so. But be careful not to let Rollecate derail!



Game setup

Set the chaos cards  **aside.** You will need these later. Shuffle the track cards  – .

Lay an initial railway of 4 track cards. Take turns drawing track cards and adding them to the railway. Rails must connect and cards cannot overlap. **Note:** with 2 players, each will lay 2 cards; with 3 players only the first player will lay 2 cards.

Place the locomotive on the third card of the railway. The Rollecate always rides towards the end of the railway.

Deal 2 track cards to every player. Each player picks up their cards and keeps them hidden from the other players.

Form a draw pile by mixing the chaos cards  with the remaining track cards.

Shuffle thoroughly. Put the draw pile in the middle of the table.

Remove a number of cards from the draw pile and put them in the box. These are not needed this round. How many cards to remove depends on the player count:

- **2 players:** remove 11 cards
- **3 players:** remove 9 cards
- **4 players:** remove 7 cards

Each player makes room for his own discard pile. These will contain the **penalty cards**.

Gameplay

You play the game in turns, in clockwise order. The game ends when the draw pile is empty. The player who drew the last card then finishes his turn. Count the points on the cards in your discard pile, and in your hand. These are penalty points. The player

with the fewest penalty points wins. In case of a tie, the one with the fewest cards wins. If you play more than one round (e.g. 3), the winner is the one with the fewest total penalty points after all rounds.

When it is your turn, first draw a card from the draw pile and add it to your hand. Then you must perform one of the following actions:

1. Pass
2. Play track cards 
3. Discard a chaos card 

ACTION 1 – Pass is always allowed – it might be the only option. If possible, move Rollecate one track card towards the end of the railway. Then **take 1 penalty card**.

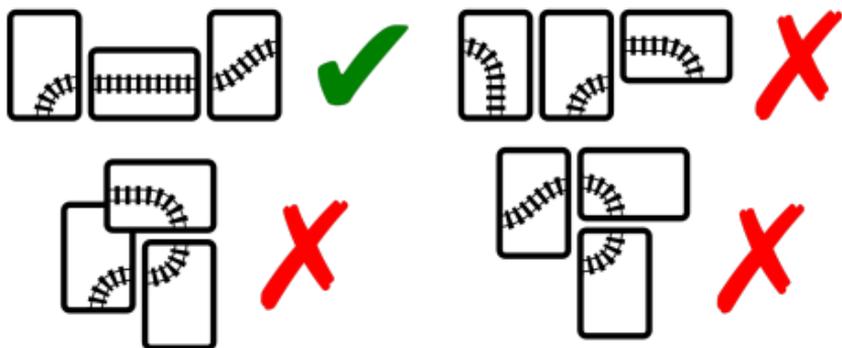
When you have to take penalty cards, take them one by one from the beginning of the

railway. When you reach the track card the Rollocate is on, you stop. Place the penalty cards one by one on your **discard pile**, face up, in any order you like.

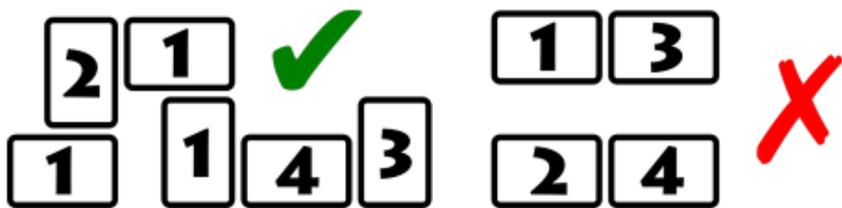
You are allowed to combine when putting cards on your discard pile. If the card you are discarding has the same number as the top card of your discard pile, you are allowed to take both cards and put them in the box. They won't count towards your final score. That way you can **get rid of penalty points**. You may combine several times in one turn.

ACTION 2 – Play track cards is done by adding one or more cards from your hand with the **same number** to the end of the railway. So for example, adding two cards with a **1** is allowed, but adding a **3** and a **4** isn't. To add track cards there are 3 rules:

1. You can add cards either vertically or horizontally.
2. The rails on your track card must align with the last card of the railway. Your track card cannot overlap other cards.



3. Compare the number on your track card with the last card on the railway. A **1** can never be adjacent to a **3** nor a **2** to a **4**. So you can, for example, add a **1** to a card with a **1**, **2** or **4**, but never to a **3**.



After playing your cards, Rollecate will move. Add up the numbers on the added track cards and roll an equal number of dice . Roll multiple times when you need more than 4 dice. **Example:** roll 4 dice when you played two track cards with a **2**.

Count the number of times you rolled a . Move Rollecate forward an equal number of track cards. Is the railway too short? Rollecate will derail and you have to **take penalty cards**. Put them on your **discard pile**. The number you take should equal the number of steps you fell short. **Example:** you rolled 3 , but there is only 1 track card ahead of Rollecate; you must take 2 penalty cards.

ACTION 3 – Discard a chaos card is only possible if you have a chaos card  in your hand. Place the card face up on top of your **discard pile**. Combining is allowed.

Hint: by cleverly combining cards, you can get rid of a lot of penalty cards.

Solo play

Playing alone is also possible. Your aim becomes to score as few penalty points as possible. Try and improve your score every time you play. Start with a railway of 4 cards. After mixing the chaos cards and track cards, discard 11 cards and put them back in the box unseen.

A more challenging variant is to limit the number of times Rollecate may derail to 3. When Rollecate derails a fourth time, the game is over and you lose.