

Rainbow Road

Designer: TAQ; Age: 8+; Players: 2; Game
Length: 20-30 Minutes



Game Setup

1. Shuffle the playing cards face down
2. Deal playing cards to players, 8 at a time. Each player's hand consists of 8 playing cards. The face of the cards is not shown to the other players. Any leftover playing cards are used in step 4.
3. The person who recently saw the rainbow is the first player.
4. Prepare for the 'place'
 - a. Place 2 random cards face up in front of each player that were not dealt in step 2. Return remaining cards to the box. Leave space for a card between the two cards dealt in front of the players.
 - b. Place the Sunny Fairy token on the lowest numbered card on the half of the board closest to the first player. If there is more than one card tied for lowest, the token is placed on the right most card from the perspective of the starting player.
 - c. Place the Rain Fairy token on the highest numbered card on the half of the board closest to the second player. If there is more than one card tied for highest, the token is placed on the right most card from the perspective of the second player.

Introduction

This game is a card game for two players that is played over eight rounds. In each round, cards 1 through 7 are lined up to create a rainbow path. Then, the "Sunny Fairy" and the "Rain Fairy" are placed on the rainbow path and score as many points as you can move. The weather changes every round, and you can use "Prank Cards" only when you move the Rain Fairy.

Components

21 cards

3 sets of cards with numbers 1-7

6 Prank Cards



(1) Card Name (2)Timing of Use/Iconography (3) Card Effect

1 Weather Card (Front: Sunny; Back: Rainy)
2 Rule Summary Cards (double sided)
4 Score Cards (double sided)
4 Player Markers(2 for each player - black and white)
1 Sunny Fairy Token
1 Rain Fairy Token
Rules Manual



The green field is the 2nd player, the blue field is the first player



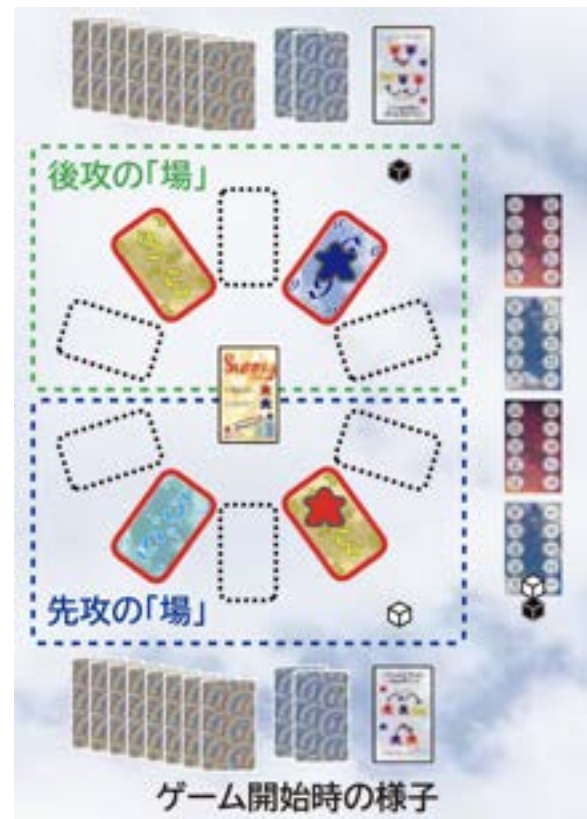
Initial Placement



Empty spaces for future cards

5. Mix the prank cards face down
6. Deal two prank cards to each player.
The cards should not be shown to other players. Any leftover cards are returned to the box.
7. Give each player a rules summary card
8. Place the scorecards within easy reach of the players. Place scorecards so the numbers are connected.
9. Give one player the white player markers and the other player the black player markers. Place one of them on the 0 position on the scorecard.
10. Prepare a place for discarded playing cards and prank cards

11. Place the weather card with the Sunny side face up in the center of the field



Example Setup

Game Flow

The game is played in 8 rounds. When each player plays 1 card, this constitutes a round.

Round Flow

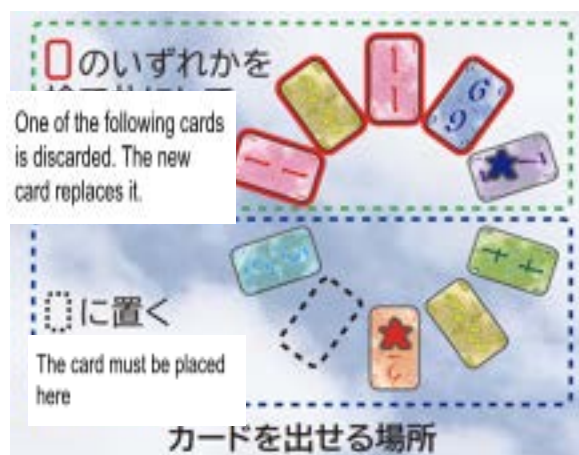
The round consistent of the following 4 steps

1. Starting with the first player, each player, in turn order, plays a card from his or her hand
2. Each player decides whether to move the sunny fair or the rain fairy
3. Move the fairies on the play cards.
Score as many points as the number of spaces the fairies moved
4. Get ready for next round

The following section describes each of these steps in more detail.

(1) Starting with the first player, each player, in turn order, plays a card from his or her hand

- There are no limitations as to which card can be played
- Place cards on top of the cards that have been played in this round. Place a player marker on top of the card played in that round.
- The following rules apply on where to place cards
 - Place it in one of your five locations in your field
 - If there is a place where no card is placed, the card must be played on that spot first
 - If there is no place to place a card, a card in the field is discarded and the new card is put in its place. In this case, you cannot choose the card on which the Sunny or Rain fairy is located.



(2) Each player decides whether to move the sunny fair or the rain fairy

Which fairy is moved is determined by the card the weather card is currently on. When the weather card is on the Sunny side, the player who plays a card with a higher number card moves the Sunny Fairy and the player with the lowest card moves the Rain Fairy.



Example: Weather is sunny, so the player who placed the 4 will move the Sunny Fairy and the player who played the 1 will move the Rain Fairy

When the weather card is on the Rainy side, the player who plays a card with a higher number card moves the Rain Fairy and the player with the lowest card moves the Sunny Fairy.



Example: The player who plays the 6 will move the Rain Fairy and the player who plays the 1 will move the Sunny Fairy

If the players play the same card, the first player will move the Sunny Fairy and the second player will move the Rain Fairy

(3) Move the fairies on the play cards. Score as many points as the number of spaces the fairies moved

The procedure for scoring is as follows:

1. Move the sunny fairy according to the rules described below.
 - a. Move the player maker who was in charge of the Sunny Fairy ahead according to the number of cards the Sunny Fairy moved
2. Move the rain fairy according to the rules (prank cards can be played at this time)
 - a. Move the player maker who was in charge of the Rain Fairy ahead according to the number of cards the Rain Fairy moved

Fairy Moving Rules

Common Rules for Sunny and Rain Fairies

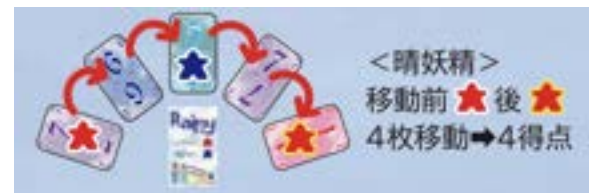
- Move the fairy so that the number on the cards becomes large or smaller. The direction of movement is determined by the weather card.
- The fairies can be moved onto cards in the opponent's field
- If the same number is next to each other, you can move without stopping
- If there is a spot where a card has yet to be played, it can be ignored
- If you cannot move to the next card, your movement stops



The red meeple is the sunny fairy, blue is the rain fairy. The white outlined meeple is where the fairy started. The yellow outlined meeple is where the fairy ended. The Sunny fairy moved 3 spaces, so that player scored 3 points. Same with the Rain fairy.

Rules for the Sunny Fairy

- If the weather card is facing Sunny, the Sunny Fairy will move so that it will go in increasing order. If the weather card is Rainy, the Sunny Fairy will move in decreasing order.
- If the Rain Fairy is on the next card during the move, it will jump over that card and move to the next card. This card that is jump counts as a card moved. Even if the card after the spot the fairy is on breaks the rules, you can still jump the card and continue movement if the next card follows the rules.

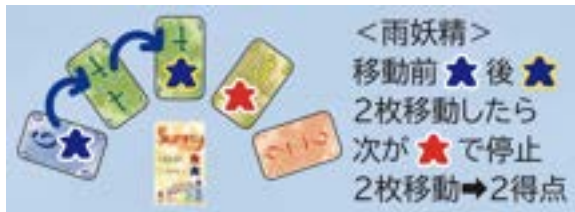


Example: White outline is before movement, yellow outline is after movement. Since it is rainy, the Sunny Fairy should move in decreasing order. 6 is smaller than 7 so it can move. 5 is smaller than 6 so it can move, but the rain fairy is on that card so it

jumps to the 7. 1 is smaller than 7 so it can move. The player scores 4 points.

Rules for the Rain Fairy

- If the weather card is facing Sunny, the Rain Fairy will move so that it will go in decreasing order. If the weather card is Rainy, the Rain Fairy will move in increasing order.
- The Sunny Fairy blocks the movement of the Rain Fairy



Example: White outline is before movement, yellow outline is after movement. Since it is sunny, the Rain Fairy should move in decreasing order. 4 is smaller than 6 so it can move. 4 is the same as 4 so it can move, 3 is smaller 4 so it could normally move, but the Sunny Fairy blocks movement, so the movement is ended.

Use of Prank Cards

The player who moves the Rain Fairy may use one prank card during the round. The timing for use is either before or during the movement of the Rain Fairy as indicated on the prank card. If used, the effect of the card is applied and the card is discarded. See the end of this rulebook for prank card explanations of each card.



Example: This card allows the Rain Fairy to skip movements. Skipped cards are not counted as points. So in this example the Rain Fairy player scores 6 points.

(4) Get ready for next round

1. Flip the weather card to the other side
2. Collect the player marker from the played card from the prior round
3. The player who moved the Sunny Fairy in the prior round is the start player in the next round
4. If all cards have been played, the game ends

Determining the Winner

The person who has scored the most points is the winner. In the case of a tie the player with the most points in the final round is the winner. If there is still a tie, the player who moved the Sunny Fairy in the final round is the winner.

Prank Card Index

1. EXCHANGE



Timing: Before Moving

Effect: Select two cards and swap their places. If either fairy is on the card, you cannot choose that card. You can choose the card the play markers are on.

2. JUMP



Timing: When moving to the next card.

Effect: The number you are moving to on the card does not affect movement. If the card you are jumping to has the Sunny Fairy on it, you cannot jump to that card. After you jump, the Rain Fairy can

continue moving. The card that the fairy jumped onto counts in scoring.

3. SKIP



Timing: During Movement

Effect: You can skip a card and move to the card after the skipped card. The number of the card you are moving to does not matter. If the card after the card you are skipping has the Sunny Fairy on it, you cannot skip to that card. After you skip, the Rain Fairy can continue moving. The card that was skipped DOES NOT count in scoring.

4. TRUSH (TRASH)



Timing: Before moving

Effect: The player picks a card to discard. The spot where the card was discarded is where the card in the next round must be placed. A card that has either fairy on it cannot be chosen. Cards with player marks on them can be selected.

5. TELEPORT



Timing: Before Moving

Effect: Move the Rain Fairy to a card of your choice. You cannot

choose the card with the Sunny Fairy on it. Cards with player markers on them can be chosen.

6. RECYCLE



Timing: Before Moving

Effect: Select a card from the discard pile. Replace the card from the discard pile with one on the field. The card from the field that is replaced is discarded. Cannot be used if there are no discarded cards. The card the Sunny Fairy is on cannot be chosen. The only card that can be chosen is the cards that have a player marker on it.

FAQ

Question: When a fairy cannot be moved, what do you do?

Answer: The fairy does not move and that player scores 0 points.

Question: Can I change the direction in which the fairy moves?

Answer: No

Question: Can I stop the move even if I can move to the next card?

Answer: Yes

Question: Can I stop moving on purpose if my next move would be to jump over the Rain Fairy?

Answer: Yes

Question: I am struggling to arrange the cards in a circle, can I arrange them in a line?

Answer: Yes

Question: What happens if the fairy can move infinitely?

Answer: When you get back to the original card you started movement, your movement stops there.

Credits

クレジット
ゲームデザイン:タク/TAQ
エディター:すつーか rick Na(以上、出汁巻亭)
空画像:Na、タク/TAQ
コンボ・ネット印刷:株式会社 アドプリント様(カード、ボックス)
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制作・著作:出汁巻亭
ゲームについてのお問い合わせは以下にお願いします。
mail:dashimakitei.18@gmail.com
Twitter:@dashimakitei
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