



RAYMAN[®] the Board Game

RULEBOOK
(0.9)



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Ready for an epic adventure?

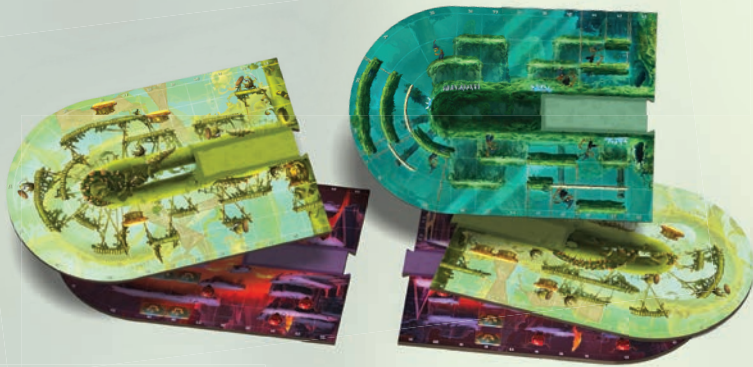
In **Rayman The Board Game**, you play as a hero from the Glade of Dreams, racing to save the Teensies from various threats across different worlds. The game is primarily competitive, while also offering cooperative and solo modes. Coordinate your actions effectively, and you will overcome obstacles and enemies alike!

Objective

The goal of the game is to **save 3 Teensies and complete a full lap first**. To win, a player must rescue 3 of the 4 Teensies and complete 1 lap on the game board (2 assembled tiles). In cooperative and solo modes, players must save 3 Teensies, avoid elimination, and finish the race before a Boss.



What's in the box?



4 double-sided game tiles



1 rulebook (24 pages)



4 character figures



32 Action cards
(1 set of 8 action cards for each of the 4 characters) + 22 Additional Action cards



6 Player cards
(double-sided with Legendary Player cards)



27 Bonus tokens



4 sets of Boss cards
(Each set contains 1 boss card and 3 small Special Attack cards)



4 Boss tokens



5 Projectile cards



20 Projectile tokens
(4 copy of each Projectiles)



1 six-sided die



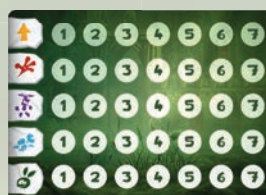
4 Heart tokens



4 Teasy Prisoner tokens



16 round Teasy tokens



1 Action Tracker card



1 Movement Tracker token

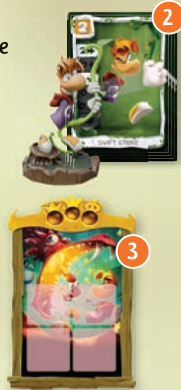


5 Action Tracker tokens

Quick Setup

The initial setup is designed for 2, 3, or 4 players and is ideal for your first race.

- 1 Place the 2 "Jungle" tiles side by side to form the full board.
- 2 Each player chooses a character figure and takes the corresponding 8 Action cards.
- 3 Each player takes a Player card and places it in front of them.



- 4 Place all the Bonus tokens (face down), round Teensy tokens and Heart tokens on the center of the board.
- 5 Place the 4 Teensy Prisoner tokens on the board on the indicated spaces below. In following games, players can decide the locations for the Teensy Prisoner tokens.



Gameplay Overview

Simplified turn orders:

- 1 All players select 2 Action cards from their hand and simultaneously reveal them to the other players.



- 2 Players take their turns in initiative order (highest to lowest). Initiative is the number shown in the top left corner of an Action card. Unlike actions, this number is not combined with the second card played. Only the Initiative number on the leftmost card is used, setting your Initiative "value" for this turn.



3 In the first round, the active player places their figure on the starting line at ground level (first level) and may perform any actions available on their cards in any order. The remaining players then follow in initiative order.



4 Once all players have taken their turn, the player in last place may move forward one space to any unoccupied spot on any level. If the spaces contain other players, the player remains in their current position. In games with 4 or more players, this bonus applies to the last two players. The round then ends, and each player discards the cards they played.

5 At the beginning of a new round, all players select two new cards. Instead of playing their cards, a player may choose to perform a Bubble action, granting temporary immunity and allowing them to recover all their discarded Action cards.

Game ends: The first player to complete a full lap by crossing the starting line with 3 round Teensy tokens wins the game.



Quick Reference Guide to Action Icons



Movement: Move 1 space laterally (forward or backward).



Crouch: Allows a character to crouch under a thick platform or a Projectile.



Jump: Move up 1 space.



Heart: Take a Heart token and place it on your Player card. The Heart token serves as a shield, protecting you from certain dangers. You'll lose your Heart token if you cross paths with or stop on an enemy you can't Slap, get hit by a Projectile, by a Boss or move on an obstacle. A player may only hold one Heart token at a time.



Slap: Use 1 Slap to defeat an enemy, free a Teensy Prisoner, or hit another player on the same space. Use 2 Slaps to hit 1 space away from you, 3 Slaps to hit 2 spaces away, and 4 Slaps to hit up to 3 spaces away.



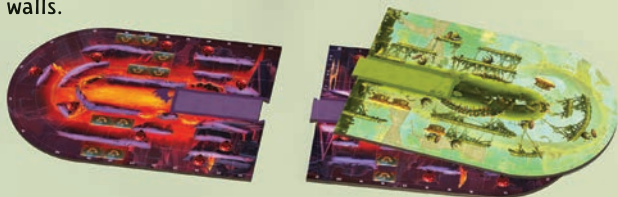
Glide: Allows a character to stabilize in the air. When used with a Movement action, you can move across from one space to another on the same level without using a platform.



Lums: Used in Legend mode only, Lums enable your character to perform the special abilities indicated on the Legendary Player cards.

Game Tiles Overview

The game boards are made up of 2 tiles paired together. They feature platforms, thick platforms, enemies, obstacles and walls.



Platforms: Platforms let players navigate across different levels. Use a Jump action to reach a platform on the next upper level. However, you can't pass through them to go down.

Thick Platforms: A player must use a Crouch action to pass through a Thick Platform. Thick Platforms also block upward movement. You can't jump to the upper level through it.

However, the top part of a Thick Platform functions like a regular platform, allowing players to move freely on it.

Enemies: If you move through or stop on a space occupied by an enemy, you must use a Slap action to defeat them and gain a Bonus token. If you're unable to slap the enemy, you'll lose a Heart token (if you have one) or take damage.

Obstacles: Obstacles appear on the first level and present a hazard. If you end your movement on an obstacle space, you'll lose a Heart token (if you have one) or take damage. A player cannot stop their movement on an obstacle.

Walls: A wall blocks your movement. If you're pushed against a wall, you'll lose a Heart token (if you have one) or take damage—but you won't be able to pass through it regardless.

Since each game board is unique and features a specific atmosphere, please refer to the Visual Glossary (p. 21) to identify the different elements.

That's it! You know the basics of the game! Now, let's learn more about the details.

How To Play

Rayman The Board Game offers four difficulty modes: **Rookie**, **Intermediate**, **Hero**, and **Legend**. Each difficulty mode follows the same core rules, with additional challenges introduced as the difficulty increases. We recommend starting with Rookie mode for your first game to get familiar with the basics before advancing to higher difficulty modes for an added challenge.

At the beginning of a round, each player selects 2 Action cards from their hand. They must choose their cards according to the actions they wish to perform on their coming turn. They place the one with the initiative they wish to play on the left. Then, all players **simultaneously** reveal their chosen cards by placing them face up on the table.



The player with the highest initiative takes their turn first, followed by the player with the second-highest initiative, and so on.

Unlike actions, the initiative value is not combined from both played cards; only the initiative value on the leftmost card is used.

Note: If two players have the same initiative, the player with the higher initiative value on their second card goes first. If the tie remains, players roll a die, and the highest roll determines who goes first.



In this example, **Globox** will be the first to play.

In turn order, players each play their 2 Action cards (see "Actions" on p.7).

At the **end of each round**, after all players have taken their turns, the player in last position on the board may move one space forward into the next column at any level. This space must be unoccupied by another player or an obstacle; if it contains an enemy, the player can still move there but will lose their Heart token or take damage. In games with 4 or more players, this bonus movement applies to the last two players, starting with the furthest back and then the final player. Walls do not block this movement.

Note: If players end their turn in the same column, the player on the lowest level is considered last.

Once all players have completed their turn, they must discard the two cards they just played.

A new round begins with players selecting two new Action cards from their hand.

Actions

Players can use the effects indicated on their Action cards in any order they see fit, limited only by the number of actions allowed on each card.

Example: If the two Action cards allow a total of 5 Movement actions, place the Movement Tracker 5 spaces ahead of the player's figure on the board. The player can then mix and match actions, such as combining 2 Movement actions with a Slap, using 1 Jump, then 3 Movement actions with a Glide, followed by another Slap, and finishing with 1 more Jump action.



Tip: Players who want to keep track of their actions or movement can use the Movement tracker and Action Tracker card with tokens to monitor how many actions remain available during their turn.



Movement ➡

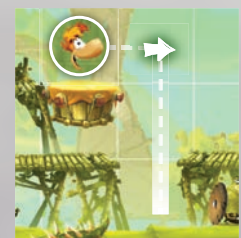
Movement actions allow the player to move laterally, either forward or backward.

To track how far a player can move on the board, they can use the Movement Tracker token. Place the token above the space that matches the total number of Movement actions allowed by the two Action cards played this turn. Moving backward counts as a Movement action, so remember to adjust your Movement Tracker by moving it back 2 spaces for each backward move.


You cannot end your turn on a space occupied by another player's figure. If you finish your turn on an occupied space, place your figure on a free space directly above, below, or behind. If those spaces are also unavailable, don't correspond to a platform, or contain an obstacle, place your figure on any open space in the column behind the other player. If no space is available in that column, move to an open space in the column directly behind.

Tip: You can race past another player's figure as long as you don't end your turn on the same space. You can use a Slap action on another player to move their figure one space forward or backward, freeing up the space for your own figure.

When a player on a higher platform moves a space forward and lands on a space without a platform, their figure falls one space at a time due to gravity until it reaches a platform or the lowest level.



You can perform the following actions during a fall:

- Movement ➡ + Glide 

Example: A player on the third level moves one space into an empty space and begins to fall. They stop their fall with a Glide, then use another Movement action to move onto the next platform.



- Slap  from a distance

Example: A player can use Slap Actions to hit an enemy or another player from a distance.



While falling, players cannot use Jump or Crouch actions, but falling does not count as a Movement action—so use this to your advantage!

Note: A player can end their movement on a space with an enemy, as long as they've used a Slap action to defeat that enemy first or discard their Heart token if they have any. While the player's figure remains on this space, the enemy is considered defeated for other players, allowing them to pass freely through both the player and the enemy as long as they have enough movement actions available.

Jump

Players can Jump to reach upper platforms. While using a Jump action, a character can only move upwards. Using 1 Jump, a player can move from level 1 to level 2, or from level 2 to level 3. Players cannot travel 2 levels with one Jump action. A Jump must be performed from the ground (level 1) or from a platform (level 2); players cannot Jump from an empty space or while falling. While jumping upwards, a player can move through a platform. However, a player cannot move their figure downwards through a platform. Additionally, you cannot jump while crouching and you cannot jump through a thick platform.

To reach a higher platform that's one space away, you can use a Jump action followed by a Movement action.

Example:



Note: Each Jump to a platform counts as one action. If a player jumps up through a platform to reach one level, then jumps again to reach the next level, it counts as 2 Jump actions.

Slap

Slaps can be used to attack enemies, hit other players, or free a Teensy. (In co-op mode, a Slap also frees a player from their Bubble, allowing them to rejoin the race against a Boss.)

If a space is occupied by both a player and a Teensy Prisoner token, you must choose whether to use a Slap action to hit the player or free the Teensy. To do both, you'll need 2 Slap actions.

If you land on a space with an enemy, you can use a Slap action to defeat them and gain a Bonus token. If you don't have a Slap action available, you either lose your Heart token or take damage (see the Heart section).



If another player's figure is on a space with an enemy, you cannot use a Slap to defeat that enemy, as it's considered already defeated. You can pass through this space without taking damage. Even if you Slap the other player and move their figure away, the enemy remains defeated for your turn.

If you begin your turn on a space with an enemy, you cannot use a Slap to eliminate it—it is already considered defeated. All enemies that are covered by players at the start of your turn are considered already defeated for the entirety of your turn.

Each enemy can only be eliminated once per player per turn. When you've defeated an enemy, you can move over it freely that turn. If you defeat an enemy but don't end your turn on its space, another player can still target the same enemy on their turn.

You can also Slap from a distance: use 2 Slaps to hit a target one space away (left, right, above, or below). Using 3 Slaps allows you to reach a target 2 spaces away, and 4 Slaps can hit a target 3 spaces away. Targets further than 3 spaces away cannot be hit.

Note: You can Slap from a distance through platforms, but not through Walls or Thick platforms.



You can Slap another player to move them one space. If you Slap a player from behind, they must move forward; if you Slap them from the front, they must move backward. If you are on the same space, above, or below another player, you can choose whether to move them forward or backward. You can Slap multiple players in a single turn, but each player can only be Slapped once per round, regardless of who Slaps them.

Note: A Heart token cannot be used to block another player's Slap action. If a player decides to Slap you... well, you're getting Slapped! Here's a quick tip to remember if you've been slapped: turn your figure to face backward until the next round, when you can turn it forward again.

Tip: You can Slap another player to knock them off a platform, push them into an enemy's position, or make them land on an obstacle. This tactic can trigger a chain reaction, potentially causing them to lose their Heart token or take damage, giving you a strategic advantage.

Glide

Using a Glide action allows your character to stabilize in the air.

When combined with a Movement action, a Glide action lets you move horizontally across the same level without touching a platform. You can glide over any number of spaces, but the Glide stops as soon as you reach a platform. Note that Glide alone does not count as a Movement action.

Example: If your character is on a platform and you want to reach another platform with a 2-space gap between them, you can use 3 Movement actions combined with a single Glide action.



Note: You can also Glide at ground level (level 1-2), allowing your character to soar over obstacles and potentially rescue Teensies along the way.



You can jump to a higher level and then stabilize with a Glide action, allowing you to move horizontally at that level.

Example: You're out of Slap actions, and an enemy blocks your path. Instead, you can use a Jump action to leap over the enemy, followed by a Glide action. Then, use your Movement actions to maneuver past the enemy and land safely in a empty space.



You can use multiple Slap actions while gliding to hit an enemy or another player.

Example: You have 3 Slap actions, 2 Movement actions and 1 Glide action remaining. Therefore, you can reach a platform on level 2 and could use 3 Slap actions to hit a distant enemy and collect a Bonus token before gravity pulls you down.



You stop Gliding when your figure reaches ground level after an obstacle or when you reach a platform. While gliding, you cannot use Crouch or Jump actions; to perform these actions, you must first end the Glide.

Note: If you're gliding from a higher level and you want to use gravity and fall down one or two spaces before stabilizing and continuing to glide, you must stop your initial Glide action and then start a new one.

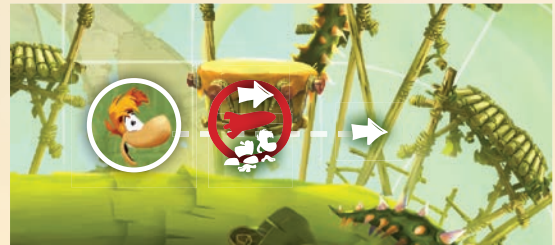


Crouch



When combined with a Movement action, a Crouch action lets your character move beneath a Thick platform or a stationary Projectile. A single Crouch action allows you to stay crouched under the Thick platform until you reach its end. A Crouch action does not count as a Movement action.

Note: If you Crouch to move under a Thick platform with a stationary Projectile on it, a single Crouch action is required to move beneath both.



A Crouch action stops at the end of a player's turn, unless the figure is positioned beneath a Thick platform. If you start a turn under a Thick platform, you're already considered crouched and do not need to use another Crouch action. However, you cannot end your turn on a space occupied by a stationary Projectile, even if you used a Crouch action to crawl beneath it.

Heart

Heart tokens can save the player from damage.

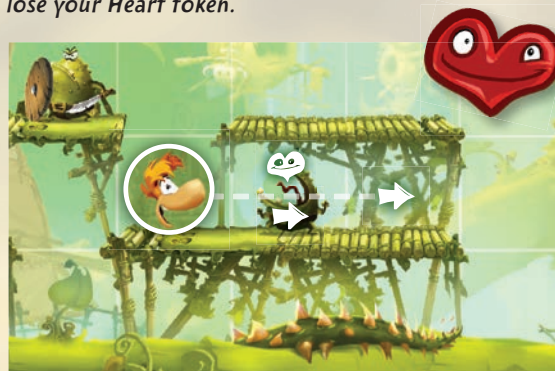
Each player may have only one active Heart token at a time. When you play a Heart action, take a Heart token and place it in front of you. If you already have a Heart token, nothing changes. In cooperative mode, if you already have a Heart token, you can use a Heart action to give a Heart token to another player of your choice.

If you're hit by a Projectile, Boss, enemy, or encounter an obstacle, you'll lose your Heart token. If you don't have a Heart token, your character takes damage instead.

When a character takes damage, they must move 2 spaces backward to a level of their choice. They gain temporary immunity, protecting them from further damage until the start of their next turn. If they land on a space with a Projectile, they remove the Projectile token from the board. If the space is occupied by an enemy, they may choose to place their character there without taking damage, thanks to their immunity. If all spaces in the column 2 spaces back are occupied by other players or obstacles, continue moving back one column at a time until an open space is found.

Note: Heart tokens cannot protect against another player's Slap action.

Tip: If you encounter an enemy and don't have a Slap action available, you can still pass through, but you'll lose your Heart token.



If you begin your turn with a Heart token and play a card with a Heart action, you can spend the Heart token you already possess for protection, then use the Heart action to gain a new one. A Bonus token with a Heart action can also be used in the same way to help you pass through enemies.

When a player uses a Bubble action, they immediately lose their Heart token.

Example:



To reach certain Thick platforms with a void space before, a player can use a Jump action or a Glide action followed by Movement + a Crouch action to place their figure under the Thick platform.

Example:



In certain situations, your character may be moved, outside of your own actions, such as from a Slap by another player or from the free movement granted for being in last position on the board. As a result, your figure may end up under a Thick platform, automatically putting you in Crouch position.



Lums actions are only available in Legend mode or custom games. The Lum action allows you to perform the trade indicated on your Legendary Player card.



Note: If you're not playing in Legend mode, ignore the Lum symbol on your Action and Bonus cards.

Teensies

To win the race in co-op, solo, or regular games, you must complete a lap and free 3 of the 4 Teensy Prisoners on the board.

At the start of each game, players decide where to place the 4 Teensy Prisoner tokens on the board. (For your first game, in Rookie mode, refer to page 4 for the Teensies token setup.)

Note: Each token must occupy a unique space; two Teensy Prisoners cannot share the same space.

To free a Teensy Prisoner, you must use a Slap action. If another player is on the same space as a Teensy Prisoner, you can still use a Slap action to free the Teensy during your turn. However, this Slap action only applies to freeing the Teensy; if you wish to Slap the player as well, you'll need an additional Slap action.

Once a Teensy has been freed, leave the Teensy Prisoner token on the board so other players can still access it. Take a round Teensy token of the corresponding color from the central pile and place it on top of your Player card.



Note: Each Teensy can only be freed once per player, which is why each Teensy Prisoner token has a specific color. Be sure to collect the matching Teensy token.



Damage

Your character takes damage when:

- Landing on a space with an enemy without using a Slap.
- Landing on a space with an obstacle.
- Being pushed into a wall.
- Being hit by a projectile (in Intermediate, Hero, and Legend modes).
- Being hit by a Boss.

Note: If damage was caused by a Projectile, remove the Projectile token from the board.

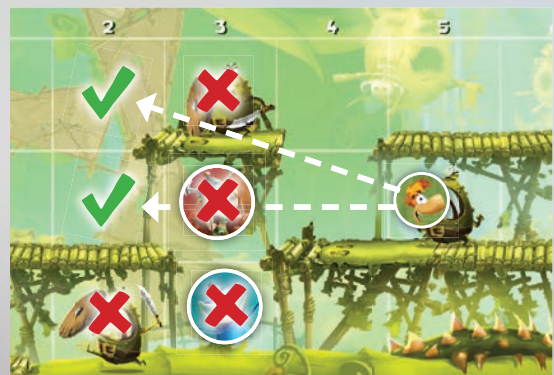
When you take damage, move your figure back two columns to the first available space at any level. You gain temporary immunity from further damage until the start of your next turn. If all spaces two columns back are occupied by other players or obstacles, continue moving backward to the first open space. However, you may end up on a Projectile (and remove it) or an enemy without taking additional damage due to your temporary immunity, which ends at the beginning of your next turn.

Example: You take damage from the enemy.

Open spaces



Occupied spaces



If you have one, you may discard a Heart token to prevent taking damage.



Note: A Slap does not count as damage. However, when slapped, your character may land on an enemy, obstacle, or Projectile, potentially resulting in damage.

Bonus tokens

When you defeat an enemy, you gain a Bonus token. Draw a Bonus token and place it face-up on your Player card. You can hold a maximum of 4 Bonus tokens at a time. If you acquire a fifth token, immediately use or discard one to return to the 4-token limit.



You may use as many Bonus tokens as you wish at any given moment during your turn. Each Bonus token provides 2 actions. You can choose to use both or just one.

The actions granted by Bonus tokens become part of your action pool and can be used at any point during your turn.

Note: If a Bonus token grants you 1 Movement and 1 Slap, you can use the Movement action immediately and save the Slap action for later in your turn. However, if you don't use the Slap action by the end of your turn, you must still discard the Bonus token.



Bubble Action

After each round, all players must discard the 2 Action cards they just played. If they wish to retrieve cards from their discard pile, players have to announce a Bubble action at the beginning of a round, at the same time other players show their new Action cards.



Tip: A player has to perform a Bubble action to recover discarded Action cards even if they still have some available in their hand. Therefore, they can bluff by pretending to choose 2 cards and waiting to reveal they perform a Bubble action this round instead.

When a Bubble action is declared:

- The player immediately enters "Bubble mode".
- They gain temporary immunity until the end of the round. (They cannot be slapped, moved, take damage and projectiles are removed from the board without affecting them if they hit them.)
- They take all their discarded cards back.
- They lose their Heart token if they have one.
- They stay on the same space they stopped their figure on the board.
- They still benefit from the "Last player bonus movement".
- They must resume playing in the next round.


Note: If a player has played all their Action cards, they must perform a Bubble action.



Projectiles

In Intermediate, Hero, and Legend modes, projectiles are added to each race to create a more challenging experience. Projectiles are a new type of danger the players need to avoid.

Projectile Spawn and Movement

One projectile spawns at the start of every round on column #21, or #43 if at least one player has made it past column #21 (These columns are marked on the tile with a ). At the start of the game, a random player rolls the die to determine which level the first projectile will spawn on:

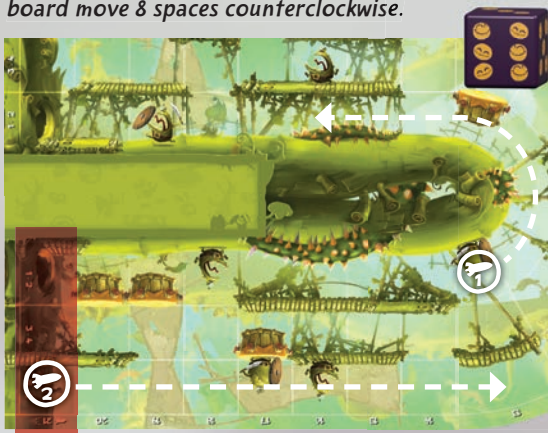
- Roll 1-2: **First level**
- Roll 3-4: **Second level**
- Roll 5-6: **Third level**

Place the Projectile token on the space at the indicated level.

Note: If a player figure is on a space where a projectile is set to appear (#21 or #43), the player takes damage or loses their Heart token when it spawns. Remove this projectile from the board afterward.

At the end of each round, all projectiles, including the new one, move 8 spaces counterclockwise.

Example: At the beginning of the round, you roll a 6. Spawn the new projectile on the third level at column 21. At the end of the round, all projectiles on the board move 8 spaces counterclockwise.




At the beginning of a new round, the player the farthest from the finish line rolls the die to determine which level the new projectile will spawn on.



Hero and Legend Modes

In these modes, after rolling the die at the start of the round, place it on the corresponding number on the Projectile card. Apply any effects shown on the card at the end of the round, after moving all projectiles. Some cards may include ongoing effects labeled "THIS ROUND," which remain active throughout the entire round.

Example: If you're using the "Missile" projectile card and roll a 2, at the end of the round, place the new Projectile token on the first level and move all projectiles, including the new one, 8 spaces counterclockwise.

The card's effect also states: "All enemies now require 1 additional  to be defeated THIS ROUND." This means that, for the entire upcoming round, each enemy will require at least 2 Slap actions to be defeated. This effect will expire once the die is rolled again and a new effect is applied.










Damage from a Projectile

If an active Projectile crosses a player's path, the player either loses their Heart token if they have any or takes damage, and the projectile token is then removed from the board.

Note: Players cannot use Slap actions on Projectiles.

Updated Projectile Spawn Point

Once a player reaches the second tile board (Column 22), all new projectiles spawn from column  43 . Previous Projectiles continue to move until they hit a player or reach the end of the tile.

Note: Projectiles launched from column  21  end their movement on the starting line . Projectiles launched from column  43  end their movement on column 22. Once a projectile reaches its ending position, remove it from the tile board.

Game end

When a player with 3 Teensy tokens crosses the finish line (🏁), the game will conclude at the end of the current round, once all players have taken their turn. After crossing the finish line, continue to move your figure using any remaining Movement actions, ignoring enemies, walls, and obstacles.

After the first player crosses the finish line, all other players complete their turn in initiative order. If another player also crosses the finish line with 3 Teensies tokens, they may use any remaining Movement actions to advance as far as possible.

At the end of the round, the player who reached the farthest beyond the finish line wins the race.

Example: In this case, Barbara is the winner! Grand Minimus is in second place. Rayman was close, but didn't cross the finish line to take third place, and Globox is fourth.



Note: After crossing the finish line, you can no longer use Slap actions.

Tie-Breaker

If players end up on the same column past the finish line, they are considered tied. In this case, the player with the highest initiative wins. If both players have the same initiative, they share the victory!

Congratulations!
You've just won the race.

Why not consider a rematch
and increase the game
difficulty?

Movements exceptions

There are various situations where your character may be moved without using action cards or bonus tokens, outside of your regular turn (such as Slap, Damage, or last position Movement bonus). These movements may put your character in tricky positions. Here's how to handle these exceptions:

You've been moved to the same space as another player.

Your figure cannot end its movement on the same space as another player's figure. If you land on a space occupied by another player, place your figure in an empty space directly above, below, or behind them. If those spaces are also occupied by another player or an obstacle, move your figure to an empty space further back, at any level. If you choose to land on an enemy, you will take damage or lose your Heart token if you have any.

You may place your figure on an empty space above or below another player, even if it contains a Thick platform. In this case, you are automatically considered in crouch mode.

Example: You land on a space occupied by Barbara.



You've been moved to a space with an enemy.

If you're pushed on space occupied by an enemy, you lose a Heart token if you have any or take damage unless it's an enemy you've already defeated during your turn.

Example:

You have a Heart token.



You DON'T have a Heart token.



You've been moved to a space with a Thick platform.

If you land on a space with a Thick platform, you are automatically considered in crouch mode and remain on the space.

You've been moved to a space without a platform.

If you land on a space without a platform, gravity takes effect, and you fall until you reach a platform or the ground (first level).

Example: You are the last player on the board and get the Last Player Position Movement bonus.



You've been moved to a space with an obstacle.

If you're pushed onto a space with an obstacle, you lose a Heart token (if you have one) or take damage. Your figure cannot remain on an obstacle, so you must move it to an available free space on the same column. If no free space is available, continue moving back one column at a time until you find an open space.

Example:

You have a Heart token.



You DON'T have a Heart token.



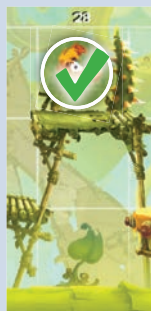
Note: A player cannot end their movement on an obstacle and cannot suffer consecutive damage due to temporary immunity.

You've been thrown against a wall.

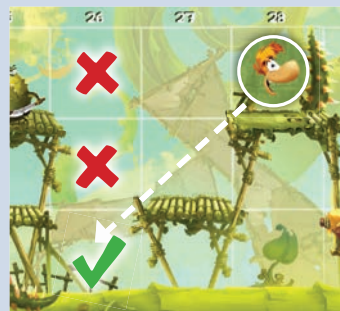
If you're thrown against a wall, either in front or behind, and you have a Heart token, you lose it. Since walls are impassable, you remain in your current space. If you don't have a Heart token, however, your character takes damage and must move two spaces back, following the same rules as above.

Example:

You have a Heart token.



You DON'T have a Heart token.

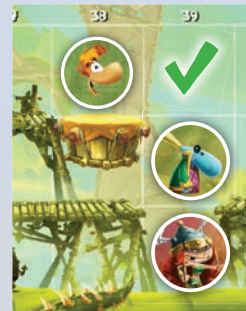
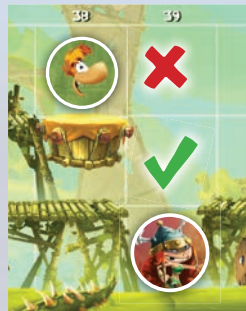


Note: If you're pushed backward into a wall and don't have a Heart token, you would normally take damage and move back 2 spaces. However, since you can't pass through the wall, no movement or damage occurs.

5 or 6 players.

If you have the "5-6 Players Expansion," you can add more players to the game. To ensure enough space for all players—since movement cannot end on a space occupied by another player—the following exception applies: you may end your movement on an empty space directly above another player (even if there is no platform).

Example:



Difficulty Modes

Competitive mode is designed for 2, 3, or 4 players (or more if you possess the 5-6 Players Expansion). To gradually adapt the game's difficulty for all types of players, we strongly recommend playing each mode in order. Start with the easier modes and progress to harder configurations as you become more comfortable.

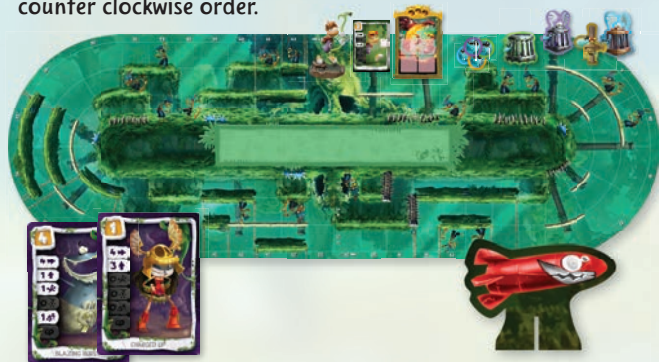
1 – Rookie:

- Each player chooses their character and takes the associated Action cards and figure.
- Place the 2 "Jungle" tiles side by side to form the full board.
- Place the 4 Teensy Prisoner tokens as indicated in the Quick Setup section (See page 4).
- Place all the Bonus tokens (face down), round Teensy tokens and Heart tokens on the center of the board.



2 – Intermediate:

- Follow the Rookie mode rules.
- Place the 2 "Forest" tiles side by side to form the full board.
- Add "Missile" Projectiles to the game, but do not apply any Projectile card modifiers.
- In this mode, you may use the Additional Action cards. Each player will now have a hand of 10 cards instead of 8. To set up the Additional Action cards:
 - Shuffle the 22 Additional Action cards and draw a number of cards equal to the number of players, plus 2.
 - Reveal these cards face-up on the table. Starting with the youngest player and moving clockwise, each player picks one card to add to their hand. The remaining 2 cards are discarded.
 - Repeat this process, starting with the player who drew last in counter clockwise order.



3 – Hero:

- Follow the Intermediate mode rules.
- Place the 2 "Fiesta de Los Muertos" tiles side by side to form the full board.
- Use the "Fork" projectile token and the corresponding Projectile card, applying its effects to all Projectiles.
- For any new game you decide to play in this difficulty mode, you can use any board and apply any Projectile card. For example, try the "Jungle" board with the "Fire Cracker" Projectile card!

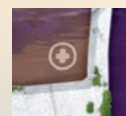


4 – Legend:

- Follow the previous modes rules.
- Place the 2 "Hell" tiles side by side to form the full board.
- Use the "Red Ghost" projectile token and the corresponding Projectile card, applying its effects to all Projectiles.
- Players choose a Legendary Player card of their choice, gaining its unique abilities for this race.
- From now on, any new game you decide to play in this difficulty mode, you can use any board and apply any Projectile card with this difficulty mode. For a spicy challenge, try replacing the "Red Ghost" with the "Flying Bomb" Projectile card!



Note: Additional Action cards are marked with a small ⊕ symbol in the bottom-right corner to distinguish them from regular Action cards.



Legendary Player Cards

Players can use Legendary Player cards in the following configurations:

- Legend mode (mandatory)
- Custom races (optional)
- Cooperative and solo mode (optional)

These cards offer a Special Ability and a trade that can be performed using Lums actions.

Choose your ability based on your style of play.

Weavers: You can use a crawl to dodge an enemy, so you don't have to hit it when you are in the same space. If you do so, you gain 1 horizontal arrow. (You can still hit the enemy from behind using 2 punches to gain a bonus card after dodging it). The Lums effect is a crawl for this character.

Drifter: You can go up or down during a flight action without interrupting it. Gain an horizontal arrow for every 2 flights icon you have each turn. The Lums effect is a flight for this character.

Smasher: You can use only 1 punch to hit an adjacent space or 2 punches to hit a 2 space away, 3 to hit 3 spaces away and so on. If you hit a target 2 spaces away or more, gain an horizontal arrow. The Lums effect is a punch for this character. *It still costs you 1 slap icon to slap an enemy, other player or boss that's on your space.

Dasher: You can use 2 horizontal arrows when leaving a platform or after using a vertical arrow to move in the air before falling to gravity. The Lums effect is a horizontal arrow for this character.

Sneaker: You can change your heart icons to crawl icons at any time during your turn. Gain 1 movement per 2 crawl icons you have. The Lums effect is a heart icon for this character.

Scrambler: When you use a vertical arrow, you can use a second one in a row even if you are not standing on a platform in the upper level. If you used 2 vertical arrows in a row to reach level 3 from level 1, gain an horizontal arrow. The Lums effect is a vertical arrow for this character.



Solo and Cooperative Mode

In this mode, players no longer compete against each other but join forces in a race against a Boss. To win against the Boss, all players must free 3 Teensies and finish the race first. Solo players take on the role of a brave hero, challenging the Boss alone.

In solo and cooperative modes, while the standard gameplay involves facing a Boss, players can choose to add one or both of the following modifiers:

- **Additional Action Cards:** Follow the rules set in Competitive Intermediate difficulty.
- **Legendary Cards:** Follow the rules established in Competitive Hero difficulty.

The game's challenge level can vary depending on the number of players and their skill levels. Larger groups often face additional challenges due to limited board space, so you may want to select an easier difficulty. Adjust the bosses' difficulty and movement settings as needed to suit your group's experience and play style.

Recommended Boss & Board Pairings:

- **Rookie Mode:** Armored Toad in the Jungle
- **Intermediate Mode:** Dark Teensy in the Forest
- **Hero Mode:** Seabreather in the Fiesta de los Muertos
- **Legend Mode:** Grunderbite in Hell

Boss

Each boss has their own Boss card, Special Attack deck and a Standee token.

A Boss card displays the boss's name and difficulty level (indicated by skull icons) on one side, and the Boss's passive effect along with its movement value on the other.

The movement value in the center represents the number of spaces the boss moves each round. To adjust the difficulty, use the number on the left for an easier approach or the number on the right for a more challenging race.



The Boss Special Attack deck consists of 3 cards, each with a unique effect. Shuffle this deck at the start of the first round. Draw the first card and continue drawing from the deck until all 3 cards have been played. Once the deck is empty, reshuffle it to form a new Boss hand, and repeat this process until the end of the race.



To get comfortable with this new game mode, we recommend starting with the Armored Toad as your first Boss. Here are the rules to follow when facing a Boss:

Game Setup:

Follow the Rookie mode setup (see page 4) and combine the two "Jungle" tiles to form the full board. Each player selects their character by choosing the corresponding figure and Action cards.

Starting Card Discards:

Before the first round, each player must randomly discard 2 cards from their Action card deck. At the end of each round, players discard the two cards they played and continue this process until all cards have been used by the end of round 3.

Card Reset:

After round 3, when players have discarded all their Action cards, they retrieve all 8 cards, randomly discard 2 again, and begin a new round. If you play with the Additional Action cards, you retrieve your 10 cards and randomly discard 2 again to begin a new round.

Boss Position:

At the start of each round, roll the die to determine the level on which the Boss will move. For the first round, this roll indicates the level where the Boss will enter the board and begin moving:

- 1-2: First level
- 3-4: Second level
- 5-6: Third level

Tactic:

Next, reveal the Boss Special Attack card. Most Special Attack effects are applied at the end of the round after the Boss's movement, but some have permanent passive effects indicated by "THIS ROUND."

Player's Turn:

All players then take their turns as usual, collecting Teensies and Slapping enemies to gain Bonus tokens. Keep in mind, it's a race—and bosses tend to move fast!

Boss Movement:

Move the Boss the number of spaces indicated on the Boss card along the level shown by the die, in a clockwise direction (the same as the players). Bosses ignore walls, obstacles, and enemies during their movement.

Apply Effects:

After moving the Boss, apply the effect on the Special Attack card if required. Most effects trigger once at the end of the round, but some may have been active throughout the entire round.

Start of the Next Round:

1. Roll the die again to set the Boss's level.
2. Move the Boss vertically, one space at a time, to the new level.
3. Discard the previous Special Attack card and reveal a new one. The new card's effect is typically applied at the end of the round, unless it specifies "THIS ROUND."

Note: Once all 3 Special Attack cards have been used, shuffle them and repeat the process.

Trading Bonus Tokens:

If you're on the same space or adjacent to another player, you may exchange any number of Bonus tokens with them. This exchange can take place on your turn or another player's turn, as long as both players agree.

Damage from a Boss

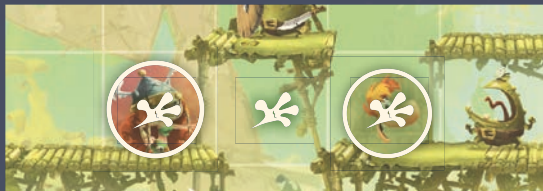
In cooperative mode, the Bubble mode is activated when a player takes damage.

When in Bubble Mode, a player:

- still choose 2 cards each round, but they can no longer perform the actions on those cards ;
- is immune to damage, enemies, walls and obstacles ;
- automatically move forward 4 spaces each round at any level ;
- exit Bubble mode when Slapped by another player.

Note: Slapping a player in Bubble mode allows them to exit, but does not move their figure.

Tip: If a player is in Bubble mode behind you, you can help them exit by Slapping them from a distance. This way, you won't lose movement by going backward and increase your chances of beating the Boss.



If the Boss ends its movement on a player with a Heart token, the player loses the token and moves their figure to a space either below, above, or behind the Boss. If the player has no Heart token, they take damage, move on a space 2 column back on any level as in the normal game and enter Bubble mode.

Note: If all players enter Bubble mode, the game is lost!

Specifications

In cooperative and solo mode against a Boss, the following special rules apply:

- There are no Projectiles.
- Players cannot defeat the Boss.
- Players may move through the same space as the Boss but must use a Slap or take damage, just as they would with a regular enemy. Slapping the Boss in this way does not grant a bonus token.
- If the Boss is positioned on an enemy, that enemy is considered defeated for the round, so no additional Slap is required to move through that space.

Note: You can give a Heart token to another player by playing a Heart action. The same rule applies: each player may only have one Heart token at a time.

Solo Play

When playing solo, the same rules apply, except there is no Bubble mode. If the player takes damage, they either lose their Heart token or, if they have no Heart token, are defeated and lose the game.

When playing solo with Additional Action cards, before the game begins, the player draws 3 Additional Action cards and keeps one. They discard the two unused cards, draw three new cards, and pick one final card to complete a total of 10 cards.

Customize your experience

Now that you've tried all the different game modes, here are some modifiers to add new twists to your sessions:

- **Competitive Mode with a Boss:** Try a competitive game where players race against a Boss.
- **Cooperative Mode with Projectiles:** Play cooperative mode with a Boss and projectiles. For an easier setup, try the Jungle board with the Armored Toad or Projectile #1. For a greater challenge, use the Hell board with Grunderbite and the Firecracker projectile.
- **Adjust the Teensies:** Place only 3 Teensy Prisoner tokens on the board instead of 4.
- **Enhanced Damage Penalty:** If a player takes damage without a Heart token, they must move back 3 spaces instead of 2.
- **Increased Consequences in Cooperative Mode:** In cooperative play, if a player without a Heart token takes damage, they're defeated and the Boss wins the game.
- **Faster Projectiles:** Projectiles move 9 spaces forward each round instead of 8.
- **Limited Legendary Abilities:** The special ability on each Legendary Player card can only be used once per race.
- **Unlimited Slaps:** Players can now be Slapped multiple times in a single round.

Tournament Mode

Play all 4 boards in sequence as a tournament. Award points at the end of each race: 5 points for first place, 3 points for second, 2 points for third, and 1 point for last. After the 4 boards, the player with the highest score wins. Choose any difficulty level and configuration for your tournament.

Tournament with Additional Action cards Variant

After each race, during the selection of Additional Action cards, you may swap 2 of your old cards with newly acquired ones to improve your character's abilities for future races. If playing with individual player powers, decide whether to keep your power for the entire tournament or change it between races.

Custom boards

You can combine tiles from different boards to create unique environments!

Unleash your creativity to make every game unique and exciting!

Visual glossary

Platforms & Ground

Thick platforms

Walls

Obstacles

JUNGLE



FOREST



FIESTA DE LOS MUERTOS



HELL





Credits

Designers: Maxime Tardif, Gary Paitre, Thomas Filippi

Illustrators: Kevin-Mark Bonein, Chloé Rousseau-Maurice, Victor Lemerle-Moser

Creative Director: Gary Paitre

Art Director: Marie-Michèle Ayotte

3D Artists: Baptiste Collay, Thomas Choux, David Arberas

Video: George Georgeadis

Proofreader: Genevieve Whitlock, Simon Goudreault

Producer: Francis Jobidon

Community Manager: Billy Kearns

Administrative Coordinator: Camille Leduc

Testers: Isabelle Touchette, Francis Bergeron, Antoine Paquet-Côté, François-Vincent Talbot, Ethan Talbot, Gilbert Tardif, Alice Paitre, Ellie Paitre, Emilie Salles

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