

THE ALL-ACTION PARTY
ANTICS
FUN BOARD GAME

Antics Rules

2 – 6 players
Age 8 upwards

This game contains the following: one game board, 200 Antics cards, 6 travel tokens, one 6-sided dice and rules.

TO BEGIN

1. Decide how many laps of the game board you wish to complete before the game starts.
2. Each player is issued one travel token, which is placed at the start area on the game board.
3. Each player throws the dice, the player with the highest number starts the game. The remaining players follow in an anti-clockwise direction.

TO START

The game board is played in an anti-clockwise direction.

Roll the dice and move your travel token the number of spaces always in a forward direction.

At the end of your throw, you will finish on a coloured circle, which are defined by the following.

BLUE You must pick up an Antic card and follow the instructions listed

GREEN Miss your next turn. Stay where you are for one turn only.

RED Re-throw the dice and move back the appropriate number of spaces.
(See Bonus moves)

YELLOW Free area. No action to be taken.

WHITE Follow the arrows, which will either help or hinder your progress.



- 1 No two players travel tokens can occupy the same circle at one time.
- 2 You do not have to stay in the same lane throughout the game.
- 3 If you wish to change lanes to overtake or to land on a coloured circle that suits you, you must keep moving in a forward diagonal direction. You must not move sideways or backwards unless otherwise instructed.

TO OVERTAKE

- 1 If your route is blocked by another players travel token and you are unable to overtake you must stay behind them and forfeit any remaining moves left on your turn. You must then complete the action relevant to the coloured circle you have finished on.
- 2 When overtaking another player you must go around their travel token. You are not allowed to jump over it.
- 3 When you have completed an Antic card and are moving forwards or backwards on your bonus move and another players travel token is in the way this is the only time you can jump over another players travel token.
- 4 If at the end of your bonus move a players travel token is occupying the space on which you will finish, you must remove their travel token and replace it on the board from where you started the bonus move. (i.e. the two travel tokens simply exchange places)

ANTIC CARD

- 1 When you land on a blue circle another player picks up your Antic card and reads the instructions aloud. No player should read his or her own Antic card.
- 2 Once the action has been completed successfully or not, you move your travel token forwards or backwards the appropriate number of spaces as shown on the card.
- 3 The maximum time allowed for completing an Antic is 30 seconds unless otherwise stated on the card.
- 4 If you find the instructions on the Antic card impossible for you to complete, you may pick another card.

BONUS/PENALTY MOVES

When moving forwards or backwards on bonus moves, regardless of which coloured circle you finish on you take no further action. Regard the circle as a yellow circle free area. This also applies to the throw of the dice after you have landed on a red circle.

The winner of the game is the first player PAST the finish line after completing all the laps agreed at the start of the game.



WARNING this game is not suitable for children under 36 months as it contains small parts choking hazard

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