

PLACE RACE NZ

Summary

- Deal the appropriate number of cards to each player
- Before starting the timer, discuss where to start and what to trade
- Start the timer and begin to head to your places
- If you don't turn in your card on the year your card states, everyone loses
- When all players day cards are completed, flip over the late cards
- When all late cards are completed, everyone wins!

Description

Place Race is a teamwork game. The point of the game is to make it to all the assigned places before you reach the assigned time. If you don't make it to the place on time, you and your team can't witness the historical event and you all lose. You need to witness every historical event of every player before you can officially win.

Setup

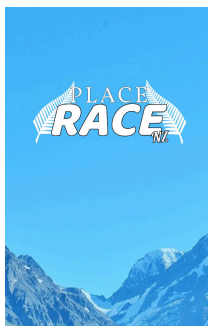
Card breakdown:

Card Fronts:



Each card consists of three main attributes, the place you need to go to, the time you need to be there and what you'll be witnessing. Throughout the planning before the game and whilst playing it, you will mainly need to focus on the time and place.

In this example, you need to be a Waitangi in 1840.



Card Backs:

The majority of cards are day cards (Blue Background). 4 of the 20 cards are late cards (Orange and Black Background). Day cards can be seen all throughout the entire game but late cards must remain face down until EVERY PLAYER has finished all of their day cards. This means that you are not allowed to trade your late cards. Late cards will ALWAYS be the latest events meaning you will never accidentally pass the date of a late card unless ALL day cards have been completed.

Setup

Place the board in an easy to reach position for all players. Each player chooses a character token to represent themselves throughout the entire game. Grab a nearby mobile device or computer (or just anything that can run websites) and load up the website:

<https://tutahinz.github.io/play/>

Or scan the QR code located on the back of the box. This is the timer website. In this website, you can set how many seconds you have between each year, here is what we recommend you set the value to:

2 Players: 1.5

3 Players: 2

4 Players: 3

Depending on your age and how good your team is at the game, you can speed up/slow down this time to your liking. Put your device displaying the website in view of everyone playing. Separate the day cards from the late cards and shuffle both. Then deal out the cards. Once again, feel free to change this to you liking, but we would recommend you do the following:

2 Players: 6 Day cards each

3-4 Players: 4 Day cards and 1 late card each

Place your day cards face up in front of you so that everyone can see what cards you have. Everybody should keep their late cards face down so that no one (including themselves) know what it is.

It is highly recommended that you put your cards in order from earliest to latest but this is not a requirement. The final look of the game before playing should look something like this for 4 players:



Before you start the timer

Starting positions

Once everyone has chosen a character token to represent themselves, they must choose one of the red circles on the board. This will be where their characters start. The red highlighted circles are New Zealand's Cities* (In this context, a 'city' is a place with a population of at least 50,000. Not all cities are shown on the board.) You are allowed to change where you're starting so long as the timer hasn't begun yet and you haven't made a trade. Most of the time, you will want to pick the city closest to your earliest card but there are also other factors to consider, such as trading. After the game begins, red circles just act like every other place. You are allowed to start at the same red circle as another player.

Trading

Trading is a big part of the game. It can change an impossible round to a possible one. A trade is simply a swap of cards between two players. You can not give away a card without getting one in return. Before and during the game, you are allowed to trade your cards with another player so long as they are on a connected place ('connected' meaning a black line that touches the circle you're in and the circle the trading players in). A trade must be mutually agreed on by both you and the player your trading with otherwise, no trade happens. You can trade however many times you want. You can trade whenever, including before the game, even if it is not your turn. This means that trading does not take up a turn. If you do choose to trade before the game (which is highly encouraged and expected) then you must make sure that you and the player you're trading with are both going to be starting on connected red circles. Once you trade, you can no longer move where you're going to start until after the game begins. Remember that you are not allowed to trade your late cards. **YOU ARE NOT ALLOWED TO TRADE ALREADY TRADED CARDS.**

Example:

Before the game, you get both Waitangi (which you must be at in 1840) and St Arnaud (which you must be at in 1843). You believe there's no chance you can make it to both in time. One of your teammates has a card they are willing to trade. Although starting at Auckland would be best for you because your first card is Waitangi, your teammate has decided it would be best for themselves to start in Palmerston North and they can't move because they've already traded with another teammate who's in Wellington. This means that to trade with them, you will need to start at Napier.

After you start the timer

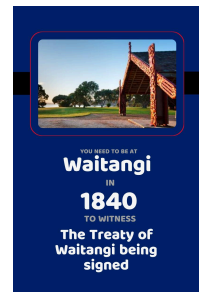
Moving

Whoever owns the card with the earliest date starts. If there are two cards that share the same date and are both the earliest, then the location that's highest on the board makes priority. For example, both Waitangi and Auckland are 1840, but whoever owns Waitangi will start as it's higher on the map. Turn order does not matter until the game begins. Players move turn-based going clockwise. On your turn, you may move to a place connected by a black line to your

place. This uses up your turn. Once you have moved, it will be the next clockwise players turn to do the same. If you don't want to move, then you are allowed to say 'skip' to skip your turn, but the other player can only move when you say skip. You are NOT allowed to say anything such as 'I skip for the next five turns'. You must say skip EVERY TIME you wish to skip. Once you move or say skip, that is your turn and there's no going back or undoing that move until the next turn. YOU CAN NOT MOVE ONTO A SPACE WITH ANOTHER PLAYER. This means that if you need to get past them, they will need to move out of your way.

Objective

On your cards, you will have a location to be and a time to be there. For example, Waitangi requires you to be at Waitangi on the map at 1840. This means that you must be at Waitangi when the timer website hits 1840. Only once it turns 1840, you can turn in/discard the Waitangi card. This can be done by putting the card into an agreed upon pile space (we recommend turning the cards into the large rectangle on the board if you don't have a phone in it). This counts as a turn. If you miss 1840 even by one year, everybody loses the game. You can not turn in the card before 1840, you must be there to 'witness the event'.



Winning the game

You and your group win the game when every player has turned in/discarded all of their cards, including the late cards (which are flipped over once EVERY PLAYER has completed their day cards). If you found there was a lot of waiting in your game, or it was just too easy in general, set the timer to be faster next time you play! Set the timer to be slower if you and your group struggled with the game.

Game created and developed by Elijah Barton (CEO & Designs), Lincoln Mumuta (CFO & Socials), Conrad Pollock (COMMUNICATIONS/HR) & Damian Koekemoer (PRODUCTION MANAGER), all under the company title of Tū Tahī. Game Version: 1.1. With being a new game company, If you have any feedback, ideas or comments, please email tutahinz@gmail.com. All feedback is appreciated! All designs and unique concepts are protected under copyright. ©Tū Tahī 2025