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Rapido

Rules of play

8+
2-6
30+





RULES OF PLAY



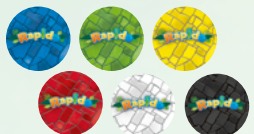
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1 playing board



12 dice
(2 per color)



6 colored markers
(1 per color)



6 playing pieces
(1 per color)

GAME IDEA & AIM

The **Escadaria Selarón** at the heart of Rio de Janeiro is a colorful set of tiled steps, a work of art and, last but not least, a tourist magnet. Today, though, they're the venue for the wild dice race known as RAPIDO.

Each player wants to be the first to reach the finish line. Is it really that simple? Yes, it is—but Rio's colorful steps are hotly contested. Either you survive a whole round on a dice field without being thrown out or you "roll" your way to the top, step by step. Roll an X, though, and you'll have to move back down again



GAME SETUP

Lay the playing board out in the middle of the table. Each player chooses a color, takes the marker in their chosen color, and places it in front of them together with the two dice in the same color. They place the playing piece in their chosen color on the start square. Any spare markers, dice, and playing pieces can be returned to the box. The youngest player starts; play then continues in a clockwise direction.



Colored marker and dice
in the player's color



Finish Dice fields 0-5 Start

HOW TO PLAY

The player whose turn it is performs the three actions of:

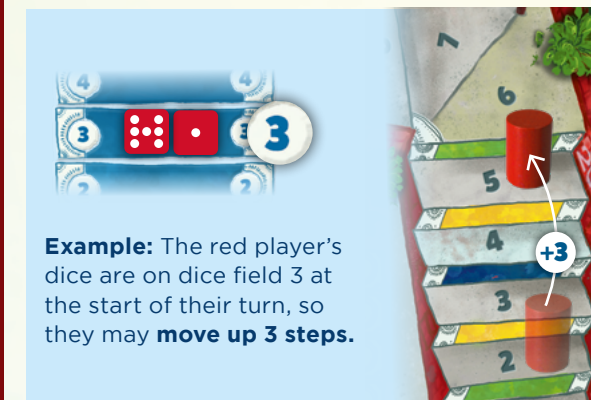
1. SCORE
2. ROLL
3. PLACE (AND THROW OUT)

1. SCORE

Note: Players skip this action during their very first turn.

At the start of their turn, players must first check whether **their dice are on a dice field**:

- ✓ If they are, they move their playing piece up the corresponding number of steps. Then they take their two dice and move on to the second action ("ROLL THE DICE").



Example: The red player's dice are on dice field 3 at the start of their turn, so they may **move up 3 steps**.

Note: Several playing pieces may occupy the **same step**.

- ✗ If the player's dice are not on a dice field, they move straight on to the second action ("ROLL THE DICE").



2. ROLL THE DICE

The player attempts to roll as high a number as possible. Theoretically—and really only theoretically—they can roll the dice as many times as they wish.

THE DICE AND THEIR VALUES

Different numbers feature on the six sides of the two dice in one color.

Dice A:



Dice B:



The value of the roll is determined after each roll. The higher number is always taken as the tens and the lower number as the units. See the section on “ROLLING AN X” for details of what the X means.

Examples:



The player always rolls both dice in their color at the same time. After each valid roll (see the section on “ROLLING AN X”), the player can decide whether to **continue rolling** both dice or to place their pair of dice on a free dice field (see the third action, “PLACING THE DICE”, p. 4).

ROLLING A DOUBLE

If the player rolls a double, they can immediately move their playing piece up as follows:

- = one step up
- = two steps up
- = three steps up

Rolling a double is a normal valid roll otherwise. So the player may decide whether to continue rolling the dice or to place their pair of dice on a free dice field. (Note: Most of the time, you'll opt to continue rolling the dice.)

ROLLING AN X

The outcome of rolling an X depends on whether this happens during a player's first roll or a subsequent roll.

During the first roll

The first roll during a turn is always **valid**. If the player rolls an X (or two), this counts as a 0 without any further consequence. So when a player rolls an X during their first roll, the dice may be placed on a dice field.

7 + 0 = 70

0 + 0 = 0

During a subsequent roll

If the player rolls an X during a subsequent roll, this roll is **invalid**. The player must then end their turn without placing their dice. So the third action (“Placing the dice”) does not take place. They must also move their playing piece down one step for each X rolled.

= move playing piece down one step

= move playing piece down two steps

Note: You can never move any further down than the start square!

3. PLACING (AND THROWING OUT) DICE

If the player is satisfied with their roll (regardless of whether it is their first or for example their third or sixth roll), they place their pair of dice on a dice field.

Only one pair of dice may be placed on each of the dice fields numbered 1 to 5. Several pairs of dice may be placed on the bottom dice field (field 0) though.

IMPORTANT: The player may also place their dice above a fellow player's pair of dice with a higher value.

Example:

The blue player rolled a 6 and a 2 = 62.



They may **not** place their dice on dice field 3, which is already occupied. All of the other dice fields are still free.

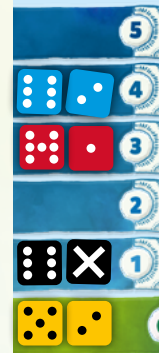
Note: There's no hard and fast rule on where it's best to place the dice in each case. Both the location on the dice fields and the playing pieces' position on the steps is decisive. What's better? To try to get as many points as possible (and therefore up as many steps as possible) or to **THROW OUT** your fellow players?

THROWING OUT FELLOW PLAYERS

When a player places a pair of dice on a dice field, they may—and must—throw out all pairs of dice with the **same or a lower value** that are located **above** the pair of dice they just placed. They return the dice that have been thrown out to the respective fellow player. The affected players therefore no longer have their pair of dice on a dice field, so when it's their turn, they can't score (first action) or move their playing piece up the steps.

Example:

The white player has rolled a 62 and wants to place their pair of dice on a dice field. They have the following options:



Dice field 5: Nothing happens. But in return, the white player may be able to move their playing piece up five steps during their next turn

Dice field 2: The blue dice are thrown out. The red pair of dice is above, but has a higher value and is therefore not thrown out. The white player is able to score two points.

Dice field 0: The blue and black dice are thrown out. In return, the white player must content themselves with not earning any points.

END OF THE GAME

The game ends immediately as soon as a player reaches the finish with their playing piece. It is not necessary to hit the finish square exactly. This player has won.





PLAY VARIATION FOR TWO PLAYERS



Familiarize yourself with the basic rules first before reading about the play variation for two players.

GAME SETUP

Each of the two players receives a second colored marker and a second pair of dice. However, both players continue to play with just one playing piece and whoever reaches the finish with this playing piece first wins.

HOW TO PLAY

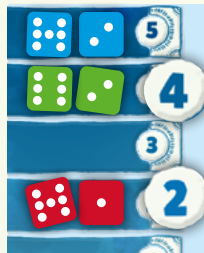
When it's a player's turn and one or both of their pairs of dice are still in front of them, they roll one of their pairs of dice as usual. When placing a pair of dice, note that players only throw out their opponent's pairs of dice, never their own.



Example:

Player 1 (red and green) places their red pair of dice on dice field 2. Their green dice stay where they are, even if the pair of dice just placed has a higher value and is lower down. The opponent's black dice are thrown out as usual.

When it's a player's turn and their **two** pairs of dice are on dice fields, they move their playing piece up the steps by the total of the numbers on the two dice fields they are occupying.

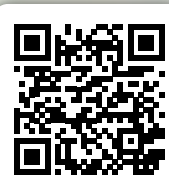


Example:

Player 1 (red and green) starts their turn and may **move** their playing piece **up 6 steps (2+4)**.

They take both pairs of dice from the dice fields and place them in front of them. Then they roll one of their pairs of dice as usual.

more information



Online ↓



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