

# Carabande

## GAME OVERVIEW

Please read items 1-9 of this overview first, on the back of this sheet you will find the complete rules of the game.

1.

Be Formula 1 drivers with Fingerspitzengefühl, because in this fast-paced skill game, the colorful racing cars are flicked with your fingers (fig.1).

2.

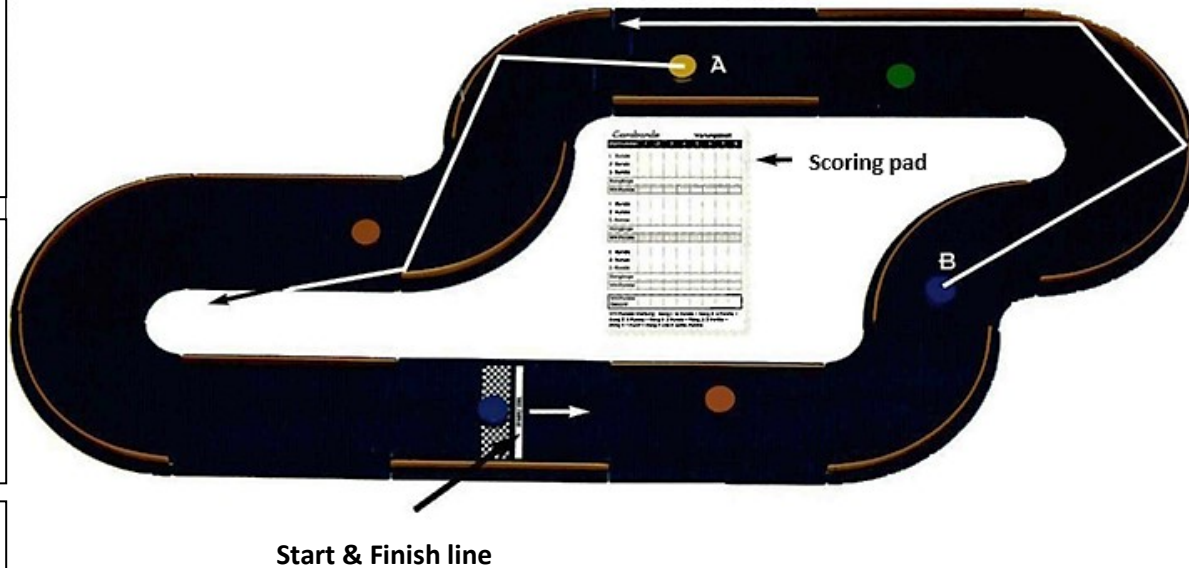
Before each race, you can rearrange the track as you wish. The railings are of particular importance for an exciting race course. One railing is inserted into each part of the track (fig. 2).

3.

Whether you attach the railings inside, outside or variably is up to your own taste. We recommend you replicate the track shown here for the first game.

4.

But beware! Due to the lack of railings, there are numerous gaps at the edge of the road where the racing discs can fly out of the track (yellow disc A).



5.

If you shoot your own racing disc or another player's racer off the track, you lose a move and have to catch up.

6.

With a little practice, you can use the railings to cover long distances (blue disc B).

7.

You can use the black spacer disc to move a racing disc a bit away from the railing or other cars (fig. 3)

8.

Every time you have completed a lap, tick this on the scoring pad.

9.

Whomever is ahead after 3 laps is the winner.

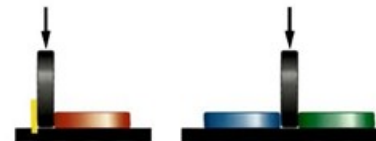
Figure 1



Figure 2



Figure 3



# RULES OF THE GAME

Before playing your first game, you should read the "Game Overview" (A) on the back of this sheet. The illustration shows a structure of the racetrack and you will learn what the game is about. The "Rules of the Game" (B) on this page contains all the rules you need to play the game. After reading these, you can start right away. The special rules for Carabande professionals can be found in the "(Cara)Bandleaders" (C).

## Game preparations

- Before the first game, the racing discs are given stickers (see sticker sheet).
- The track parts can be put together as required to form a closed race track.
- The railings are inserted into the side slits. (The long railings fit the curve parts, the short ones into the straights.)
- The black spacer disc and the scoring pad are placed in the middle of the table. A pen is also required.
- Each player receives a racing disc. The youngest gets number 1 and starts. (With 2 to 4 players, each player can also play with two discs. Then everyone receives the two racing discs of one color.)

## Course of the game

- Each race goes over 3 laps.
- The player with number 1 places the racing disc directly behind the start / finish line and flicks it across the track as far as possible with a finger. Then all the others follow in the order of their start numbers.
- Once all the racing discs have been moved one after the other, it is the turn of the player with number 1 again. It doesn't matter whether the player's disc is in the first, middle or even last position after the first round of flicking. After number 1, it's back to number 2; then number 3, and so on.
- When a player fully crosses the finish line with a racing disc and thus completing a lap, the player immediately ticks this on the scoring pad.
- Whomever is ahead after three rounds is the winner.

## Special features in the course of the game

### a) Create distance

- With the help of the black spacer disc, it is allowed to set off your own racing disc a little from the railings

or from other discs (approx. 1 cm) in order to be able to flick the racing disc better.

- To do this, the spacer disc is pushed upright between the railing and the racing disc or between two racing discs.
- There must not be a greater distance than the width of the spacer.
- The position of the racing disc of another player, from whom you distance yourself, must not be changed.

### b) Touching other racing discs

- In principle, it is not forbidden to shoot at other players' racing discs with your own racing disc and thereby change their position on the track.

### c) When racing discs are thrown off the track by others

- If the racing disc of another player is "jostled" so hard that it is thrown off the track, then the move is invalid.
- The "Attacker" must immediately put his racing disc back in the position it was in before the flick. His turn is over!
- Tip: It is best to leave your hand on the track after the flick until your racing disc stops and it is clear that no other disc has been shot out.
- The player who was thrown off the track by the bump may immediately put his racing disc back to where it was before the bump.

### d) If your racing disc flies off the track through your own fault

- If a player flicks his own racing disc in such a way that it flies off the track, his turn is also invalid and thus ended.
- In this case, too, he must immediately put his racing disc back in the position it was in before.

### e) When your racing disc flips over through your own fault

- If a player flicks his own racing disc in such a way that it flips over and remains on the track with the sticker facing down, then he has to sit out on the next move.
- The next time it is his turn, he just turns his racing disc back on the right side.
- It is allowed for other players to move the flipped racing disc by hitting it.
- If the racing disc flies off the track while it is upside down, it is put back - with the sticker down - where it was before the bump.

## Playing the game

- As soon as the first player has completed the third round, the race is over for him. That player is the winner.
- The other players continue until all the racing discs have passed the finish line.

## Tips on Carabande playing technique

### 1. The Flick

The flicking technique of a good carabande player is largely similar to the technique used for Carrrom. You flick the fingernail side of your finger. It is up to the individual player whether he uses the index finger, the middle finger or even the thumb. In any case, the flicking finger should be placed very close to the racing disc, because otherwise the 'smashing effect' is quite large and you can get fat fingers. The racing disc really has to be flicked, even the lightest form of pushing is prohibited!

### 2. Using the railings

Experienced Carabande players develop a special skill to let their racing discs bounce off the railings or slide along the railings in such a way that they can cover considerable distances with a single flick. Good railing- or collision technique is also required when it is a matter of keeping optimally in the race in a seemingly unfavorable position.

# Carabande

## (CARA)BANDLEADERS

**Attention: This is not game rules.**

As an addition to the rules for family games (A&B), you can find special rules for Carabande professionals here.

### GAME COMPONENTS

6 Straight Tracks

10 Curved Tracks

6 Short Railings

10 Long Railings

8 Racing discs in four different colors

1 Black spacing disc

1 Sheet of 2x8 stickers

1 Scoring pad of 100 pages

# PROFESSIONAL RULES

The **CARABANDE** professional variant differs from the family game in two essential points:

## 1. Professionals don't create a gap

- The racing discs must always be played as they are. That means: Under no circumstances should distance be created. Not even if a racing disc has "stuck" to a railing, no matter how unfavorable it is!
- Space must not be created even if a racing disc is wedged in by other discs in such a way that it practically cannot be played forwards because another racing disc touching from behind so you cannot put your finger and make a flick between the two discs.

## 2. Professionals ride with "chicanes"

- In the professional version, the black disc is used as a baffle disc. That means: The black disc is placed somewhere on the track at the beginning and must not be touched by the racing discs whizzing past.
- If a player touches the baffle disc with his racing disc, his move is invalid. He must immediately put his racing disc back on the position where it was before. His turn is over.
- If the position of the baffle disc has been changed by bumping into it, it is not returned to its original position, but remains where it was pushed.

## Pros score points according to the World Cup

For those who want to find out who the absolute Carabande Champion is over a longer period of time, we recommend a long-term evaluation based on World Championship points. Of course, that only works if the same Carabande players come together again and again for World Cup races.

And this is how the World Cup points are calculated:

1<sup>st</sup> place – 10 Points  
2<sup>nd</sup> place – 6 Points  
3<sup>rd</sup> place – 4 Points  
4<sup>th</sup> place – 3 Points

5<sup>th</sup> place – 2 Points  
6<sup>th</sup> place – 1 Point  
7<sup>th</sup> place – 0 Points  
8<sup>th</sup> place – 0 points

## **Professionals fight for the pole position**

**As in a real race, CARABANDE players who start earlier have a slight advantage over players who start later. In order to enjoy this starting advantage, you can compete for the start numbers in a snippet before the actual race by determining the pole position.**

### **Pole position selection when everyone only has one racing disc:**

#### **Selection procedure for two to three players:**

Player 1 places a racing disc in front of the starting line and tries to get it as far as possible with a single flick. The racing disc remains and player 2 follows now places a racing disc in front of the start line and flicks it as far as possible. Then player 3 follows and does the same thing.

The player whose disc has come the furthest on the track starts the actual race. Whoever came second furthest goes second and so on. As in a real race, the participant who goes first initially has a very slight advantage thanks to the pole position.

#### **Selection process for four players:**

Player 1 places a racing disc in front of the starting line and tries to get it as far as possible with a single flick. Then player 2 follows: He too now places a racing disc on the starting line and flicks it as far as possible. The winner of this duel then carries out another duel against the winner of the second duel (between player 3 and player 4).

#### **Selection process for five players:**

As with four players, only that one preliminary round is played with only two competitors and the other preliminary round with three competitors. Whoever finishes last in the group of three automatically receives start number 5. - The second from the group of three fights with the loser of the group of two for start numbers 3 and 4. The two group winners take on the race for start numbers 1 and 2.

#### **Selection process for six players:**

As with four players, only that instead of two groups of two, three groups of two are formed. The losers in each group then race for start numbers 4, 5 and 6, the first three for start numbers 1, 2 and 3.

#### **Selection process for seven players:**

Two groups of two and one group of three are formed. The last of the group of three is automatically given the start number 7. Otherwise, the procedure continues as in the selection process for six players.

#### **Selection process for eight players:**

Four groups of two are formed. The respective group winners form two groups of two among themselves. The winners of these two groups of two carry out another flick of competition for starting positions 1 and 2; the losers of the two groups flick for starting position 3 and 4.

The respective losers of the four groups of two also form two groups of two. The winners of these two groups of two carry out a competition for starting positions 5 and 6; the losers of the two groups compete for starting position 7 and 8.

## **Pole position selection when everyone has two racing discs:**

**The selection is made in the same way as in the selection procedures described above for 2 to 3 and for 4 players.**

### **With two players**

The winner gets the starting position 1 and for his second racing disc position 3. The loser gets the starting position 2 and for his second racing disc the starting position 4.

### **With three players**

The winner gets the starting position 1 and for his second racing disc position 3. The second gets the starting position 2 and for his second racing disc the starting position 4. The loser gets the starting position 3 and for his second racing disc the starting position 6.

### **With four players**

The winner gets the starting position 1 and for his second racing disc the position 5. The second gets the starting position 2 and for his second racing disc the starting position 6. The third gets the starting position 3 and for his second racing disc the starting position 7. The loser gets the starting position 4 and for his second racing disc the starting position 8.

Dear game friends, we are pleased that you have decided to play a game by Goldsieber.

Because it means entertaining and varied amusement that you will enjoy for a long time. If you have any questions, requests or suggestions, just write to us. We hope you have fun

Goldsieber Spiele, Werkstr. 1. 0-90765 Fürth

### **The designer:**

Jean du Poel lives with his wife near Oldenburg. There the graphic designer runs his own small game publisher, in which he mainly publishes games with a historical background.

With his fast-paced action game "Carabande" one of his ideas appears for the first time in a larger publishing house.

Photos: Fotostudio Zirn

**Editorial editing:** TM-Spiele GmbH

1996

Simba Toys

# Carabande

## **Important information before the first game:**

1. Make sure that the track is always set up on a flat surface, otherwise the racing discs could "involuntarily" fly off the track or be deflected at the transitions from one track part to another. Carpets or table tops that consist of several parts are not suitable as a substrate.
2. The track pieces consist of MDF-board (glued wood fibers), a high-quality material that has optimal properties for this game. However, you should handle it carefully to avoid damaging the surface. Therefore, the track parts should remain in pieces after the game. In order to be able to stow these now more voluminous parts in the box again, you have to remove the box insert. This is absolutely necessary in order to safely bring the game from the manufacturer to your home.

We hope you have fun with "Carabande".

Goldsieber Spiele

# Carabande

## Action-Set

### CONTENTS

1 x Ski jump (three parts and wedge), 1 x X-chicane (with two railings), 1 x V-chicane (with two railings), 2 x curves (each with one railing)

### GAME RULES

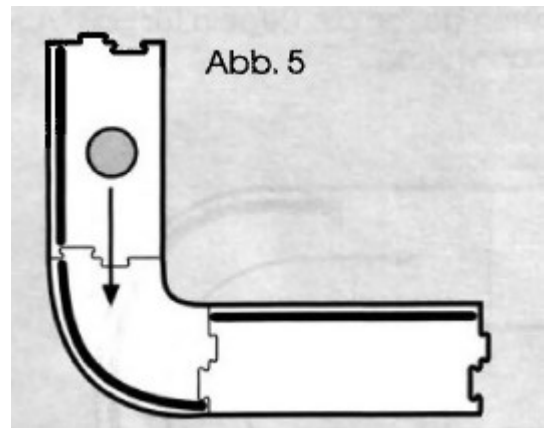
This expansion to the basic game CARABANDE brings even more excitement and sophistication into the game. The additional game rules required for this are listed below; in principle, the same rules apply as for the basic set.

#### General tips for building Carabande racetracks

Experienced Carabande players know that corners becomes more exciting if, on a straight that follows the curve, the railing does not connect to the curve railing, but is on the opposite side (as in the figure to the right ).

If you are looking for new Carabande challenges, you can leave out the railings entirely on a straight or even a curve.

With the Carabande basic version, professionals can also use the black spacer as an additional obstacle (which must not be touched). Of course, you can also conjure up self-invented obstacles from within your own household. For example, a heavy metal object (the base of which is like a large coin) can be placed on the track. This object may be touched without penalty, but due to its relatively high weight it offers resistance to the racing disc and changes its direction of travel. Do not limit your rule- and obstacle ideas.



If you are tired of all the obstacles, but would rather enlarge your normal Carabande lane a bit, then you can of course simply leave out the walls on the lanes of the X and V chicane and use the parts as extensions.

#### Carabande-Info

Since autumn 1996 we have been using racing discs in our Carabande basic sets where the edges of are more rounded than the racing discs from earlier Carabande versions. If you want to add a complete set of these new racing discs (9 pieces) to your "fleet", please send us DM 10.- in postage stamps with your order. This amount already includes the shipping costs.

If you have any further suggestions or questions, write to us!

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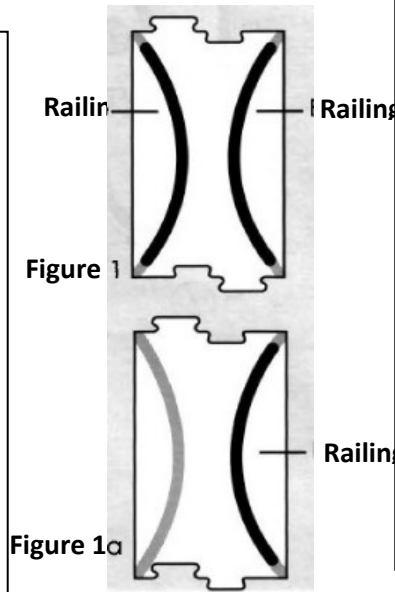
1997  
SimbaToys  
Made in Germany

# X-CHICANE

## Assembly

Insert 2 short railings into the curved slits on the left and right. Make sure that at both ends of the Railings, the same amount of free space remains in the slot. (Fig.1)

Install the X chicane in the track



## Operation

Here, it is necessary to pass a narrowing of the track that requires "driving skills".

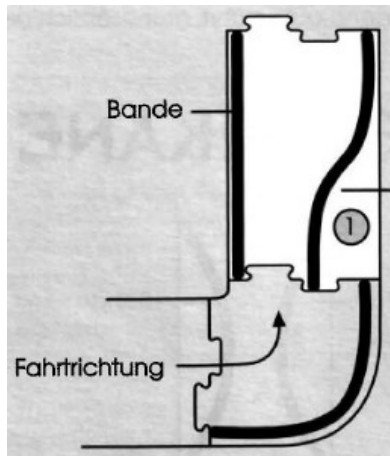
If only one railing is used (Fig.1a), the chicane is perhaps easier to pass but the risk increases (depending on the use of the chicane) that the racing disc will ricochet and fly off the road. In this case, the basic rule for leaving the lane comes into force, according to which the disc is returned to its previous position.

# V-CHICANE

## Assembly

Put a short railing in the straight slot and a second short railing in the slot running from the center of the track to the edge.

The narrowing of the V-chicane should always be installed in the direction of travel (Fahrtrichtung in the figure).



## Operation

The V-chicane becomes particularly tricky when approached from a curve, since the racing disc then usually slides along the edge of the board and thus involuntarily comes into the right-hand section of the lane.

### Situation I:

The racing disc moves into the right-hand section of the track and is steered away from the track by the gangway leading to the outside.

In this case, the basic rule for leaving the track comes into force.

### Situation II:

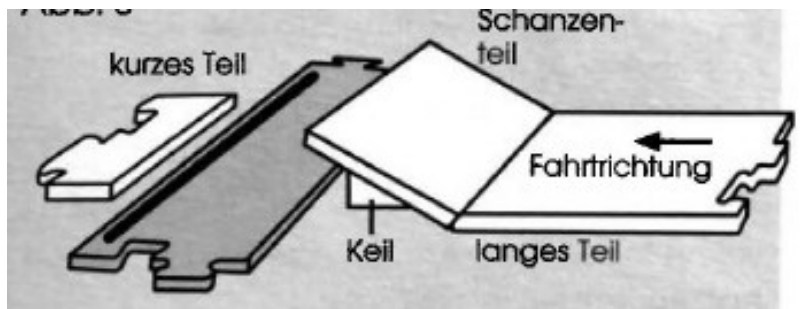
The racing disc does not leave the track, but it remains in the niche next to the board (disc 1 in the figure). In this case the player has to flick the racing disc backwards out of the niche on his next move. He can also push other racing discs backwards with impunity, as long as they stay on track, of course.

# RAMP

## Assembly

Please make sure that the parts of the ramp arranged correctly also take on the function of an intersection. This means that longer tracks can be built on the same area.

**Important:** On the part of the track that is crossed, the railing must be on the side of the track opposite the jump (thick black line in figure to the right).



## Operation

With the help of the jump and the correct "flick timing", the track must be crossed in such a way that the disc comes to rest on the part of the track leading onwards (disc 1 in figure below).

When making the jump, the following situations can arise, in which the further course of the game is determined by the following rules:

A: If a player flicks his racing disc over the ramp (Sprungschanze) and it "drops off" and remains on the part of the track to be crossed, then the player has to continue flicking from there and it costs him a small "lap of honor" (Ehrenrunde) to try again (disc 2 in figure below).

Tip: When setting up the Carabande racing track, make sure that the lap of honor is not too big.

B: If a racing disc falls off the track after jumping over the ramp, the basic rule applies, according to which the disc is returned to its previous position.

C: If a racing disc "sticks" on the sloping part of the lane while trying to cross the ramp, the player has to flick the jump from the slope.

D: if a racing disc lands on another disc, which rarely happens, the disc on top is set behind the lower disc.

E: If a stationary disc is pushed over the ramp by another, then this move is only valid if the previously stationary disc comes to rest properly on the part of the track leading onwards. Otherwise, the rules for "throwing off track" apply

