



# SPEEDRUNNERS



Our Other games here!

1 or 2 players / 5 minutes / 8yo+

## GOAL

Reach the end of the levels and defeat the bosses as quickly as possible, without losing all your lives.

## SETUP

Each player takes either the 15 PLAYER 1 or PLAYER 2 cards and place them in front of you, by kind.



Take 3 life tokens each.



Put aside the Boss cards and form a deck with the 15 STAGE cards. Shuffle them and place the deck face down on the table.

Define your starting level together. 1 to 3 for an easy start, or directly 4 if you want to get serious.

## HOW TO PLAY

Speedrunners is played in a succession of 15 STAGES (12 Levels + 3 Bosses), until a player has beaten the last Boss, or has lost all his lives.

A STAGE takes place in 3 parts:  
Memorization - Speedrun - Resolution

## 1. MEMORIZATION

The most experienced player draws a number of STAGE cards equal to the level to be played (Ex. 4 cards for level 4).

Reveal the cards one by one, at a brisk pace, reading them aloud. Both players try to remember them back in order.



SLIDE!  
SHOOT!  
SHOOT!  
JUMP!

Then turn the deck face down and say "START!".

Alternate who reads the cards at each STAGE.

## 2. SPEEDRUN!

Players then build their Speedrun (deck of cards) in the order previously defined by the STAGE cards, using the Action cards they have in front of them, and as quickly as possible!

To achieve a Level, you must flawlessly reproduce the requested sequence.

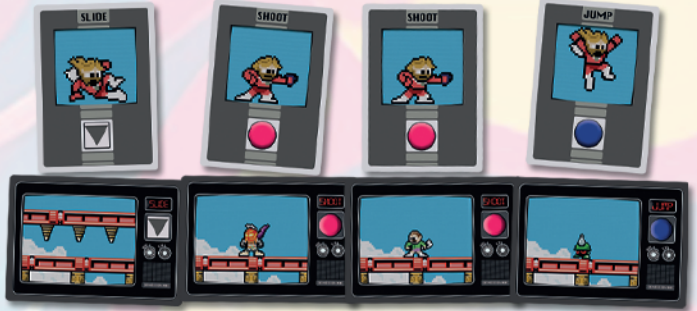


The first player to put their Speedrun on the table counts to 5 out loud. If the other player does not place his within 5 seconds, he loses a life, then can still finish placing his Speedrun.

## 3. RESOLUTION

Reveal the STAGE cards by laying them side by side, like a video game level.

The first to have placed his Speedrun places his cards without changing the order, above. If 2 are playing, the second places his cards below.



Compare for each sequence (each card) if you have played the requested action correctly. If you have, you progress in this STAGE. First resolve the complete Speedrun of the first player to have placed it.

The slightest error in a level causes you to lose a life (discarded in the reserve), and your progress on this Level ends.

Each STAGE passed perfectly allows you to draw a life from the reserve if there is one.

The first to have placed his Speedrun takes it first.

In a Level, only the first to make a mistake loses a life.

Thus, if the first player to have placed his Speedrun makes a mistake, he loses a life. In this case, the second, even if he also makes a mistake, does not lose any.

If the first to have placed his Speedrun makes no mistake and the second makes one, the latter loses a life.

It is therefore possible to lose 2 lives on a level: One by playing after the 5 seconds and one by making a mistake while the first player did not.

Finishing first is essential to regaining lives, but also carries risks, since the faster you go, the more mistakes you can make.

## PROGRESSING THROUGH THE GAME

If at least one of the two players has succeeded in all his sequences, both move on to the next STAGE.

If both players have made at least one mistake, you must restart the STAGE. Shuffle all the STAGE cards and draw again the number of cards corresponding to the current STAGE.

As soon as you lose your last life, it's GAME OVER. The game is over for you.

## BOSS

During the game, you will face 3 BOSSES. Clownman after level 5, Warman after level 9 and the final Boss, Lord Ducktus, after level 12.



■ Each of these BOSSES has a number of lives indicated on its card and is played with as many cards as the Level it follows.

Ex. Warman arrives after level 9 and is therefore played with 9 cards. He has 7 lives.

- To defeat a BOSS, make him lose all his lives.
- Each successful sequence removes a life from the BOSS.
- Each failure removes one from you.

It is therefore possible to lose several lives against a BOSS.

■ **Fighting a BOSS is different from a Level.** Here, the sequence cards you draw do not refer to the Level, but to the BOSS's actions!

You must therefore act differently from what is indicated on the STAGE cards! BEWARE!

■ To understand, refer to the BOSS FIGHT cards (on the back of the Bosses). They indicate what action to perform for each action performed by the BOSS.

For example, if the boss uses SLIDE, then you have to play JUMP.



■ As soon as a player removes all his lives from the BOSS, he defeats him and draws one Life from the reserve.

The fight is over for both players. Start the next level. Unless you just beat Ducktus, in which case congratulations, you've finished the game!

■ Each player fights the boss independently. BOSS lives lost are not cumulative between players. Each player must try to make him lose all his lives to defeat him.

■ If you reach the end of the fight without defeating the BOSS, you must face it again, and without recovering any lives. GOOD LUCK!

## END OF GAME

Game ends if:

■ You get to the end and manage to defeat Lord Ducktus first

FLAWLESS VICTORY!

CONGRATULATIONS!

■ You don't have any lives left at the end of a STAGE

CRUSHING DEFEAT!

GAME OVER, MAN!

- If you play solo and you lose all your lives, you lose.
- If two people are playing and one of them loses all his lives, the other one wins. But he can also choose to continue!

## GAME VARIANTS

Want to spice things up a bit more?

We've got some cool stuff for you!

Modes that make the game more difficult are in **ROUGE**, and those that make it easier are in **VERT**. Make your choice!

## .HARDCORE MODE

When a player lands their Speedrun, they count up to 3 instead of 5.

## .KONAMI CODE

In this mode, you start with 30 lives to finish the game, but:

- You never regain lives.
- You continue the STAGE after each failure and each failure causes you to lose a life (if you fail 4 times on the same STAGE, you lose 4 lives).
- Use a paper and pencil (or anything else) to keep track of your lives.

## .BOSS RUSH

Confront the 3 bosses directly, one after the other, without playing Levels. The first to defeat each boss gains a life, while the other loses one.

## .SURVIVAL

Start with one life and no chance to regain any, and see how far you can go. Our guess is: not that far.

## .TIME ATTACK

In this mode, which can be played both SOLO and for two players, you have infinite lives, but must complete the game as quickly as possible!

Arm yourself with a stopwatch, a sheet of paper and a pencil. Start the timer whenever the person reading the STAGE cards puts them down and says "START!" and stop the clock as soon as a player places his Speedrun.

Add up the time of each STAGE and try to go as far as possible as quickly as possible. Each time you make a mistake, you have to restart the Level and add it to the time that has already elapsed.

Can you become a **SPEEDRUN GRANDMASTER / GRANDMISTRESS** by beating the game in less than 60 seconds?

## .FREE PLAY

In this mode, you can continue the game after losing your three lives.

Each attempt, including the first one, counts for one CREDIT.

Write down on a sheet how many CREDITS it took you to complete the game.

## .TAG-TEAM ACTION

Play as a team to try to finish the game. The 5 second rule is not applied and you can share your lives. Plus, lives taken from the BOSSES cumulates between players!

## .EASY SOLO

Play alone and start with 6 lives instead of 3.

