RAYMAN
the
BOARD GAME

RULEBOOK
(0.7)

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Ready for an epic adventure?

In Rayman The Board Game, you will play a hero from the Glade of Dreams, racing to save the Teensies from various threats across different levels. The game is primarily competitive but also offers cooperative and solo modes. Coordinate your actions effectively and you will overcome obstacles and enemies alike!

Objective

The goal of the game is to race to save 3 Teensies and finish the level first. To win, a player must rescue 3 Teensies and complete 1 lap on the board. In cooperative and solo modes, players must save 3 Teensies, avoid elimination, and finish the race before a Boss.

What's in the box?
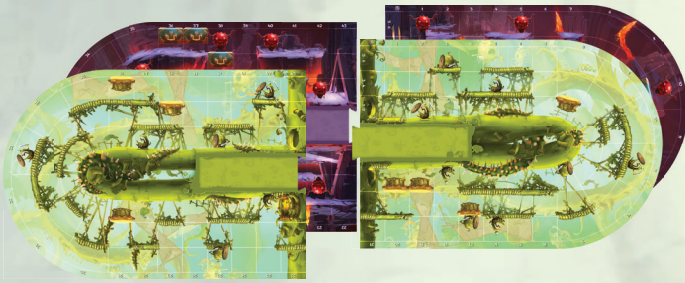
4 double-sided game tiles

1 rulebook (16 pages)

4 figures

54 Action cards

6 Player cards
(double-sided with
Legendary Player cards)
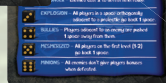
27 mini-sized
Bonus cards

3 sets of 3 Boss cards

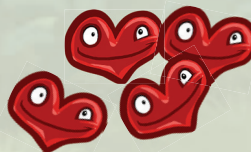3 Boss tokens

3 Projectile cards

12 Projectile
tokens

1 six-sided die

4 Teensy Prisoner tokens

16 Teensy tokens

4 Heart tokens

1 Movement
Tracker token

Quick Setup

The first setup is designed for 2, 3, and 4 players, and is perfect for beginners.

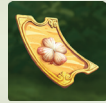1 Place the 2 Jungle tiles side by side to form the full board.

2 Each player chooses a character figure and takes the corresponding hand of 8 Action cards.

2 Each player chooses a Player card and places it in front of them.

3 Place the Bonus mini-cards face down in a pile at the center of the board.

4 Place the round Teensy tokens in a pile at the center of the board.

5 Place the 4 Teensy Prisoner tokens on the board in the indicated spaces. In subsequent games, players can choose where to put the Teensy Prisoner tokens.

How to Play

Simplified Turn Order:

1 All players select 2 cards from their hand and simultaneously reveal them to the other players.

2 Players take their turns in initiative order (highest to lowest).

③ At the end of their turn, the player furthest from the finish line gets 1 extra Movement action. In games with 4+ players, the 2 furthest players each get 1 extra Movement action.

④ Once every player had their turn, move all Projectile tokens on the board 8 spaces forward in the same direction the players are racing. The moment one player reaches the second game tile, new Projectiles launch from the opposite direction.

⑤ At the beginning of a new turn, a player can perform a Bubble action to gain temporary immunity and retrieve all their discarded Action cards.

Game end: The first player to complete the full lap with 3 Teensies wins the game.
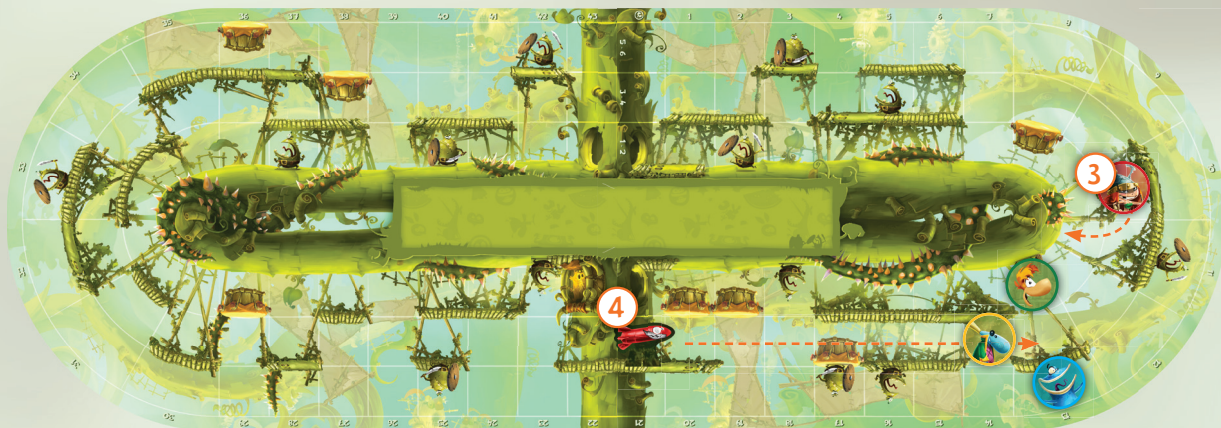
Quick Reference for Each Icon

Movement: Move 1 space laterally (forward or backward).

Jump: Move 1 space up.

Slap: Use 1 Slap to defeat an enemy, free a Teensy Prisoner, or hit another player on the same space. Use 2 Slaps to hit 1 space away from you, 3 Slaps to hit 2 spaces away, and 4 Slaps to hit 3 spaces away.

Glide: Allows a character to float in the air. When used with a Movement action, you can travel from one space to another on the same level without using a platform.

Crouch: Allows a character to crawl under a thick platform or a Projectile.

Heart: Gain a Heart token and place it in front of you on your Player card. The Heart token acts as a shield. You lose your Heart token when you encounter an enemy you can't Slap, get hit by a Projectile, or come across an obstacle. A player can only have 1 Heart token at a time.

Lums: Used in Legend mode only, Lums enable your character to perform the special abilities indicated on the Legendary Player cards.

That's it! You Know the basics of the game!

Now, let's learn more about the details.

Initiative

Every player selects 2 cards from their hand. Then, all the players simultaneously reveal the cards they chose by placing them face-up on the table.

The number indicated on the leftmost card determines the player's initiative. The first to play will be the player with the highest initiative number.

Unlike actions, the initiative value is not cumulative from both played cards. Only the value from the leftmost card is considered.

*In this case, Globox should be the first to go.*

Rounds

Once the initiative order is determined, the round begins. Players can apply the effects on their Action cards as they see fit, in the order they want. The only restriction is the number of actions allowed on the cards.

To track how far to go on the board, a player can use the Movement Tracker token. Place it right above the space corresponding to the total amount of movements allowed by the 2 Action cards played.

When all players have had their turn, they discard their hand and the round ends. Players start a new round by selecting 2 new cards.

Example: The 2 Action cards together allow for a total of 5 Movement actions. The player can combine 2 Movement action and 1 Slap, use 1 Jump, then combine 3 Movement actions and 1 Glide, use another Slap, and finally use 1 Jump. The Movement Tracker will be placed 5 spaces further on the board.
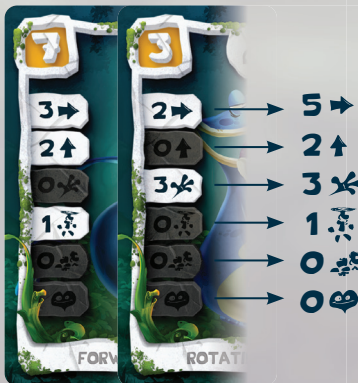
Actions

Movement ➡️

Main Movement actions allow the player to move laterally, either forward or backward.

To help you keep track of how far you are allowed to go, count the total number of Movement actions available on your cards and place the Movement Tracker at the maximum distance allowed from your figure, above the number on the game board. You can travel all the way there during this round if you don't move backward. Going backward counts as a Movement action, so do not forget to move your Movement Tracker back 2 spaces.

You cannot end your turn on a space occupied by another player's figure. If you end your turn and land on a space with another player on it, you must put your figure on a free space directly above, below or behind. If those spaces are also unavailable, do not correspond to a platform, or correspond to an obstacle (e.g., fire, spikes), your figure must remain 1 space behind the other player.

> *Tip: You can race past another player's figure as long as you make sure not to end your turn on the same space as them. You can use a Slap action on another player to move their figure one space forward or backward, freeing up that space for your own figure.*

When a player on a higher platform moves without using a Glide action and lands on a space without a platform, their figure is subject to gravity and falls 1 space at a time until reaching a platform. During the fall, a player can perform any action except a Jump. However, falling does not count as a Movement action, so use it to your advantage!

> *Example: A player on the third level chooses to fall 1 space to the second level, uses 1 Movement action combined with 1 Glide action to reach a platform, then uses 1 Slap action to hit another player.*

In games with 2 to 4 players, after all players have completed their turns, the player furthest from the finish line gets 1 extra Movement action that they can use immediately. In games with 4+ players, the 2 players the furthest from the finish line get 1 extra Movement action.

Jump ⬆️

Players can Jump to reach upper platforms. While using a Jump action, a character can only travel upwards. Using 1 Jump, a player can move from level 1 to level 2, or from level 2 to level 3. Players cannot travel 2 levels with 1 Jump action. Each Jump must be performed from a platform; players cannot Jump from an empty space. While jumping upwards, a player can move through a platform. However, a player cannot move their figure downwards through a platform. Additionally, you cannot Jump while crawling.

Another way to reach a higher platform is to use 1 Jump action followed by a Movement action. This can only be applied if a platform is 1 space away.

Example:

> *Note: Each Jump to a platform counts as 1 action. If a player jumps up through a platform to one level and then jumps again to move up another level, this counts as 2 Jump actions.*

Slap

Slaps are used to either attack enemies, hit other players or liberate a Teensy. If a space is occupied by another player and Teensy Prisoner token, you must choose to either use a Slap action to hit the player or free the Teensy. If you choose the latter, you will need an additional Slap action to then hit the player.

If you land on a space with an enemy, you can use 1 Slap to defeat them and gain a Bonus card.

If another player's figure is on a space occupied by an enemy, you cannot use a Slap to defeat that enemy at the moment. The enemy is considered already defeated. However, if you Slap that player first and move their figure away, you may then defeat that enemy.

If your turn begins on a space occupied by an enemy, you cannot use a Slap to eliminate it—it is already considered eliminated.

Each enemy can only be eliminated once per player, per turn. Once you've eliminated an enemy, you can go over it without fighting it again. If you eliminate an enemy but don't end your turn on its space, another player can target the same enemy during their turn.

You can Slap from a distance by using 2 Slaps to hit a target 1 space away from you in any direction (left, right, above, or below). Using 3 Slaps allows you to hit a target 2 spaces away, and 4 Slaps can hit a target 3 spaces away. You cannot hit a target further than 3 spaces away.

Note: You can Slap from a distance through platforms, but not through walls.

You can Slap another player to move them 1 space away. If you hit the player from behind, they must move forward. If you hit them from the front, they must move backward. If you are on the same space, above, or below another player, and you Slap them, you can choose in which direction to move their figure.

Note: A player cannot use a Heart token to defend against another player's Slap action.

Tip: You cannot Slap another player to directly make them lose their Heart token. However, you can Slap a player to make them fall off a platform, put them in an enemy's path, push them against a wall or get them to land on an obstacle. This strategy can cause a chain reaction, ultimately leading to the other player losing their Heart token and giving you a significant advantage.

Glide

Using a Glide action allows your character to stabilize in the air.

Combined with a Movement action, 1 Glide action allows you to move around on the same level without using a platform. You can remain floating for any number of spaces, but a Glide action alone does not count as a Movement action.

Example: If your character is on a platform and you want to reach another with 2 spaces of gap between them, you could use 3 Movement actions combined with only 1 Glide action.

Note: You can also Glide at ground level, allowing your character to fly over obstacles and potentially save Teensies hidden there.

Crouch

Using a Crouch action allows your character to get closer to the ground. Combined with a Movement action, a Crouch action allows you to crawl under a thick platform or a stationary Projectile. You can remain crouched for any number of spaces, but a Crouch action alone does not count as a Movement action.

Note: If you crawl under a thick platform that has a stationary Projectile on it, you only need 1 Crouch action to crawl beneath both.

Using a Slap action while gliding will end your Glide action. To stay in the air, you must use a second Glide action; otherwise, your character will fall until they reach a platform.

Glide actions must always end on ground level or on a platform; otherwise, your character will fall until they reach a platform. You cannot use Crouch or Jump actions while gliding.

Note: If you Glide from a higher level and wish to fall 1 or 2 spaces below before stabilizing and gliding again, you must stop your Glide action, then use another one.

A Crouch action will end after a player's turn, unless the figure is positioned under a thick platform. If you begin a turn under a thick platform, you are already considered crouched and do not need to use another Crouch action. However, you cannot end your turn on a space occupied by a stationary Projectile, even if you used a Crouch action to crawl underneath it.

When you exit from under a thick platform or stationary Projectile, your character immediately stops crouching.

You cannot use a Crouch action while gliding. To use a Crouch action, you must first end your Glide action. If you want to Glide again afterwards, you may use a second Glide action once you are no longer crouched.
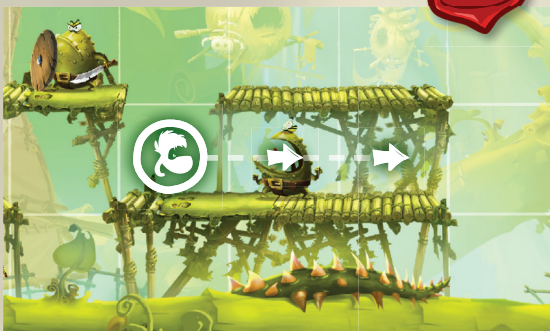
Heart

Heart tokens can save the player from harm.
Each player can only have 1 active Heart token at a time.
When you play a Heart action, take a Heart token and place
it in front of you on your Player card. If you are hit by a
Projectile, Boss, enemy, or stumble upon an obstacle, you will
lose your Heart token. If a player doesn't have a Heart token,
their character is considered defeated.

When a character is defeated, they must move 2 spaces back,
at any level, but they gain temporary immunity and are
unaffected by any further damage until the end of the current
player's turn. If that new space is not available, keep moving
backwards until you find an open space. Depending on the
tiles, you could even end up on the lowest level.

Note: *You cannot use a Heart token to defend
against another player's Slap action.*

Tip: *If you encounter an enemy and don't have a Slap
action available, you can still move through it, but
you will lose your Heart token.*

When a player uses a Bubble action, they immediately lose their
Heart token.

In cooperative mode, you can give a Heart token to another
player who doesn't have one by playing a Heart action.

Lums

Lums are only available when playing in Legend mode or
custom parties. The Lum action allows you to perform either
the Special Ability or the Trade indicated on your Legendary
Player card.

Note: *To use both Trade and a Special Ability, you
must use 2 Lums actions.*

Combat master

Note: *If you are not playing in Legend mode, please
ignore the Lum symbol on your Action and Bonus
cards.*

Teensies

At the beginning of each game, the players decide where to place the 4 Teensy Prisoner tokens on the board. Each token must occupy its own space; 2 Teensy Prisoners cannot share the same space.

To free a Teensy Prisoner, you need to use a Slap action. If another player is already on the same space as a Teensy Prisoner, you can still use a Slap action to liberate the Teensy during your turn. This Slap action is only for freeing the Teensy. If you want to Slap the player, you need to use an additional Slap action.

Once a Teensy has been freed, leave the Teensy Prisoner token on the board so other players can access it. Instead, take a round Teensy token from the pile in the middle of the board and place it on your Player card.

Note: *Each Teensy Prisoner token has a specific color. Make sure to pick the Teensy token of the corresponding color.*

To win the race, you must free 3 out of the 4 Teensy Prisoners on the board.

Note: *You cannot save the same Teensy twice.*

Bonus cards

You gain a Bonus card when you defeat an enemy. Once the enemy is eliminated, draw a Bonus card and keep it face-up in front of you on your Player card. You can have a maximum of 4 Bonus cards at a time. If you acquire more than 4, discard one or use one immediately. You can use as many Bonus cards as you want during your turn, even between 2 actions.

Bonus cards always offer 2 actions. A player can choose to use both or only use 1.

Bubble Action

After each round, all players must discard the 2 Action cards they just played. If they wish to retrieve cards from their discard pile, players may announce a Bubble action at the beginning of a round, at the same time other players show their new Action cards.

Tip: *A player may perform a Bubble action to recover discarded Action cards even if they still have some available in their hand. Therefore, they can bluff the other players by pretending to choose 2 cards and waiting to reveal they perform a Bubble action this round instead.*

When a Bubble action is declared:

- The player is considered to have an initiative of 11 and skip their turn.
- They gain temporary immunity until the end of the round.
- They take all their discarded cards back into their hand.
- They lose their Heart token if they have one.
- They stay on the same space on the board.
- They must resume playing in the next round.

Note: *If a player used all their Action cards, they must perform a Bubble action.*

Projectiles

Once all players have completed their first turn, it is time to launch a Projectile.

① Right before the end of a round, the player who is the furthest from the finish line rolls the die. The value indicated represents the level at which to launch the Projectile:
  • 1-2: Ground level
  • 3-4: First level
  • 5-6: Second level

② Place a Projectile token on the space number 21 at the level indicated by the number on the die.
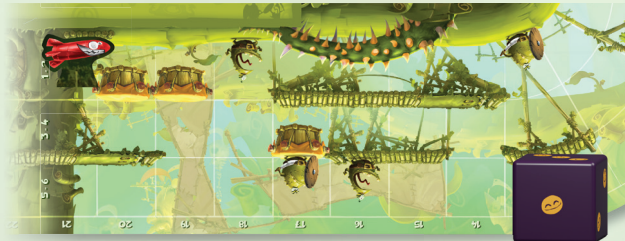
③ At the end of the next round, roll the die again. The new die value determines the level where to place the second projectile.

④ In Hero and Legend modes, the die value also determines the effect of the first Projectile.

⑤ Move the first Projectile 8 spaces forward.

⑥ In Hero and Legend modes, apply the effect on the Projectile according to the die value.

⑦ Then, place a new Projectile token on the space number 21 at the level indicated by the number on the die.

⑧ The same rule applies for all subsequent rounds.

If an active Projectile crosses the path of a player, the player either loses their Heart token or is considered defeated. The Projectile token is then removed from the board.

Note: A player cannot use a Slap action on a Projectile.

As soon as a player manages to end their turn on the second tile board, all new Projectiles are launched from space number 43.

Note: If a player ends their turn on the last space on the board before the finish line and a Projectile is set on that same space, the player is considered defeated and suffers the consequences.

In Hero and Legend modes, and for custom games, apply the effect indicated on the Projectile card according to the die value. All effects indicated on the Projectile card apply whether the Projectile is moving or stationary.

Game end

Once a player with 3 Teensy tokens crosses the finish line, they continue moving their figure using any remaining Movement actions, ignoring enemies, walls, and obstacles.

All other players will then complete their turns in initiative order. If these players also cross the finish line with the required 3 Teensies, they too will use any remaining Movement action to go as far as possible. The player who ends up the furthest from the finish line wins the race.

Once you've crossed the finish line, you cannot use Slap actions anymore.

Note: In case of a tie, the player with the highest initiative wins. If both players have the same initiative, both players win!

Congratulations! You've just won the race. Why not consider a rematch and increase the game difficulty?

Difficulty Levels for Competitive Mode (2 to 4 players)

To gradually adapt the game difficulty for all types of players, we strongly recommend playing each mode in order. Start with the easier modes and progress to harder configurations as you become more comfortable.

1 – Rookie:

- Each player chooses their character and takes its associated 8 Action cards and figure.
- Each player chooses a Player card and places it in front of them.
- Place the 2 Jungle tiles side by side to form the racing board.
- Place the 4 Teensy Prisoner tokens as indicated in the Quick Setup section and put the round Teensy tokens in the middle of the board.

In Rookie mode, there are no Projectiles.

2 – Intermediate:

- Follow the Rookie mode rules.
- Place the 2 Forest tiles side by side to form the new racing board.
- In this mode, add Projectiles to the game with no Projectile card modifier.
- In this mode, you can use the Additional Action cards. All players will have a hand of 10 cards instead of 8. Shuffle the cards and draw a number of cards corresponding to the number of players, plus 2. In clockwise order, starting with a chosen player, each player picks 1 card to add to their hand. The remaining 2 cards are discarded. Repeat the process, this time starting with the player who drew a card last.

3 – Hero:

- Follow the Intermediate mode rules.
- Place the 2 XX tiles side by side to form the new racing board.
- Take the Projectile card Level 1 and apply its effects to all Projectiles.

TBD
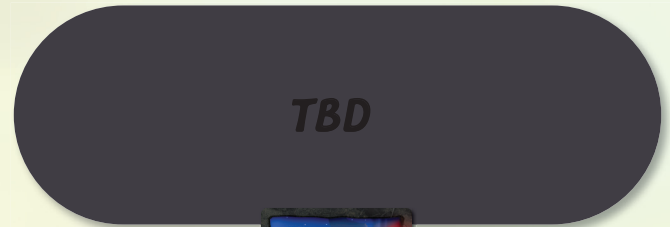
4 – Legend:

- Follow the previous modes rules.
- Place the 2 Hell tiles side by side to form the new racing board.
- Take the Projectile card Level 2 and apply its effects to all Projectiles.
- Players select the Legendary Player card of their choice and gain its specific abilities for this new race.
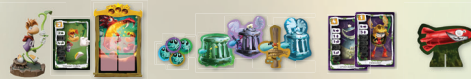
Now that you've tried all the different modes the game offers, feel free to spice up your sessions with these modifiers:

- Place 3 Teensy Prisoner tokens on the board instead of 4.
- If a player is hit and does not have a Heart token, they must move 3 spaces back instead of 2.
- If a player is defeated, they do not gain temporary immunity.
- Projectiles move 9 spaces forward instead of 8.
- The special ability indicated on the Legendary Player card can only be triggered once during a race.

Solo and Cooperative Mode
(1 to 4 players)

In this mode, players no longer compete against each other but race against Bosses.

- The first Boss you must defeat is the Armored Toad.

- Right before the end of a round, the player who is the furthest from the finish line rolls the die and places the Boss token on the 🪙 at the level indicated by the number on the die:
  - **1-2**: Ground level
  - **3-4**: First level
  - **5-6**: Second level
- At the end of the next round, the Boss starts moving 7 spaces forward (in the same direction players are going).
- On the following rounds, roll the die again, reposition the Boss to the corresponding level, and continue moving the Boss forward.

Each Boss has 3 Special Attack cards. Shuffle these 3 cards and draw 1 at random before moving the Boss on the board. This card determines the Boss's attack and its effects. In the next round, draw 1 of the 2 remaining cards. Then, in the round after, take the third card. Once all 3 cards have been played, shuffle them again and repeat the process.

If the Boss crosses the path of a player during its turn, the player either loses their Heart token or is considered defeated. All effects indicated on the Boss card always apply, whether the Boss is moving or has reached a new stationary position.

Note: *During a race against a Boss, there are no Projectiles. Additionally, players cannot Slap or defeat the Boss. The Boss is immune to obstacles. The only way to win against the Boss is to free 3 Teensies and finish the race first.*

If even one player is defeated during a race against a Boss, the race is considered a failure for everyone, leaving the villain laughing at you!

Legendary Player Cards

Players can use Legendary Player cards in the following configurations:

- Legend mode (mandatory)
- Custom experiences (optional)
- Coop and solo mode (optional)

These cards offer a special ability and a trade that can be performed using Lums actions.

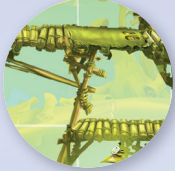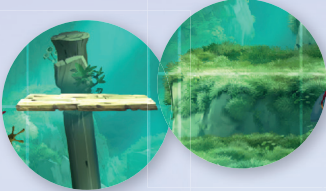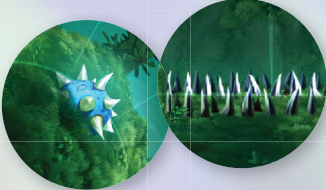**Note:** *To use both Trade and a Special Ability, you must use 2 Lums actions.*

Customize your experience

If you'd like an even greater challenge, feel free to customize your experience!

- **Assemble the Boards**: Mix and match different tiles to create unique environments for your games.
- **Choose Projectile Cards**: Pick Projectile cards to choose a difficulty level. A card with more Skulls will have more intense effects.
- **Choose Your Boss**: In solo and cooperative modes, select the Boss you wish to face. A card with more Skulls will have a boss harder to challenge.

Unleash your creativity to make each game unique and fun!

Visual glossary

	Jungle	Forest	Hell
Platform			
Thick platform			
Wall			
Obstacle			

Credits

Designers: Maxime Tardif, Gary Paitre, Thomas Filippi
Illustrators: Kevin-Mark Bonein
Creative Director: Gary Paitre
Art Director: Marie-Michèle Ayotte
3D Artists: Baptiste Collay, Thomas Choux, David Arberas
Video: George Georgeadis
Proofreader: Genevieve Whitlock
Testers: Isabelle Touchette, Francis Bergeron, Antoine Paquet-Côté, François-Vincent Talbot, Ethan Talbot, Gilbert Tardif, Alice Paitre, Ellie Paitre, Emilie Salles