

ON THE TRAIL™

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BRUNO CATHALA

DES BOSSES
ET DES BULLES

RULES VIDEO



HOW TO PLAY

Take turns, beginning with the starting player.
On your turn, play through the following 4 phases, in order:

1• PLAY YOUR CARDS

Use the cards in your hand to complete each leg of the race and advance your Runner marker from stop to stop.

Basic Movement

For each leg of the race you wish to complete, you must play 1 of the following:

- 1 Race card in the same colour as that leg of the race, or
- your wild card, which can be used in place of a green, yellow, or red card, or
- 2 identical Race cards in a different colour to the leg you want to run. This pair functions as a wild card.

Play all the cards for the leg(s) you wish to complete, advance your Runner marker the corresponding number of stops, then discard the cards you just played.

Important: you don't have to play all the cards in your hand. This allows you to end your movement at the stop of your choice.



Example: Orange plays their yellow card and completes the first yellow leg of the race. Then, they decide to play their 2 red cards to run the next yellow leg of the route. They decide not to play their final card.

Use a Boost card (optional)

- If you have Boost cards in front of you, you can discard the required Race cards to activate them at any point during this phase (see **BOOST CARDS**, below).

DID NOT FINISH (DNF)

Important: on your turn, you must run at least 1 leg of the route! If you are unable to do this, you'll have to DNF the race (see **END OF THE GAME).**

2• DISCARD YOUR HAND

Once you've moved your marker, you may choose 1 card to keep in your hand for a future turn, but must discard the rest.



3• APPLY EFFECT OF FINAL STOP

Apply the effect of the stop your Runner marker ended its movement on. You can still do this even if your opponent's marker is already there.

Neutral stop

Nothing happens.

Setback stop

Draw 1 Setback card and place it face up in front of you. It is now active (see **RACE SETBACKS**, below).

→ If the Setback draw pile runs out, shuffle all the Setback cards in the discard pile to create a new draw pile.

Aid Station stop

Perform 1 of the following 2 actions:

- Draw 1 Boost card and place it face up in front of you. You can activate it from your next turn onwards (see **BOOST CARDS**).

or,

- Discard all the Setback cards in front of you.

4• DRAW NEW CARDS

Draw 4 new Race cards from the top of your deck.
→ If your deck runs out, shuffle all the Race cards in your discard pile to create a new deck.

Once you've completed these 4 phases, your turn ends. Play passes to your opponent.

Use your Race cards wisely to make it across the finish line before your opponent!

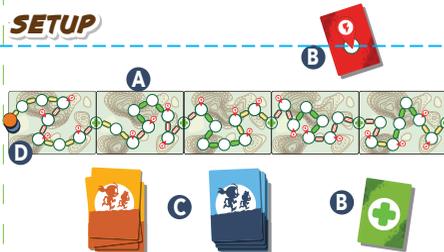
COMPONENTS

- 5 Trail cards
- 2 Runner markers
- 1 Race deck per player, each of 13 cards: 3 red, 4 yellow, 5 green, 1 wild
- 14 Setback cards
- 10 Boost cards

GOAL OF THE GAME

Be the first to cross the finish line at the last Aid Station on the trail.

SETUP



- Place the 5 Trail cards in a line in front of both players, in a random order.
- Shuffle the 14 Setback cards to create a draw pile. Place this within reach, face down. Do the same with the 10 Boost cards.
- Choose a Runner marker each and take your matching deck of 13 Race cards. Shuffle your deck and place it face down in front of you. Draw a hand of 4 cards from the top of your deck. Look at your hand, but keep it hidden from your opponent.
- Randomly select the starting player. Stack your 2 Runner markers on the starting space on the trail.

END OF THE GAME

When the game ends, you'll either be a **finisher**, or a **DNF**.

QUALIFY AS A FINISHER

As soon as your Runner marker reaches the last Aid Station stop on the route, you qualify as a finisher! Immediately end your turn, skipping phases 2, 3, and 4. Finish the current round so that both players have had the same number of turns.

- If you're the only finisher, you win the game! Congratulations!

- If both players are finishers, the player with the most cards still in their hand wins the race. Reminder: keep your cards at the end of your final turn.

In case of a tie, both players share the victory. Well done to both of you - you timed it to a T!

DNF

- If, for any reason, you can't advance your Runner marker by at least 1 leg of the route on your turn, you must DNF the race.

Your opponent still needs to complete the race to win.

- If both players DNF, it's a tie. Head back to the starting line and play your Race cards strategically for better luck next time!

RACE SETBACKS

Setback cards are penalties that will slow your pace throughout the game while they're in front of you. Get rid of them as fast as you can - especially as their effects are cumulative!

BLISTERS

You can no longer draw Boost cards.

I'M FINE, I'M FINE (X4)

Nothing happens.

CRAMPS (X3)

Draw 1 fewer cards at the end of your turn.

Reminder: these effects are cumulative.

SPRAIN

Draw 2 fewer cards at the end of your turn.

EXHAUSTION

You can no longer activate your Boost cards.

STITCH - DEHYDRATION - NAUSEA

You can no longer play 2 cards in the colour shown as a wild card.

HITTING THE WALL

You can no longer keep a card at the end of your turn.



BOOST CARDS

Boost cards are bonuses that will help you on your way whenever you activate them. You can activate multiple Boost cards on the same turn. You can activate them in any order, but you can only activate each card once per turn.

To activate a Boost card:

- Discard the number and type of Race cards shown on the bottom left. You may discard your wild card in place of 1 of these.

- Then apply the effect shown on the bottom right. Keep any Boost cards you activate in front of you. You can activate them again on future turns.

UP THE PACE - INTERVALS - FLAT OUT - RUNNER'S HIGH

Discard the cards shown on the left. Advance your Runner marker by the number of race legs shown on the right. They may be of any colour.

COOL OFF - FIRE-PIT PITSTOP - WELCOME BREAK

Discard the card shown on the left to discard a Setback card of your choice.

HELPING HAND - PERSONAL BEST

Discard the cards shown on the left. Immediately draw 3 Race cards from the top of your deck.

EYES AHEAD

While you're in second place, all your green Race cards function as wild cards.



SOLO MODE

When you play ON THE TRAIL in solo mode, your opponent is a bot runner. You'll need to flip over the bot's Race cards. Adjust the standard rules as follows:

SETUP

Follow the normal SETUP instructions, with the following 2 changes:

- Ⓒ Shuffle the bot runner's deck and place it face down within reach. The bot runner never has their own hand of cards, so you don't need to draw any from their deck during setup.

- Ⓓ They are the starting player.

HOW TO PLAY

On the bot runner's turn, perform the following 3 actions, in order:

- Flip the top card of their deck.

- Move their Runner marker forward the following number of stops:

- ▶ If the card you've flipped matches the colour of their next leg, or if it's their wild card, advance their marker 4 stops.

- ▶ If the card you've flipped does not match the colour of their next leg, only advance their marker 2 stops.

The bot runner doesn't apply the effect of their final stop, so never gets to draw cards.

- Then discard the card you drew for the bot runner this turn. This ends their turn.

→ When the bot runner's deck runs out, shuffle their discard pile to create a new deck.

END OF THE GAME

- If you are a **finisher**, decide the winner of the race in the same way as in the 2-player game. Remember, the bot runner has no cards in their hand.

- If you have to **DNF** the race, the bot runner automatically wins the game.

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