



Rules



MARTINO
CHIACCHIERA
& GUIDO ALBINI



NOT so FAST™



The gate to the vegetable patch has been left open! Did someone say free food?! The race is on, but not so fast—the early bird won't necessarily catch the worm! Keep your team color hidden from your opponents and look out for the right moment to break away from the pack! Slow and steady scores the points!

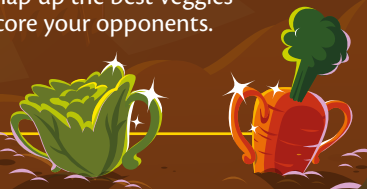
COMPONENTS

- 1 Race board
- 5 Team cards
- 5 Hare pawns
- 5 Tortoise pawns
- 20 Movement cards



GOAL OF THE GAME

Get your hare and tortoise to the vegetable patch at just the right time to snap up the best veggies and outscore your opponents.



SETUP

- 1 Place the Race board in the center of the table.
- 2 Shuffle the Team cards and deal 1 face down to each player. Each look at your card, keeping it hidden from the other players. The color shown on your Team card tells you which Hare and Tortoise pawns will score you points at the end of the game.

Return the unused Team card(s) to the box, keeping them face down. There will always be at least 1 leftover Team card, even in a 4-player game.

- 3 However, regardless of the number of players, you'll use all the Hare and Tortoise pawns. Make 5 stacks, each of 2 pawns, as follows:

- place the 5 Hare pawns side by side on the Start space;
- then put 1 Tortoise pawn on top of each Hare pawn. The 2 pawns must be different colors.



- 4 Shuffle the Movement cards to create a draw pile and place this face down next to the board. Now you're ready to play! The starting player is the slowest runner.



Example setup for a 3-player game

HOW TO PLAY

Players take turns in clockwise order.

On your turn, flip over the top Movement card from the draw pile and place it in the discard pile. This card tells you which pawn you'll be able to move:



- If it's a Hare card, you can move any Hare pawn.



- If it's a Tortoise card, you can move any Tortoise pawn.

- If it's a Color card, you can move any pawn of that color.



Move your chosen pawn forward 1 space on the Race board.

If it's not at the top of a stack, you must also move the pawns on top of it. Each pawn will move 1 space ahead of the one it was on top of and end up on its own separate space.

Example: a player flips over a yellow card, and decides to move the yellow Hare pawn.

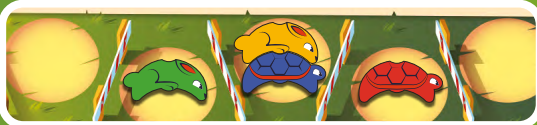
- They move the yellow and red pawns forward 1 space on the board.
- Then, they move the red pawn 1 space further.



Note: when you move a stack of pawns, you must move each pawn 1 space ahead of the one it was on top of—even if this doesn't help your strategy!



There can only be 1 stack of pawns per space (not including the Start space). Therefore, whenever you move a pawn or stack of pawns into a space that already contains another pawn or stack, you must place the one(s) you're moving on top of the one(s) already there.



Note: if all pawns of the type shown on the card you flip have already reached the vegetable patch, you can move any pawn still in the race.

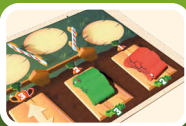
If the draw pile runs out, shuffle the discard pile to create a new one.

Reaching the vegetable patch



If moving a pawn forward 1 space takes it through the gate to the vegetable patch, place it in the first empty space there:

- If it's a **hare**, point its nose toward the **carrot**.
- If it's a **tortoise**, leave it facing the **lettuce**.



IMPORTANT

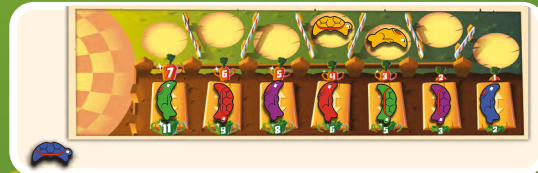
Each space scores a different number of points depending on whether you place a hare or a tortoise there.



If you move a stack of pawns through the gate to the vegetable patch, place 1 pawn from the stack on each empty space, in order from bottom to top. So, the pawn on the bottom of the stack takes the first free space, the next lowest pawn goes in the next available space, and so on.



Note: only the first 7 pawns to arrive in the vegetable patch will score points. Place any other pawns that reach the vegetable patch beside the board. They won't score any points for their team.



END OF THE GAME

The game ends as soon as there's a pawn in each of the 7 spaces in the vegetable patch.

Each player reveals their Team card and adds up the points scored by their Hare and Tortoise pawns. The player with the highest score wins the game.

In case of a tie, the player whose pawn made it through the gate first is the winner—it is a race, after all!

Example:

- The **blue player** scores **1 point** from their hare, which came in first place. Their tortoise finished in eighth place, so was too slow to score the blue player any points.
 - The **purple player** scores **3 points** from their tortoise in second place and **5 points** from their hare in fifth place. They therefore have a total of **8 points**.
 - The **green player** scores **12 points**.
 - The **red player** scores **13 points**.
 - None of the **yellow player's** pawns reached the vegetable patch, so they score **0 points**.
- The red player wins the game!**



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