



# D'raf

**Designers:** Bram van Dam, Mirjam Gorter, Herman Haverkort, Evert-Jan van der Kaa & Joris Wiersinga

**Artists:** [1e] Herman Haverkort, [2e] Herman Haverkort & Tamara Jannink, [3e] Jan Lipiński

**Play time:** 15-45 min

**Player count:** 3-5 (Best: 3-4)

*D'raf* is a game simulating a crazy, uncontrolled race on a crowded highway. Instead of a game board, the table is used. Players take turns playing cards and laying tiles. These tiles make up the road on which the players drive their cars. Speeding ahead, you cannot always lay enough tiles to see the obstacles ahead of you in time. In fact, other players will try their hardest to put lots of dangerous obstacles right in front of you. After each accident the car will get more difficult to control. It would be safer to go slowly, but if you lag behind, you're out of the game... Each player drives their car to the edge of the table as fast as possible. Whoever arrives first and drives off the edge, wins the game.

A road, with as many lanes as contestants, is constructed from a number of gray road tiles. Each turn, players select a card from 2 to 10, which is the number of spaces they're moving. After these are revealed, remembering that players cannot duplicate a card played previously by someone else, players move forward down the road. Each of the cards allows for a certain number of road tile placements from your supply, a number of maneuvers per turn, and the damage your current speed will inflict should you careen into another car. Additionally, some tiles have special actions associated with them, which give the car on them the ability to jump, or hit a semi-truck, or skid out of control, or just plain slow down 'cuz there's a Smokey comin' on his flipside.

## Behind the Otter: Tales and History

*D'raf* was one of the original three games published by Splotter Spellen, the other two being *Tetragons* and *Web*. At the time, the original founders – Herman Haverkort, Tamara Jannink, and Joris Wiersinga – along with regular collaborator and friend, Jeroen Doumen, were all students at the Universiteit Leiden where they formed a student gaming society, Het Duivelsei.

“So these games we made when we started Splotter,” Joris began. “Tamara actually pushed for being at Spiel in Essen and to have a stand. And we had a stand with two other guys [Corné van Moorsel and Theo Jansma] who were part of the Nederlands Spellen Auteurs Gilde, the Dutch game designer guild which was part of the National Dutch Game Society, and which had the distinction of having exactly one person who had ever published a game. I think there were 40 members. But none of us had ever published anything. But it was all people who aspired to be game authors.

Theo and Corné had games at the ready, but we only had game ideas. So we took the game ideas that were already enough, and we basically super fast developed them into something that we could actually publish for [Essen]. And a lot of it was literally done in the

two weeks before the trade fair. We did that trade work at Herman's house; [he] had a basement apartment which was under the office of his father...It was closest to Essen so we all went there and spent quite some days making all these games by hand.

We were all at university [at the time]. And I think we probably slept at my parents' because they lived in the same city. Herman and I are friends from high school,” noted Joris.

“[We] did all of the graphic design, all of the layout of the rules and boards, etc. And for these games, we did not have any drawings yet. So everything was done on the computer by Herman.

*D'raf* was designed to [include] a lot of authors over a gaming weekend with the whole gaming society...At that time we had a rule that everyone who was at the table when we were making a new game would be authors. So that's why it includes this whole list of authors. But I also don't think that all the other authors were that involved [after the initial idea]. We had a reunion recently where we gave them your new version of

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“All in all, this is a very fun light game, worth some laughs, yet that still rewards thinking and lucky draws. Recommended.”

STEFFAN O'SULLIVAN<sup>6</sup>

the game, which they were very happy with.”

Driving off the table came about because they needed a way to end the game. According to Joris, “someone said, ‘Well, if we drive off the table, we will stop’, and then that rule never went away.”

Joris explained how a little game that they had played called *Kameltreiber* (*Worm Up!*) was the inspiration for *D'r af*. He continued, “So we needed to have little cars or something but we didn’t have cars, so we had a game with camels in it, so the very first version was a race where everyone had a camel.

And the idea of having these big trucks in it, and all this kind of stuff, came about because we were talking of going to Essen, and if we drive on the German autobahn, the German highway, has a lot of people driving very fast and so you are in big trouble if you’re behind a truck because then you kind of have to accelerate very quickly to go to pass the truck because the truck will be driving like 80 kilometers an hour and the other cars may be driving 200 kilometers an hour. So the difference between the speed of fast cars and slow cars is very big. And so that’s where we had this story about having trucks that would stop you.”

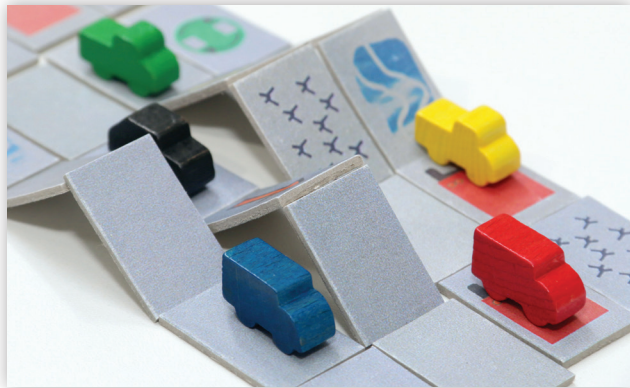


Photo provided by Tamara van Es of Jeroen and Bianca putting stickers on Dr' af second edition box covers.



Top, photo by Larry Rippel displaying from left, D'r af first, second, and third edition box covers above a sample of each edition's components. Bottom, close-up photo by Henk Rolleman of D'r af first edition trucks on road tiles.

Specs			
	1st Edition	2nd Edition	3rd Edition
EdiCode	1997   DE-EN-NL: SS 🍀	1999   EN: SS 🍀	2024   EN: SC [Special Edition] 🍀
Box Description	VHS case with drawing of cars driving off a table and flames below. Back has game description in NL/EN/DE.	White with stickers on front and all 4 sides (but not to edges). Cover features title and image of cars driving off the road.	Blue/black cover with purple car in air above an explosion & vehicles. Thicker cardboard.
Box Size (inches)	7.88 x 4.75 x 1.13	8.75 x 6.88 x 1.50	9.00 x 5.6 x 2.00
Rulebook	Small, 44-pages (paper)	12-pages (paper)	12-pages (glossy). Cleaned up a few rules & diagrams; changed names of a few special road tiles (Politie to Police, Tool to Roadside Service & Arrow to Ramp).



Close-up photo by Henk Rolleman of D'r af first edition trucks on road tiles.

Components			
	1st Edition	2nd Edition	3rd Edition
<b>Turn Marker</b>	1 black glass gem	1 yellow glass gem	1 orange wood cone
<b>Regular Road tiles</b>	72 blank gray cardboard	90 blank gray cardboard	88 gray cardboard with black streaks & logo on back
<b>Special Road tile: Politie</b>	12 cardboard		Changed to Badge with logo on back
<b>Special Road tile: Arrow</b>	12 cardboard		Changed to Ramp with logo on back
<b>Special Road tile: Puddle</b>	12 cardboard		New art with logo on back
<b>Special Road tile: Caltrops</b>	12 cardboard		New art with logo on back
<b>Special Road tile: Tool</b>	6 cardboard (wrench)	12 cardboard	Changed to Roadside Service (tire & jack) & logo on back
<b>Special Road tile: Truck</b>	12 cardboard		Now only have a small Truck icon on them & logo on back
<b>Special Road tile: Joker</b>	12 cardboard (green symbol)		Changed to Otter & logo on back
<b>Truck tokens</b>	Not included		8 cardboard Trucks + 4 wood Trucks

Per Player			
	1st Edition	2nd Edition	3rd Edition
<b>Player Colors</b>	Red, Yellow, Black, Blue & Green	Orange, Blue, Natural, Green & Purple	Blue, Green, Lavender, Gray & Yellow
<b>Vehicles</b>	1 Car (yellow, green & black wood) or 1 Truck (red & blue wood)		1 wood car
<b>Cruise Control cards numbered 2-10</b>	1 set of cards	1 set of tiles	1 set of linen-finished, skat-sized cards
<b>Notes</b>	Special Edition (minor rule change): either a wooden or cardboard Truck token is placed on top of a Truck Road tile until it is run into; then the token is removed.		

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"I find this game to be one of their most interesting and unique titles."

CHRIS STOCKDALE<sup>7</sup>