BANDIDO

6–99 | 1–4 | 15'

Author: Martin Nedergaard Andersen
Design: Lucas Guidetti Perez

GAME MATERIAL

69 cards
1 Super Card
1 rule booklet

AIM OF THE GAME

Bandido is trying to escape AGAIN. Team up to stop him!

This is a cooperative game, which means that all players play together. Place your cards so that all tunnels are blocked and Bandido cannot break out of jail.

SETTING UP THE GAME

1. Find the Super Card and place it in the middle of a large table. Use either the easy or the normal side of the Super Card, depending on the level of difficulty you desire (5 or 6 exits).

2. Shuffle the cards and place them face down in a draw pile.

3. Each player takes three cards.

HOW TO PLAY

The youngest player starts. At your turn, place one of your cards to connect it to one or more cards already on the table.
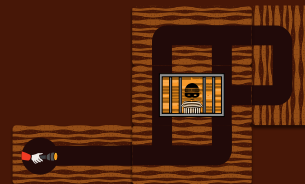
Since Bandido is a cooperative game, players should discuss the best way to proceed, but beware, you're not allowed to show your cards to the other players directly.
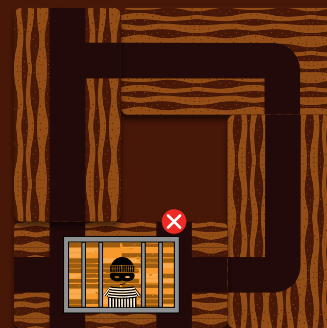
Attention: The card you play must fit perfectly. After you have placed your card, take a new card from the draw pile. If you can't play, you can place your cards under the draw pile and take three new cards.

Keep playing until you have blocked all the tunnels or until the draw pile is empty.

Take care not to place a card that makes it impossible to block off a tunnel.

END OF THE GAME

If you manage to block off all tunnels, you have won the game together. If one tunnel remains open after all cards have been placed, Bandido escapes and you all lose.

HELVETIQ