



6-99



1-4



15'



Coop

BANDIDA

Sequel to the
best-selling *Bandido*

Game author:
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Design:
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GAME MATERIAL

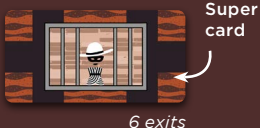
70 cards, including
10 object cards
2 alarm cards
1 ladder card
1 super card

IDEA OF THE GAME

Bandida is a cooperative game in which you all win or lose together. There are 3 game modes, and victory conditions vary. However, gameplay remains the same, as explained below.

SETTING UP THE GAME

Place the super card on the table, on its 5-exit or 6-exit side. The latter makes it harder to win.

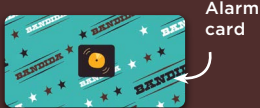


6 exits



5 exits

Shuffle all the other cards together and place them face down in a draw pile. Deal 3 cards to every player. If one card is an alarm card (each has a pictogram on its back), shuffle it back into the draw pile and deal a new card.



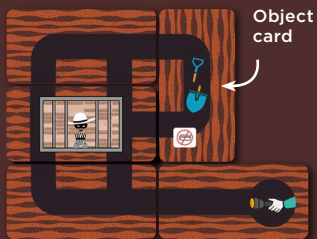
Alarm
card

HOW TO PLAY

The youngest player starts the game.

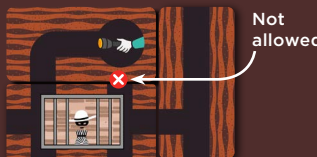
On your turn, place one of your cards in order to connect it to one or more cards already on the table and draw a new card. Some cards show objects, triggering special actions when you place them on the table (see Object cards).

Keep playing until you have reached the mode's winning condition or until the draw pile is empty.



Object
card

Beware: Tunnels **must** connect to other tunnels. If you can't play, you can place your cards at the bottom of the draw pile and take the same number of cards again. You may then place a card if you can. Otherwise, wait for your next turn.



Not
allowed

Bandida is a cooperative game: you should communicate and come up with the best strategies together. However, you are not allowed to show or describe your cards to other players.

GAME MODE 1

Catch Bandida!

You all win the game if you manage to close every exit before the draw pile is empty thus stopping Bandida's escape.

In this mode, remove the ladder card from the game before starting.



Ladder
card

GAME MODE 2

Help Bandida escape!

You all win the game if you manage to place the ladder card on the table and close all other exits before the draw pile is empty.

In this mode, the ladder card is hidden somewhere in the draw pile. Whenever you draw it, you can choose to place it on your next turn or later during the game. You then have to close all other exits, leading Bandida only to the ladder card.

GAME MODE 3

The lovers' escape

(only playable with a Bandido super card, included in Bandido game)

You all win the game if you manage to place the Bandido super card and the ladder card on the table, then close all other exits before the draw pile is empty.

In this mode, shuffle the Bandido super card with the rest of the Bandida cards. Whenever you draw the Bandido super card or the ladder card, you can choose to place it on your next turn or later during the game. You can choose which side to use for the Bandido super card. You have to connect Bandido and Bandida through the tunnels, then close all other exits, leading them only to the ladder card.

Beware: if you close everything too soon and cannot place the Bandido super card or the ladder card, you lose the game!

OBJECT CARDS (10 cards)

Object cards trigger mandatory actions when you place them on the table. When you place an object card, you **have to** do the corresponding action.



Backpack: Draw 1 extra card at the end of your turn. You will have the same number of cards until the end of the game unless another card changes it again.



Dynamite: Play another card right away, then draw 2 cards at the end of your turn.



Broken tool: Play all your cards without drawing new ones and then draw 3 new cards (if you had more than 3 cards, you still only take 3 new cards).



Map: Remove 3 cards already placed on the table (they don't have to be next to each other). **Beware:** You cannot remove cards so as to disconnect the tunnels and split the cards on the table into 2 clusters.



Water bottle: The players cannot talk during an entire turn (until the player who played the Bottle card plays again).



ALARM CARDS (2 cards)

Alarm cards have a pictogram on their back: When you draw an alarm card, you have to place it right away, even if your turn is over. Do the corresponding action, and draw another card to refill your hand. Alarm cards impact all players.



All players discard one card from their hand. They get to choose which one. They continue the game with this number of cards, unless they use an other object to change that (backpack).



Discard the first 5 cards in the draw pile. If the Bandido super card or the ladder card are amongst those 5, put them back, and discard new cards to get to 5. Then, reshuffle the draw pile.



Strategy: Some object cards help you and others don't. Play them well to have the best chances of winning.