

EN

HEL  
VETIQ

6-99



1-4



15'



Coop

# BANDIDO

**Author:** Martin Nedergaard Andersen

**Design:** Lucas Guidetti Perez

## GAME MATERIAL

- 69 cards
- 1 starting tile
- 1 rule booklet

## GOAL OF THE GAME

Bandido is trying to escape! Team up to stop him by blocking the exits to all the tunnels in time.

## SETUP

1. Place the starting tile in the middle of the table, leaving enough room for the cards. Use the easy side (5 exits) or the normal side (6 exits) of the tile, depending on the difficulty level you want.



2. Shuffle the cards and place them face down in a pile.
3. Deal 3 cards to each player.

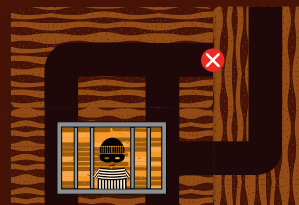
## HOW TO PLAY

The youngest player starts.

When it's your turn, you must play a card. Place 1 of the cards in your hand next to another already on the table or next to the starting tile.



**Note:** a tunnel must always be connected to another tunnel, never to the ground.



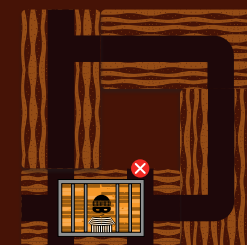
In Bandido, you're all playing together. You're allowed to talk to each other to decide the best solution, but you're not allowed to show or describe the cards in your hand to other players.

**Once you've played a card, draw a new card.**

Play until all the tunnels are blocked or the pile is finished.

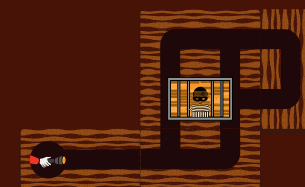
If you cannot place any of the cards in your hand on the table, you must return your 3 cards to the bottom of the pile and draw 3 new cards. Then continue to play normally.

**Tip:** be careful not to place a card in a way that permanently prevents a tunnel from being closed.



## END OF THE GAME

**Victory!** If you have managed to block all the tunnels, you have won the game. Well done, Bandido remains behind bars... that is, until his next attempt!



**Defeat!** If no one else can play and there's still a tunnel open, Bandido has escaped. Unfortunately you've lost the game. Hurry up and play again to get your revenge!