

Quick Start Instructions

Bandida (1-4 players)

(a co-operative game where you work together!)

Setup:

- Place the **super card** (Bandida in her jail cell) in the middle of the table.
 - Notice that either side of this card can be played face up. We suggest the side with 5 exit tunnel paths first for easier gameplay, rather than the 6-tunnel side.
- Decide which of **2 Game Modes** you want to play as a team:
 - **Game Mode 1: Catch Bandida** – You all win if you manage to close every exit before the draw pile empties. (**Remove the ladder card** for this mode.)
 - **Game Mode 2: Help Bandida Escape!** – You all win if you manage to place the ladder card and close all other exits before the draw pile is empty.
- Shuffle the remaining cards together and place them face down in a **draw pile**.
- **Deal 3 cards** to every player. If one of these cards is an **alarm card**, shuffle it back into the deck and deal a new card. (see below for description of alarm cards)

How to Play:

- Taking turns, you **place 1** card face-up from your hand horizontally or vertically to one or more cards that are already placed in a way that it **lines up exactly** with any tunnel(s).
- If you cannot play a card in a way that connects with existing tunnel(s), you can return your 3 cards to the bottom of the deck and redraw 3 new cards and try once more!
- During a turn, you can all discuss how placements might be affected by cards you all have. Once you've placed card, you redraw to the number of cards in your hand you had previously (it may be different than 3 depending on the object cards listed below).

Game End:

- If you all reach your goal before the draw pile is empty you win! If not, you all lose!

Object Cards and Their Actions

- **Backpack:** Draw 1 extra card at the end of your turn, this now becomes your total.
- **Dynamite:** Play another card right away! Then draw 2 new cards.
- **Broken tool:** Play all of your cards. Then draw 3 new cards (even if you had more than 3)
- **Map:** Remove up to 3 cards already placed on the table.
 - You **cannot** remove cards that would disconnect the tunnel system into two.
- **Water Bottle:** Players cannot talk until the player who played this card plays again.
- **Alarm Cards:** You must place this card right away, even if you just ended your turn! Draw another card to refill your hand. There are two alarm cards with different actions.
 - **-1/3 people:** Everyone discards one card from their hand. Continue the game with this number of cards.
 - **-5/Trash can:** Discard the first 5 cards in the draw pile. Do not discard the ladder card. If it is in the first 5, place it to the side, and reshuffle the deck.