



6-99



1-4



15'



Coop

# BANDIDIDA

Sequel to the  
best-selling *Bandido*

**Game author:**Martin Nedergaard  
Andersen**Design:**Odile  
Sageat**GAME MATERIAL**

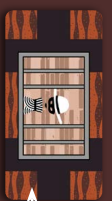
70 cards, including  
10 object cards  
2 alarm cards  
1 ladder card  
1 super card

**IDEA OF THE GAME**

Bandidda 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.

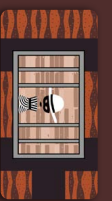
**SETTING UP THE GAME**

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



6 exits

Super card



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.

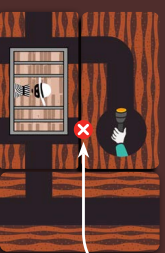
On your turn, place one of your cards in order to connect it to one or more cards already on the table and draw a new card. Some cards show objects, triggering special actions when you place them on the table (see Object cards).

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

Bandidda 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 2****Help Bandidda 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 Bandidda only to the ladder card.

**GAME MODE 3****The lovers' escape**

(only playable in Bandiddo game)



You all win the game if you manage to place the Bandiddo 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 Bandiddo super card with the rest of the Bandidda cards. Whenever you draw the Bandiddo 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 Bandiddo super card. You have to connect Bandiddo and Bandidda 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 Bandiddo 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 Bandiddo 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.