

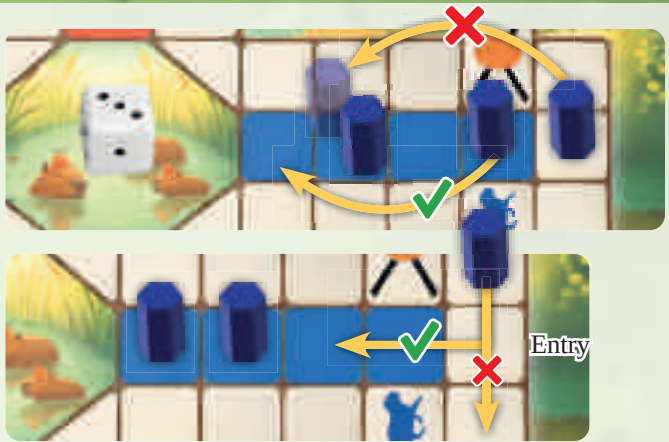
The way to the bathing pond:

Once your capybara has gone all the way around the race track, it may move onto the matching-colored pond path toward the bathing pond. You may not enter other players' pond paths.

The goal is to occupy all 4 spaces of the pond path, one with each of your own capybaras.

On the pond spaces, you may pass but may not form a group.

A capybara does not move past the entrance of the pond path to take another lap. If it cannot be legally placed on a pond space, you must move a different capybara instead. If that isn't possible either, you don't move at all.



End of the game:

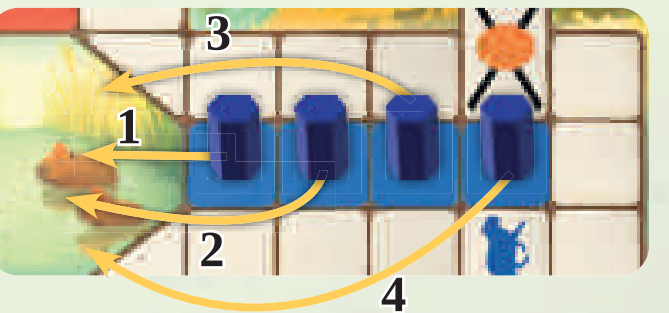
Whoever gets all their own capybaras onto the pond path first wins the game.



Alternative variants

For two or three players

For even more fun, you can play with a second color. It must be located in an opposite pond. You play both colors independently of each other. In a round, all players first take a turn with one color, then with the second color. To win, you only need to get all the capybaras of one color onto the pond path.



Variant: Bath Time

You play as usual, except that you have not won once you've gotten all 4 capybaras onto the pond path. You must now also bring all the capybaras from the pond path into the bathing pond. To do this, you must roll the matching number for each of the 4 capybaras. On your further turns, you must roll a 1, 2, 3, and 4 (each once). You may no longer make any partial moves.

Variant: Team Play

You can play Team Play with 4 or 6 players. Here, 2 players each form a team and try to win together. Your team has won once one of you has gotten all 4 of your capybaras onto the pond path.

You play as usual, with the following additions:

- You may also pass your teammate's groups with single capybaras.
- You cannot form a group with your teammate.
- If you land on a space with a capybara or group belonging to your teammate, place your capybara or group either just before or just after the space you landed on. If an opponent's capybara is standing there, you send it back. You can only send back an opponent's group with a group of your own.



Front side



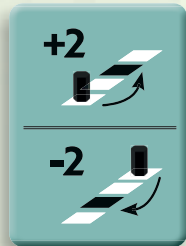
Back side



Variant: Additional Actions

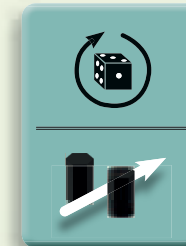
For this, you need the action tiles. Each player receives 2 tiles: **1x Adjust roll** and **1x Pass/Reroll**. Place these in front of you at the start of the game with the front side (*actions*) face up.

During the game, you may use your action tiles on your turn to gain an advantage. Once you've used a tile, flip it to its back side; you may not use it again for now.



Adjust roll:

After rolling, you may either increase or decrease your roll by 2. This way you can reach a maximum of 8, but you cannot go below 1.



Pass/Reroll:

You may either reroll your die, or pass an opponent's group with a single capybara.

Whenever one of your capybaras reaches the pond path, you may flip all action tiles that are showing their back side back to their front side, letting you use those actions again. This only applies when a capybara enters the pond path for the first time, not when it moves further within the pond path.



Capybara

Run & Fun

Spielanleitung

Für 2 - 6 Personen | 45-60 Minuten | ab 7 Jahren

The goal of the game is to get your own herd of capybaras from the starting space, around the race track, to your color-marked pond path in the middle as quickly as possible. At the same time, you try to send the other herds' capybaras back to their pond as often as you can.

Sudha Prakash

Capybara

Run & Fun

Then they have to start all over again!

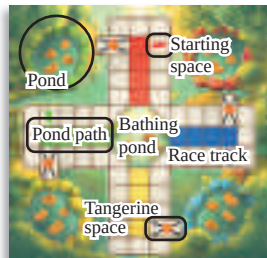
A capybara has reached the bathing pond once it has gone all the way around the board and is standing on the matching-colored path to the pond. Whoever gets all their own capybaras to the bathing pond first wins the Capybara Race.

Components

• 1 game board

with the capybara race track

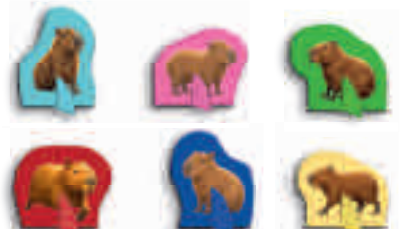
for 2-4 players



for 5-6 players



• 6 color markers



• 24 capybaras in 6 colors, 4 per player



Colors may vary

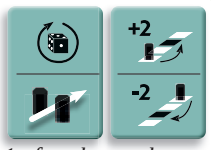
• 1 die



• 2 cover tiles



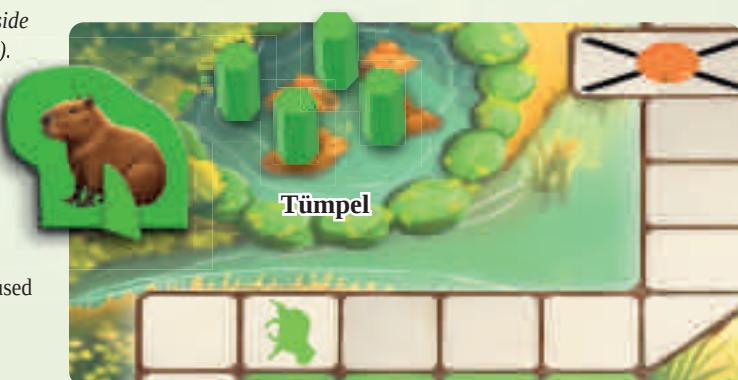
• 12 action tiles (only for the Additional Actions variant)



1 of each per player

Setup

- 1 Place the game board in the middle of the table (Choose the side depending on whether you're playing with 2-4 or 5-6 players).
- 2 Each of you chooses a color and takes the 4 capybaras and 1 color marker in that color.
- 3 Place all 4 of your capybaras in your pond. Place the color marker in front of you.
- 4 Place the cover tiles on the colored ponds that are not being used this game. The biggest capybara fan takes the die to go first.



1

How to play

Taking turns clockwise, you roll the die. On your turn, you move your capybaras around the bathing pond according to the number rolled. The spaces along the game board form the race track. In addition, exactly two capybaras can join together to form a group by standing next to each other. The game ends when all of one player's capybaras are standing on their color-marked pond spaces on the way to the bathing pond.

A turn in detail:

All 4 of your capybaras are in your pond:

Only while all 4 of your capybaras are in your pond may you try up to three times to roll a 6. If you roll a 6, place 1 capybara from your pond onto your starting space, then you may roll again. Then follow the rules described below.

If you fail to roll a 6 in 3 tries, your turn ends and it's the next player's turn. When it's your turn again, you once again get 3 tries to roll a 6.

You have 0 to 3 capybaras in your pond:

Roll the die once. Depending on the result, the following happens:

If you roll a 1-5:

Choose a single capybara or a group (two capybaras next to each other on one space) on the race track.

Single capybara:

Move the capybara clockwise along the race track by the number rolled.

A group:

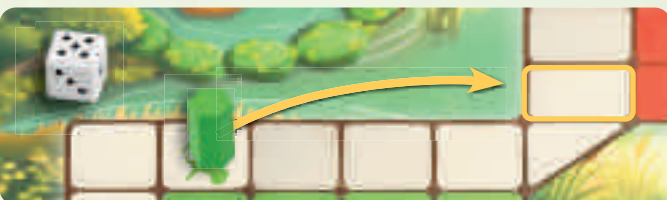
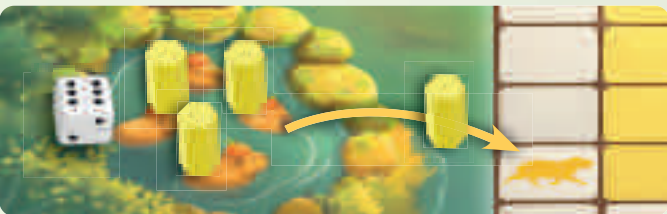
You can either move the group forward on the track by half the number rolled, rounded down, or split the rolled number between the group's two capybaras and move them forward individually.

Whether you move a single capybara or a group, you must follow the movement rules – see page 4.

If you roll a 6:

You still have capybaras in your pond:

Place a capybara from your pond onto your starting space. If one of your capybaras is already there, they form a group. Place the capybaras next to each other on the starting space. If a group is already on the starting space, you must move the group.



Example: With a 6, the group can move 3 spaces.

Example: With a 5, one capybara can move 1 space and the other capybara can move 4 spaces.



2

You have no more capybaras in your pond:

You may move your capybaras. The same movement rules apply as if you had rolled a 1-5 (see above).

Whenever you roll a 6, you get another turn and may roll again. Even if you can't legally move a capybara with a 6, you may roll once more.

Once your turn is over, it's the next player's turn.



Example: The player gets two turns, because they rolled a 6 on their first roll

Movement rules

Move the full number rolled

If you move a single capybara, you must move it clockwise by the full number rolled. If you move a group, you must move it forward by half the number rolled (rounded down).



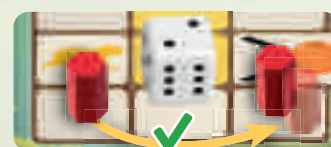
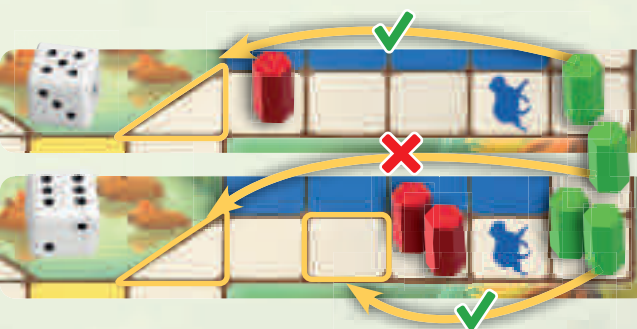
Forced movement

If you can move a capybara, you must do so (even if this breaks up a group). If none of your capybaras can move while following the movement rules, all your capybaras stay where they are.



Passing

You may pass single capybaras on the race track. The space they're standing on is counted normally. Groups can only be passed by groups, not by single capybaras. However, you may pass your own groups with a single capybara.



Example: You form a group with the other capybara.

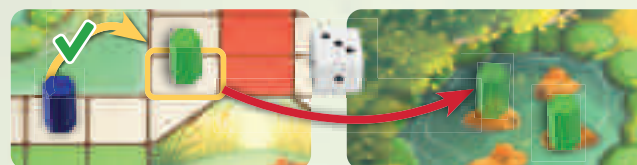


Example: You cannot add your capybara to the group.

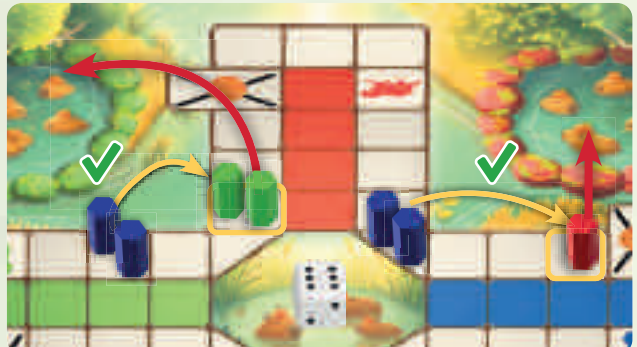
3

Sending back

If you end your move with a single capybara on a space occupied by a single opponent's capybara, you send it back. Place the sent-back capybara back in its owner's pond.



If you move with a group, you can send back both single opponents' capybaras and opponents' groups.



You cannot send back a group with a single capybara. In that case, you must move a different capybara.



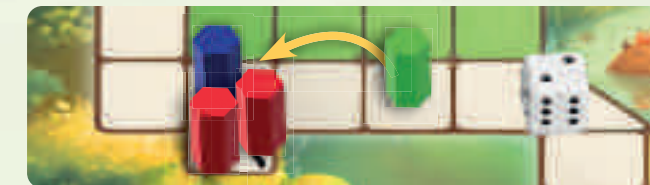
Starting space

If you place a capybara from your pond onto your starting space and an opponent's capybara or group is standing there, you send it back.



Tangerine spaces (Safety Zone)

Single capybaras or groups that land on a tangerine space take a break. Any number of capybaras from any player can stand here.



No capybara is sent back on a tangerine space. Groups on a tangerine space can also be passed here by single capybaras.



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