

Complete short rules

Contents

1 game board, 1 Pedro-figure, 7 piranhas, 72 move cards, 4 landscape cards, 1 sombrero card, more than 100 carrara stones.

Preparations

- Put all seven piranhas on the marked fields.
- Put Pedro on the palmtree field.
- Put a landscape card on each side of the game board.
- One of the players takes the sombrero card.
- Each player takes a set of move cards (each set contains of 12 cards with the same backside color) in hand.
- Each player gets a private stock of 4 stones.

Game play

Move round

1. Each player chooses one of his **hand cards** and puts it face-down in front of him.
2. The player with the sombrero card shows his card first and **moves Pedro** the number of fields that is shown on the move card (1, 2 or 3 arrows).
Note: before Pedro can step on a water field the player has to place one of his stones on it.
After the player has moved Pedro he shoves the card he has played face-down half under the game board.
3. The **sombrero card** is passed on to the left neighbor and a new move round begins.

Pedro falls into the water

The **move round end immediately** when:


- a player has to place a **stone** on a water field but has none left in his stock or
- a player has to move Pedro **over the edge of the game board** or
- Pedro lands on or crosses a field with a piranha.



Now the player has to take **one of the piranhas** from the board as a **punishment**. He may choose which one and places it in front of him.

All **played move cards** are now shoved face-down under the game board (including the ones that weren't shown in this round). Now the so far gained points are being counted:

Evaluation

All players give back the **stones left in their stock**. They will receive new ones for the **cards they still got in hand**:

| | | |
|---|----------------------------------|---|
| | for | |
|  | every move card with 1 arrow |  |
| | every 2 move cards with 2 arrows | |
| | a player receives 1 stone. | |

| | | |
|---|---|---|
| | for | |
|  | every single move card with 2 arrows |  |
| | move cards with 3 arrows | |
| | no stones are given. | |

After that each player again takes **all 12 move cards** back in hand.

The **sombrero card** is passed on to the left neighbor.

Pedro starts on the last save entered field before falling into the water. A **new move round** begins.

The end

As soon as a player receives his **2nd piranha**, he has **lost** the game and all other players win.

Game for 2 players

Some rules change:

- The **player with the sombrero card** plays not 1 but **2 move cards**. He turns over one of the cards and moves Pedro. Then it is his opponent turn. After that he turns over the second card and moves Pedro again.
- The game **ends** as soon as a player receives his **3rd piranha**.

Rare situations

- **All move cards have been played:**
All players again take a full hand of 12 cards and continue the game.
- **There aren't enough stones:**
None of the players get new stones when an evaluation occurs (see above).