

## The lights that guided and inspired us:

**Maike Smal** (Wayaká Advies, POP Bonaire) and her team lead an effort to showcase and highlight many of the touristic places and activities of Rincon using several media, among them beautiful artistic maps. They were extremely supportive from the beginning and connected us with many helpful sources.

**Liliana Jaramillo** (artist and CEO of Kaha Blanku) is the artist behind the beautiful map we mentioned before. Her painting style and amazing job in those maps were truly inspiring.

**Michiel Van Bokhorst, Frank Bone, Maria Koek, Rudolph Wout and George "Cultura" Thode.** Their work is key in keeping Rincon's history alive and their cooperation during the research of this game is highly appreciated.

**Julie Morgan** at *The Reporter* ran a beautiful story about the game in the newspaper special edition of *Dia de Rincon*. That was a proud moment for us, thank you for that!

The team of **Van den Tweel and the Café crew**, where we held many meetings and game presentations. They were also the first place to start selling this game and *Saviors of Kimeria*.

**Patricia Hoben and Yolanda Sherpton-Anthony** were amazing helping us translating the instructions to Papiamentu.

**Tineke van Bussel** at DCNA was extremely helpful in helping us finding a shark picture by the great **Guido Leurs**.

**Kaj Schut** at Sea Turtle Conservation of Bonaire was the key in finding a nice turtle picture by the amazing lens of **Kevin Pursley**

And finally **Heleen Christiaan-Quartel and Izaiñ Mercera**, as well as the entire team of *Mangazina di Rei*; they helped us immensely with translation, fact checking and exposure. The museum, the activities and the work of *Mangazina di Rei* are simply magical; they bring to life the tradition and history of Rincon, and help new generations of Bonaireans and Rinconeros understand how amazing their roots are.

## Our tribe:

We've been blessed with an amazing tribe, many of which helped us testing the game, cheers to you!

**Trevor and Jackie, John and Paulette, the mighty Moogie, John and Kati, Juan Carlos, Rafael and Alessandra** (also the hiking-biking models), **Andrea and Steijn, Daniela, Mafer, Jeroen and Lianne, Ray and Jilly, Jolanda and Jan Kees** and special thanks to **Pym and Karen**.

This game is dedicated to our parents, thank you for raising dreamers.

## Credits

**Concept and Production:** Fernando Nava, Vanessa Peralta y Agata Nava Peralta.

**Art:** Giordano Casanova

**Papiamentu:** Izaiñ Mercera, Patricia Hoben and Yolanda Sherpton-Anthony

**Photography:** Elis Ramirez (@elisjramirez), Juan Carlos Riveros (www.juancriveros.com)

**Guido Leurs** (www.guidoleurs.org). **Kevin Pursley**

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## IN THE BOX

- 5 Pawns (1 blue/red/green/yellow/white)
- 50 Cubes (10 blue/red/green/yellow/white)

- 1 Rincon Map
- 1 Dice
- 5 Explanation cards

- 31 Resource cards
- 30 Destination cards
- 5 Route cards

## LET'S PLAY!

This is how your game should look at the beginning:

- 1 Each player gets 2 random resource cards, 1 random route card, 1 pawn and 2 cubes.
- 2 There is a space for the discard pile.
- 3 There is a pile of cubes next to the map with 8 cubes of each color.
- 4 There is a deck with resource cards (face down).
- 5 There is a deck with all the destination cards.
- 6 All players start in the blue space under the "Start" sign.

**ATTENTION:** During the game all the cards must be face up, visible for everyone. The only cards that are face down are the ones in the resource card's deck.



## WHO STARTS?

The player that went to Rincon most recently goes first, and then the player to his/her left goes second, and so on. If there is a tie, or no one went to Rincon (shame on you), roll the dice to choose who goes first.

## HOW DO I WIN?

If you are the first to complete the missions on your Route Card you win the game and become the Queen / King of Rincon and the other players must call you "Your highness", until someone else wins.

## HOW DO I COMPLETE MY MISSIONS

Your Route Card tells you where your missions are and what resources do you need to complete each mission. For example the Red Player needs a Cellophone for missions 12 and 15, a Guide for missions 5, 17 and 26 and a Ticket for 20.

There is no specific order in the missions, you chose where to go first.

To complete a mission you must end your movement in the exact number and have the correct "Mission Resource" (cellphone, ticket or guide) in your hand.

You must discard the "Mission Resource" card used to accomplish the mission.

Then you must take a cube from the pile and place it on top of the number in your route card.

Finally take the corresponding destination card and read it out loud. If you don't read it out loud you lose your next turn

It is possible to end your movement in the exact location but if you don't have the necessary resource, you did not complete the mission yet.



## HERE IS AN EXAMPLE OF A TURN COMPLETING A MISSION:

- The **RED PLAYER** is in her first turn, she is in the "Start" space (area under the "Start" sign).

She has her two (2) initial resource cards and one of them is the resource "Ticket".
- She rolls a 6 which is exactly what she needs to get to the location number 20.
- She checks her route card and confirms that the resource needed for this mission is the ticket
- She moves her pawn to the number 20.
- She discards her "Ticket" resource, putting it in the discard pile.
- She receives the corresponding destination card and reads it out loud.
- She takes a cube (from the pile, not her hand) to put on top of number 20 in her route card, marking that mission as complete.
- She chooses to receive more cards or cubes, and ends her turn.

## WHAT ARE THE CUBES FOR?

The cubes do two things: they help you marking the completed missions, and they can be used to complement your dice roll, by adding or subtracting steps.

## HOW DO I MOVE?

You move by rolling the dice (rolling is mandatory in each turn). Two or more players can share the same space. You can move backwards or forwards, there are no specific directions on the roads or paths.

HERE IS AN EXAMPLE: the blue player is 2 steps away from mission 4, rolls the dice and gets a 4.

You can use the cubes to change direction by adding or subtracting from the roll of the dice. Going back to the example, blue rolled a 4, passed the location by two spaces, and then used 2 cubes to go back.

You cannot change direction using the dice alone. For example, the blue player is two steps away from mission number 4 and in his turn rolls a 4. He cannot walk forward 3 steps and then back 1 step using only the dice.

The only exceptions are the dive locations. The missions located at the end of the dive sites are "Dead Ends" but you still need to land exactly on them. For example, the yellow player is 2 steps away from mission 25. She rolls a 3, she now has to get to the mission spot (number 25) and then move 1 step back. This means she didn't complete the mission yet, remember that to complete a mission you must end your movement in the mission spot.



## THE AVIS CARD:

The Avis card gives you 1 to 3 spaces to add or subtract to your dice. You must discard this card to use 1, 2 or 3 spaces (you cannot "save spaces" for later). HERE ARE 2 EXAMPLES:



**EXAMPLE 1:** White player wants to go to mission 21. He has no cubes but has 1 Avis card. He rolls a 2 and chooses to add 2 more from the Avis card (discarding it).



**EXAMPLE 2 :** Green player wants to go to mission 2. She has 2 cubes and 2 Avis cards, and rolls a 1. She uses both Avis cards (3 steps each), the cubes and the dice to move 9 steps



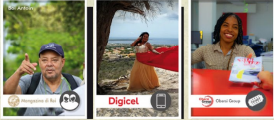
## ADVENTURE PATHS

Diving, Hiking and Biking. To enter those paths you must have the corresponding resource card in your hand. These resource cards are called "Adventure Resources" and they represent dive gear hiking shoes or a bicycle. You cannot enter those paths without the corresponding resource card (or the joker) in your hand.



## RESOURCE CARDS

These help you accomplish missions, move faster or make it harder for others to win. There are three types of resources: Mission resources, Adventure Resources and Special Resources. You can have a maximum of 3 cards in your hand. You still can choose to receive more at the end of your turn, see the new ones, decide which 3 to keep and discard the rest.



### MISSION CARDS:

Guide, Cellphone, Ticket  
These are resources needed to accomplish the missions on the route cards. These cards must be discarded when used.



### ADVENTURE CARDS:

Dive gear, hiking boots, bicycle.  
You need these resources to enter the restricted paths (cannot enter those paths without these cards). These cards DON'T need to be discarded when used. Also these cards cannot be stolen by the pirate if the player is currently in/on their corresponding path. They have an orange edge.

## SPECIAL RESOURCES



### AVIS CARD:

The "Avis Card" will give you 1, 2 or 3 extra spaces (your choice). This card must be discarded when used, and you cannot save unused spaces.



### JOKER CARD:

The Joker can be used as either a Mission Resources or an Adventure Resources (NOT as pirate, magnet or Avis). It can only replace ONE resource card per turn. This card must be discarded when used as a Mission Resource, but not when used as an Adventure Resource.



### MAGNET CARD:

This card lets you take any card from the discard pile. Simply discard it and take the card you want from the discard pile.



### PIRATE CARD:

This card lets you steal a resource card from another player. The only exception is stealing an "Adventure Resource" when in use. To use this card discard it and just take the resource card from your victim (Arrrr!).

## SPECIAL CARD EXAMPLES

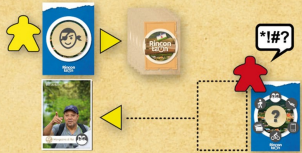
### MAGNET & JOKER:

- The red player wants to go to mission 26 and currently has 2 cards, the "Joker" card and the "Magnet" card. Red player has no cubes at the moment.
- The player knows there is a "Guide" card in the discard pile and decides to use the "Magnet" card to get it. This player rolls a 3 and uses the Joker card as dive gear to get in the water.
- This player doesn't need to discard the joker because is using it as Dive Gear (an Adventure Resource). The player is now one step away of accomplishing that mission, and has the necessary resources to do it in the next turn.



### PIRATE:

- Yellow Player has the Pirate Card
- Yellow player sees that red is close to achieve mission 26.
- Yellow player cannot steal the joker card from the red player (you cannot steal a card while it is being used as dive gear, hiking boots or bicycle).
- Yellow player uses the pirate card to steal the "Guide" card.
- Now red player needs to start looking for a Guide card again.



## THE GHOST

Each player has 1 chance per game to "Ghost" another player that is close to win; but careful, there is 1 chance in 6 that this could backfire.

HERE IS AN EXAMPLE:

**1** **ROUTE Digital** **ROUTE** *is Ray's turn, he is the Green Player and he only needs to complete mission 2 to win. He can get there in 2 turns, but Ray sees that Jilly (the red player) can accomplish her last mission (20) in her next turn and win before him.*

**2** *Ray has at least one cube in his hand and, before the end of his turn, announces he is going to "Ghost" Jilly. He discards one of his cubes and put it in the green ghost sign.*

**3** *Ray asks Jilly to choose a number from 1 to 6, she chooses number 3.* **4** *Ray rolls the dice:*

**4** *If Ray rolled 1,2,4,5 or 6, the ghost takes Jilly to the "Ghost House" chosen by Ray. In this case Ray sends Jilly to the "Ghost House" in Washington Park. Jilly is now mad and will probably try to ghost him later.*

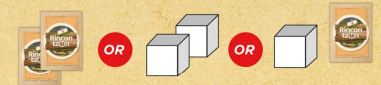
**5** *If Ray rolled a 3 (the number chosen by Jilly), the ghost turns against Ray, and now Jilly can send Ray to the "Ghost House" of her choice.*

## HOW DO I GET MORE CUBES AND RESOURCE CARDS?

At the beginning of the game the players decide if they want to play "Beginner Mode" or "Master Mode"

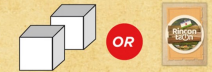
### BEGINNER MODE:

At the end of your turn you can choose to receive 2 cards, OR 2 cubes OR 1 card and 1 cube. There is no limit of cubes in your hand (other than the ones available in your color). You can only use cubes of your corresponding color.



### MASTER MODE:

Master mode, also known as "Pym's mode", is more challenging. When playing master mode take 2 jokers out of the game, leaving only 2 in the resource pile. Also now at the end of your turn you can choose to receive EITHER 1 (one) card or 2 (two) cubes.



THAT'S IT, YOU ARE NOW READY TO PLAY, BUT IF YOU STILL HAVE QUESTIONS CHECK OUR TUTORIAL ON [WWW.WANIKAGAMES.COM](http://WWW.WANIKAGAMES.COM) OR CONTACT US AT [WANIKAGAMES@GMAIL.COM](mailto:WANIKAGAMES@GMAIL.COM)

## ACKNOWLEDGEMENTS

*you can't really love what you  
don't really know*



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