

SUNDERBANS

A game from Roberto Fraga

For 2 to 6 players, ages 8 and up, Sunderbans usually takes 20 to 45 minutes to play. The game board depicts a part of the Ganges Delta, and players attempt to cross the river delta. They use fragile bridges built from planks and stones in order to reach the village on the opposite side and then return to the village they started from. The first player to cross and come back across the delta is the victor. However, in order to do so, contestants must carefully calculate their moves, negotiate past or block the manoeuvre of their opponents, and avoid the dangerous obstacles presented by the alligators in the water.

CONTENTS

Game Board (depicting the delta of the Ganges River with 27 small islands and 6 villages): 1

Player figures in different colours (yellow, red, green, blue, purple and orange): 6

Plastic bases for players: 6

Planks in 6 colours and 6 different sizes (numbered 1-6): 6

Stones to support the planks for building the bridges: 27

Large Pawn (to indicate the player who begins a turn): 1

Action Cards: 78 (13 for each player).

SETTING UP THE GAME

1. Each player takes a figure to represent the contestant and mounts it on the base. The player starts from the village of the same colour as the figure (also indicated on the board)

2. Selection of figures:

- With 2 players, one uses only the blue and orange figures.
- With 3 players, use blue, yellow and green figures.
- With 4 players, use blue, yellow, green and purple figures
- With 5 players, use all figures except the orange one.
- With 6 players, use all of the figures.

3. The players take the 6 planks that match their colour.

4. The players then take the 13 Action Cards that match their colour. Each player then removes those coloured block cards which are not being played in the game (this is for games involving fewer players - retain only the player cards as per the colour of the figures of the participating players). For Example: in a 3 player game, each

player takes out the orange, purple and red block cards and sets them aside.

Ready reference table for 2-5 Players

	2 Players	3 Players	4 Players	5 Players
Players in action				
Number of cards per Player	9 (Discard  block cards)	10 (Discard  block cards)	11 (Discard  block cards)	12 (Discard  block cards)

5. The stones are placed in a reserve pile next to the game board and are available for use by all of the players.

6. The youngest player starts a particular round and this is tracked by keeping the Player Pawn in front of his/her village.

RULES OF PLAY

Sunderbans is divided into a series of rounds. Each round comprises of 5 turns.

EACH ROUND OF THE GAME PROCEEDS AS FOLLOWS:

1. Players choose 5 *Action Cards* of their choice and place the cards face down in front of them. The cards must be arranged in order from left to right, as they represent the 5 actions that are chosen for this turn. A player can only play one block card per round.
2. When all of the players have chosen and placed their 5 cards, they turn up their first card (the one on each player's left) and perform the action shown on the card. Players perform their actions in clockwise order, starting with the player who currently possesses the First Player Pawn.
3. When all players have completed their actions, everyone turns up their second card. Players then take turns doing this new action.
4. The sequence continues with the third, fourth, and fifth cards that players chose earlier in the round. When all players have performed their 5 actions, the round is over.

Important Note: All players must verify that a block card turned up by an opponent does not cancel their action. If this is the case, they do not get to perform the action shown on their card.

AT THE END OF EACH ROUND:

1. The player with the First Player Pawn passes it to the player on the left.
2. The players put back the 5 Action Cards they played during the round and begin the new round by

selecting 5 new Action Cards as described above (they may even repeat some or all the action cards)

END OF THE GAME

The game ends the instant one player reaches back to his village after crossing to the opposite village, even if the other players still have actions to perform in the current round

THE DIFFERENT ACTION CARDS

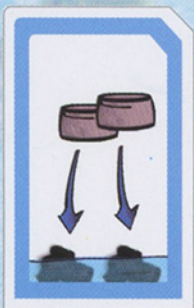
PLACE 1 STONE:

The player **MUST** put a stone on one of the 27 small islands in the middle of the delta (not on a village.) The stone must be placed completely on the island (It must not touch the water at all. i.e. it must not hang off the edge into the water). Each island can only have one stone. Stones may not be placed on the villages (they have solid shorelines that can support their own planks.) The entire shoreline around a village may be treated as a stone, and it may support a maximum of 3 planks. Once placed, a stone may never be repositioned on an island even by the player who originally placed it. A stone can only be removed from the island when allowed by an Action Card. A removed stone is placed back in the reserve pile and is available for any player who plays the appropriate action card. Once placed, a stone may be used by any player to support a plank. If there are no more stones in the reserve pile next to the board, the player can play this card, but cannot play a stone (obviously).



PLACE 2 STONES:

The player **MUST** place two stones, according to the above rules.



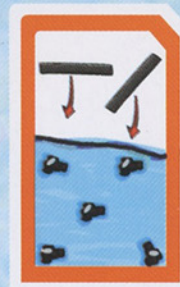
PLACE 1 PLANK:

The player **MUST** place a plank so that it is either resting on two stones, or a village's shoreline and a stone. The Player may place the plank on top of any stone on the board, even on stones which were placed by opposing players. It is forbidden to move a stone so that a plank will fit on top properly. There cannot be more than 3 planks supported by a single stone. A plank should not be placed so that it is supported by another plank. It should be placed directly on the top.



PLACE 2 PLANKS:

The player **MUST** place 2 planks on the board, according to the rules above.



MOVE OVER 1 PLANK:

The player **MUST** move onto an adjacent free plank (or into any village). The player may move in any direction (a player can therefore move back towards their starting shore) and onto a plank of any colour and into a village of any colour.

The plank onto which the player is moving must be free. That is, it may not have an opposing player resting upon it. On the other hand, a village may contain several different players, so any pawn may be moved into any village. If no movement is possible in any direction, the player moves back to the starting village or back to the opposite village in case he/she has touched base with it and is on the return journey.



MOVE OVER 2 PLANKS:

The player **MUST** move a distance of 2 planks, or to a plank and then a village, following the above rules. **ONLY IF** there is no other possible movement, the player may reverse direction so that their second move takes it back to the space upon which the move began. If two moves, or a back and forth move is not possible, the player moves back to the starting village or back to the opposite village in case he/she has touched base with it and is on the return journey.



JUMPOVER ANOTHER PLAYER:

The Player **MUST** move so as to jump over another player, landing on a free plank or village beyond the jumped figure. The result of a jump is equivalent to a move of 2 planks. However, if the jump is not possible because there is no opposing players adjacent, or no place to land after the jump, the player moves back to the starting village or back to the opposite village in case he/she has touched base with it and is on the return journey.



BLOCK CARD:

A block Card of a particular colour cancels the Action Card of the opponent of the same colour. *Example:*

The fourth Action Card played by the green player is the block card for player in red. The red player cannot perform the fourth Action. If several players choose block cards in the same round, all of the block cards perform multiple actions.

Example: The Red player plays a Green block card as their fourth Action Card. The green player plays a Blue block card as their fourth Action Card. As result the Green and the Blue player do not get to perform their actions this turn.



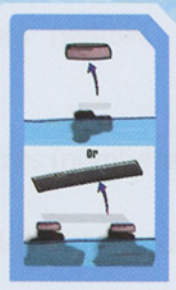
REMOVE A PLANK OR A STONE:

The player **MUST** perform one of the two following actions:

1. Remove a plank from the board, and place it in their own reserve of planks.

However, a player may not:

- Remove a plank with a pawn resting on it.
- Possess more than two different colours of planks.
- Possess two planks in their reserve with the same number on them.



Example: You are the red player, and you have the following planks in your reserve: RED 4, RED 3, RED 2, and GREEN 6. You cannot take a plank numbered, 4, 3, 2 or 6, or any plank which is not red or green

2. Remove a stone from the board, and place it back in the common reserve on the edge of the board. You may not remove a stone which has one or more planks resting upon it. If there are no planks or stones that can be removed, the effects of this card are ignored.

SUMMARY OF ACTIONS

PLACE 1 STONE- The player **MUST** place 1 stone on one of the 27 small islands (not a village.) The stone must sit entirely on the island. Once placed, the stone may never be repositioned.



PLACE 2 STONES- The player **MUST** place two stones on two of the 27 small islands (not a village.) Each stone must sit entirely on the islands. Once placed, these stones may never be repositioned.



PLACE 1 PLANK- The player **MUST** place 1 plank the board so it is supported by two stones or a village and a stone.



PLACE 2 PLANKS -The player **MUST** place two planks on the board, following the same rules as shown above. Once placed, these stones may never be repositioned.



REMOVE 1 STONE OR 1 PLANK

The player **MUST** perform one of the following two actions:

1. Remove 1 plank from the board and place it in their own reserve.
2. Remove 1 stone from the board and place it in the reserve pile.



MOVE OVER 1 PLANK

The player **MUST** move onto an adjacent plank or into a village. If player is unable to move, it returns to starting/opposite village.



MOVE OVER 2 PLANKS

The player **MUST** move a distance of two planks. Only if the player is unable to move 2 planks in one direction, may it move back and forth. If the player is unable to make either of these move, it returns to its starting/opposite village.



JUMP OVER ANOTHER PLAYER

The player **MUST** jump over another player on an adjacent plank, and land on a free plank or village. If a player is unable to do so, it returns to its starting/opposite village.



BLOCK

A Block Card cancels the Action of an opponent whose colour is shown on the card.

