



GADIANTON

A- BOX CONTENT: (145 elements)

- 1 game board
- 1 instruction booklet
- 4 "Guard" figures
- 4 "Thief" figures
- 1 set of stickers for figures
- 4 doors
- 4 bases for doors
- 44 "Action" cards
- 16 "Objective" cards
- 12 "Thief" crowns (3 per figure)
- 16 "Treasure" crowns
- 32 "Key" tokens
- 1 arrow shooting ruler
- 5 dices (2 black, 2 white, 1 green)

B- OBJECTIVE OF THE GAME:

Be the first one to bring back all your "Treasure" crowns in the rain forest that surrounds the city.

C- SETTING UP THE GAME:

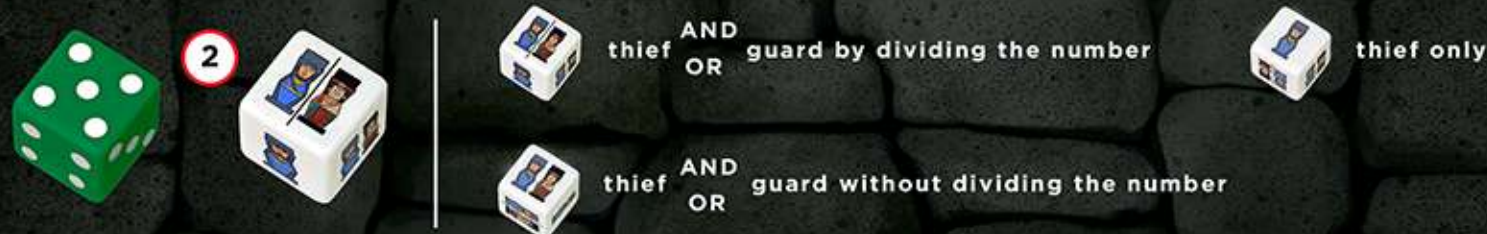
- 1- Install the game board.
- 2- Choose one "Thief" figure per player and the three "Thief" crowns corresponding to its color.
- 3- Shuffle the "Objective" cards, distribute the number of cards according to the desired playing time (see table on the game box) and place the rest of the cards, face down, next to the game board. All players must have "Objective" cards of different colors in their possession. In case of "Objective" cards with same color, discard the card with the same color and draw another one.
- 4- Shuffle the "Action" cards, deal two cards to each player, and place the rest of the cards, face down, next to the board.
- 5- Place the four "Guard" pieces on the board as shown below.
- 6- Place the sixteen "Treasure" crowns, the thirty-two "Key" tokens, the ruler for arrow shooting, the dices, and the four doors next to the game board.
- 7- The player who most recently put a crown (or a hat) on his head will start by placing his "Thief" figure on one of the red circles on the board ("Start/Arrival" dot), then it will be the turn of the next player (in clockwise direction). Once the "Thief" figures are in place, the game can begin.





D- PROCESSING OF EACH ROUND:

- 1- Collect the "Thief" crowns that the player placed during his previous turn (hidden thief, blocked opposing thief, sleeping guard, guard blocked following an attack).
- 2- Roll the white and green dice at the same time.
- 3- Move your "Thief" figure, and/or one of the guards, by the amount indicated by the dice (following the rules in paragraph E).
- 4- Make attacks (following the rules in paragraph F).
- 5- Play up to two different "Action" cards, at any time during your turn, before putting them on the discard pile (following the rules in paragraph G).
- 6- As soon as a crown is brought back into the forest, place it on the corresponding "Crown" card, face up.
- 7- Draw an "Action" card from the draw pile at the end of your turn. Each player may have up to five "Action" cards in their hands. If this number is exceeded, the player must discard one of his "Action" cards.



E- MOVEMENT RULES:

- 1- By rolling the white and green dice, you will know who can be moved and by how many steps;
 - Either your thief (which you will move the number you want, but not more than the number indicated by the dice),
 - Or your thief and/or a guard (by dividing the number indicated by the dice between the two figures or by moving the two characters by the number you want but not more than the number indicated by the dice).
- 2- The thief can move over another thief but cannot pass over a guard unless that guard is asleep.
- 3- A guard can move over another guard but cannot pass over a thief unless the thief is hidden.
- 4- There cannot be two figures on the same cell. If this were to be the case, the number of moves of the last figure played would have to be reduced by one.
- 5- Keys or crowns can be retrieved even if another figure is on the corresponding cell.
- 6- Using a guard to shoot an arrow or in hand-to-hand combat counts as a move even if the guard remained where it was.
- 7- Any movement may be interrupted to carry out one or more attacks (see paragraph E).
- 8- When passing over a "Key" cell, the player retrieves the "Key" token of the indicated color, unless he already has it in his possession.
- 9- When passing over a "Crown" cell, the player can retrieve it by exchanging it with a "Key" token of the same color or by playing one of the "Master Key" cards.
- 10- A thief can teleport from one "Start/Arrival" dot (red circle) to another without it counting as a move. No attack can be made from this location.
- 11- A thief can only bring back one crown at the same time to a "Start/Arrival" dot.
- 12- Guards cannot go out of the city.





F- CARRYING OUT AN ATTACK:

- 1- A thief is not allowed to attack a guard. A guard and/or a thief can attack another thief, only if he is in possession of a stolen crown.
- 2- An attack can be made in two ways; by hand-to-hand combat or by shooting an arrow.
- 3- During his turn, a player may only make one attack of each type per figure moved: shoot only one arrow and make one hand-to-hand attack.
- 4- "Hand-to-hand" combat:
 - a - For a hand-to-hand combat, the two fighting figures must be on neighboring cells.
 - b - Each player involved in the battle rolls a black dice. If one of the two players has a "+2 in attack" card, he can play it before the dice are rolled. This card adds two to the number rolled by the player. To keep his crown, the attacked player must roll a number equal to or greater than the number rolled by the attacker.
 - c - If the attacker is a guard and wins, he removes the crown from the thief's head and puts it back in its original place.
 - d - If the attacker is a thief and wins, he takes the crown from the other thief's head and can either put it on his head (if it is part of his objectives) or put it back in its original place.
 - e - If the thief wins the fight against a guard, he puts a crown of his color on the guard's head. This guard can no longer be used by the other players until the thief plays again.
- 5- "Arrow Shot Attack":
 - f - To shoot an arrow, the attacker (guard or thief) must be placed on one of the guard towers of the city walls or must play an "Arrow Shot" card.
 - g - It is not possible to shoot through closed walls or gates.
 - h - It is possible to shoot a thief even if there are figures in the arrow's path.
 - i - It is not possible to shoot an arrow at a thief on a crown box or to shoot an arrow from a crown box.
 - j- The ruler is used to determine how far the arrow must travel to hit a thief.
 - k - To shoot an arrow, roll the white dice and one of the black dice. If the attacked player has a "Broken Bow" card, he can play it before the dice are rolled to counter the attack and cancel the shot.
 - l - If the white dice indicates a target and the black dice indicates a number equal to or greater than the distance given by the ruler, the thief loses his crown. If the white dice indicates a flop or the number is less than the distance given by the ruler, the thief keeps his crown.

4 Attack | Defense

c




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d




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e




<




5

f



g



j



l



White die (1) + Black die (3) = Thief with crown

White die (1) + Black die (2) = Thief with crown

White die (1) + Black die (1) = Thief with crown



G- ACTION CARDS:

All "Action" cards can be used by a player at any time during his turn. However, no more than two "Action" cards, nor twice the same "Action" card, may be played per turn. Once played, the "Action" cards are placed on the discard pile.

The "Accelerated Walk" (11 cards):



Adds 2 to the maximum move of the figure.

"Master Key" (4 cards):



Allows you to retrieve a crown without having to exchange it for a "Key" token.

"Open/Close Door" (4 cards):



Allows you to put a door in front of one of the twelve entrances to the city or remove a previously placed door.

"Hidden Thief" (4 cards):



Hide a thief for one full turn to protect him from attacks by other thieves or guards. To do this, a crown of the thief's color is placed on top of the figure. Up to two crowns can be stacked on top of each other on a figure's head.

"Blocked Thief" (3 cards):



Allows you to block a thief of your choice. The thief will not be able to move for one full turn. To do this, a crown of the blocking thief's color is placed on the head of the blocked thief. Despite his blocked thief, the player may, if the white dice allows it, move a guard during his turn and/or play up to two "Action" cards.

"Sleeping Guard" (4 cards):



Allows to block the guard of his choice. The guard may not be moved for a full turn. To do this, a crown of the blocking thief's color is placed on the guard's head.



"Arrow Shot" (4 cards):



Allows you to shoot an arrow at a thief with a stolen crown and to remove it, if the shot is successful, without having to be on a guard tower (see "Arrow Shot Attack" in paragraph F).

" +2 in attack" (4 cards):



Allows the player to add 2 to his dice in a hand-to-hand attack (see "Attack by Close Combat" in paragraph F). This "Action" card must be placed before both players involved in the combat roll the black dice.

"Broken Bow" (2 cards):



Allows to counter the arrow thrown at the thief during an arrow shot attack (see "Arrow Shot Attack" in paragraph F). This "Action" card must be placed before the shooter throws the white and black dice.

"Secret Door" (4 cards):



Opens a secret door through the city wall. Moving through the wall counts as one. No thief is allowed to stop in the wall. For the location of the secret doors, refer to the map at the beginning of this instruction manual.



"Thief Found" (1 card):



Allows you to remove the crown hiding a thief. The thief is no longer hidden and can be attacked again.

"Guard Awake" (1 card):



Allows you to remove the crown that was putting a guard to sleep. The guard is no longer asleep and can move or attack again.

H- END OF THE GAME:

The first player who has brought back all the crowns corresponding to his "Objective" cards wins the game.