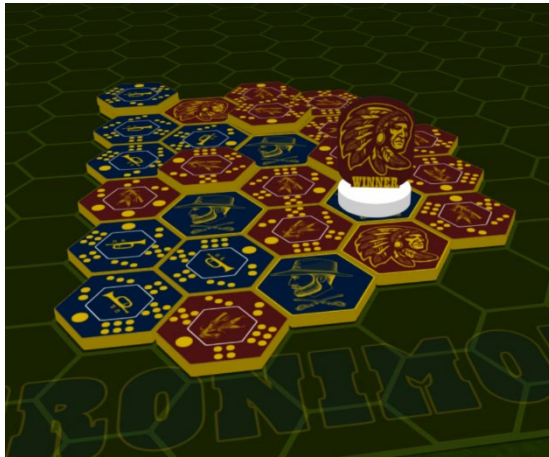


GERONIMOS – THE RULES

Geronimos is based on the classic historical battle theme between Cowboys & Indians. In this game, the Cowboys are the US 7th Cavalry.

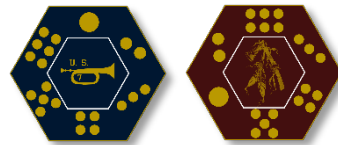
HOW TO WIN

To win the game, you must surround any opponent's *Geronimos* card piece with six of your own *Geronimos* card pieces. When this occurs, you may move your "Leader" token onto the surrounded piece and claim victory in the battle.



GERONIMOS CARD PIECES

Similar to the game of dominoes, each card piece has a series of dotted numbers and there are an equal set or amount of card pieces for each player.



START OF GAME

To begin a game, each player must draw a card piece from their respective bag and lay it on the table. To determine who plays first (see *Figure 1*), study the numbers starting at the single dot and move clockwise around the piece. The lowest number next to the single dot must place their piece in the centre of the table first, then their opponent then can place theirs next to it by matching a number (as in dominoes).



Figure 1

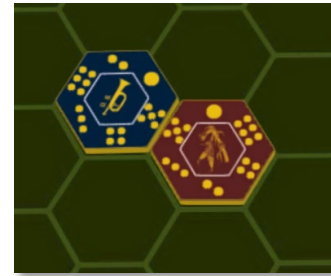


Figure 2

In the example (*Figure 2*), Blue's first number is 5 and Red's is 6, so Blue places their piece on the table first.

Should the first number be the same for both players, then move to the next number and so forth.

If both cards are identical, then replace them in their respective bags and draw again.

If one player draws a Leader card then their opponent lays a card first. If both players draw a Leader card, then they must replace them in their respective bags and re-draw.



GAME PLAY

Each player takes turns by drawing a card piece from their bag. **It must be played and cannot be kept.**

To play a card, position it (rotate, if necessary) so that it matches a previously played card in two locations (the exception is laying a card on the outside of a ring where only one side needs to contact with another card).

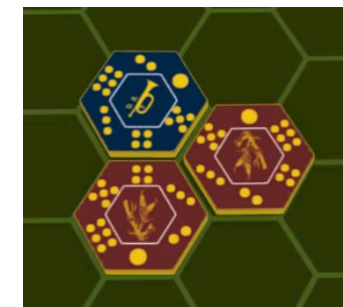


Figure 3 - Numbers 3 & 4 match



GAME PLAY CONTINUED:

If you lay your drawn card next to a Leader card, then you can play any number against it; however, if the Leader card is in a cove then you must match the two card numbers on either side of it. (Figure 4).



Figure 4

CARD PIECE PLACEMENT

When laying a card, you must butt it up against other cards. It cannot sit on its own elsewhere on the table.

All cards must be placed parallel to other cards, with the exception of the following:

- Leader cards may be placed against any number(s) or on top of any cards. Think of them as a cross between a blank card and a wild card.
- If you match the number sequence of an opponent's card, then you may lay it on top of that matching card, if it is to your advantage.
- You may not lay a card directly on top of any of your own cards. There must be an opponent card directly under your matching card.
- Cards may be rotated to line up before placement. In the desktop version, you can arbitrarily spin the cards to match up; however, in the mobile version, rotation is limited to specific degrees of angle, so you will have to place cards wherever allowed.

As the game progresses, there may be several instances of almost surrounded cards, so you will need to be always alert.

It is also a good practice to lock the cards in place to avoid accidental removal.

PLAYER TURNS

Each player takes turns of drawing a card from their bag. Once they have placed their card on the table and finished their turn, play moves to the next player; however, if the current player **matches three numbers** on their turn, they may immediately draw one additional card from their bag and immediately play it as a bonus move.



Figure 5 - Three matching numbers

Although the odds of matching more than three numbers are low, the following rules apply:

1. **Match 3 numbers:** Immediately draw a card from the bag and play it.
2. **Match 4 numbers:** Immediately draw 2 cards from the bag and play them.
3. **Match 5 numbers:** Immediately draw 3 cards from the bag and play them.
4. **Match 6 numbers:** Immediately draw 4 cards from the bag and play them.

GAME OVER



Figure 6

The game ends when one opponent has surrounded an opponent's card on all six sides.



Figure 7

To signal the end of the game, they may place their **WINNER** token on top of the surrounded card (Figures 6 & 7).

Once a player is surrounded, the battle is over – even if they still had a turn to make.