

PUEBLO

A GAME FOR 2-4 MASTER BUILDERS FROM 10 YEARS OF AGE.

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MATERIALS:

- 1 game board
- 1 counting board
- 27 coloured building blocks (8 each in blue and red, 6 in green, 5 in violet)
- 16 neutral (beige) building blocks
- 1 chieftain
- 4 counting stones (1 each in blue, red, green and violet)
- 1 white marker

"PRO" VERSION ONLY:

- 4 order of play cards
- 4 cult sites

Pueblo is Spanish and means people, town, village. However, in Arizona, New Mexico and the adjoining areas, the word refers specifically to the multi-storey settlements of terraced houses of the Hopi and Zuni races that live there. The individual residential units in a pueblo are like huge boxes that are made of clay tiles and stacked on top of each other.

In this game, a chieftain commissions his master builders to build his idea of a vast new pueblo. None of the master builders is to push himself forward by using any bricks in his preferred colours where they can be seen. The chieftain watches the progress distrustfully, penalising any builder who fails to keep to his instructions.

OBJECTIVE

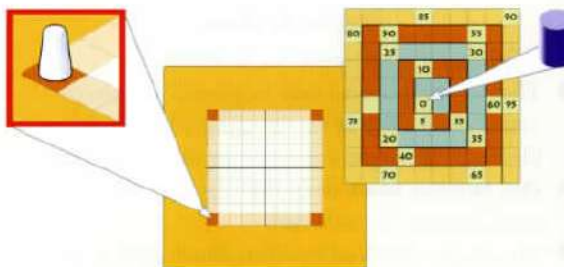
The players are the builders. Each one has the neutral-coloured blocks favoured by the chieftain, but also a number of coloured ones which he has to incorporate with wisdom and skill. The chieftain is not to notice if any of the builders use any blocks in "their" own colour. Once a block has been set, the chieftain moves forward by up to 4 squares. If he lands on a particular square from which he is able to see any coloured blocks, the corresponding player is awarded a number of penalty points from the counting board. Once the blocks have all been used, the player with the lowest number of penalty points is the winner of the game.

GAME PLAN AND COUNTING BOARD

There is a square playing area consisting of 8 x 8 squares in the middle of the board; this is where the pueblo will be constructed during the game. The chieftain moves along a walkway that encircles the playing area. Penalty points are recorded on a counting board with 100 squares. If a player receives more than 99 penalty points during a game, he goes back to 0 and then adds 100 to the figure at the end.

PREPARATION

The game board and counting boards are placed next to each other on the middle of the table. The chieftain is put on one of the corner squares of the walkway. The players choose a colour and place the corresponding counter on the "0" square on the counting board.



Depending on the number of players in the game, they receive the following building blocks:

Number of players	Block colours	Number of coloured blocks	Number of neutral blocks
2	red, blue	8	7
3	red, blue, green	6	5
4	red, blue, green, violet	5	4



Example. materials for 4 players

Each player places his coloured and neutral building blocks in a group and places them on the table in front of him. A group always consists of 2 building blocks – a **coloured** one and a **neutral** one. Each player keeps one of the coloured blocks in front of him.

The white marker is placed to one side for now, as it is not required until the chieftain takes his final walk around the site. The order of play cards and cult sites remain in the box, as they are only used in the "Pro" version of the game.

- ◆ The players can choose the height and shape of the pueblo, which is to say that the building blocks may be placed however they like – provided they observe the rules.
- ◆ The players may turn and tilt the building blocks in any way they like.
- ◆ **All three square surfaces** on a side of a building block must be in contact with others, either on the game board and/or on other building blocks.

PLAYING THE GAME

The youngest player goes first, and then the others follow, playing in a clockwise direction. The player whose turn it is **must** do the following two things in this order:

- 1) use one coloured or neutral block from his own stock
- 2) move the chieftain along up to 4 squares and issue penalty points.

BUILDING

The following rules apply for building:

- ◆ The building blocks may be placed anywhere inside **the 8 x 8 grid** on the game plan. Building blocks of different colours may touch each other.
- ◆ **One building block** from the player's own stock must be used in each turn.
- ◆ The single coloured building block that is in front of each player at the beginning of the game must be used first.
- ◆ If a player begins with a new building block, he has to decide whether to use the coloured or neutral one first. He must **then** use the remaining building block before going on to use another one.



*The building blocks are **all** the same shape. Each side has 3 square "surfaces". The illustration shows the 3 surfaces on the stepped front and the level right-hand side.*

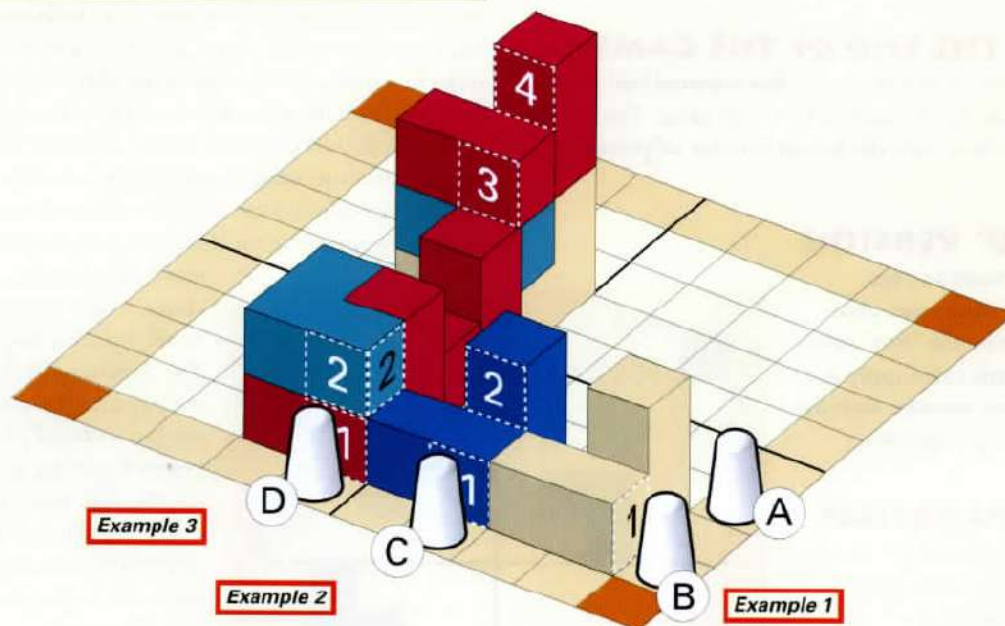
MOVING THE CHIEFTAIN AND AWARDING PENALTY POINTS

Once a player has used a building block in the construction, he can decide how far the chieftain should advance and moves the chieftain clockwise along the walkway by **1, 2, 3 or 4 squares**. Once the chieftain is on the last square in this move, the players check to see whether he can "see" any **coloured** building blocks, looking straight ahead to the building row of the pueblo. All of the players whose building blocks are in the chieftain's sight, regardless of distance and level, are given **penalty points**.

Penalty points are given as follows: one visible square surface on the first level costs a player one penalty point, two on the second level, three on the third and so on.

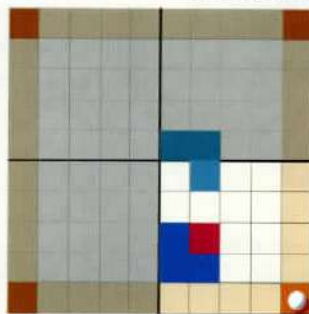
Example 1: The chieftain is moved two squares, from A to B. He can see a neutral square surface on the first level, and a green square surface on the second. Green is given two penalty points.

Example 2: The chieftain is moved from B to C, passing along four squares. He can see one square blue surface on the first and second levels, which results in $1 + 2 = 3$ penalty points.



Example 3: The chieftain is moved two squares, from C to D. He can see one square red surface on the first, third and fourth levels, and one green one on the second level. Red receives $1 + 3 + 4 = 8$ penalty points, and green 2 penalty points.

The game board is divided into four quarters. If the chieftain is moved into a corner square, he views the **corresponding quarter** from above. Every player with coloured building blocks that the chieftain can see from above is given one penalty point per surface. Nothing happens if the chieftain moves to a random square from where he is unable to "see" any coloured building blocks, and the next player continues with the game.



LAST ROUND AND THE END OF THE GAME

Once the last player has played his last move and the pueblo is complete, the chieftain takes his last walk around it. The white marker is placed on the square where the chieftain is standing. Starting with the next square and moving in a clockwise direction, the chieftain checks **every square** to see whether any penalty points need to be issued. The game is over when the chieftain is back on the marked square, checking this one again to see if any points need to be handed out. The winner is the player with the lowest number of penalty points.

"DEMOLITION"

The "Demolition" version can be played with both the basic and the "Pro" version of the game. The chieftain has completed his last inspection and is now back on the marked square. The marker is taken out of the game. The player who moved first now begins to demolish the pueblo. During the demolition process, a turn consists of the two following activities:

Example: The chieftain is on the bottom right hand corner (please show clearly). He can see the bottom right hand quarter: blue gets 3 penalty points, green and red 1 each.

♦ **Remove 1 building block from the game board**

No other building blocks may be moved when one is removed from the game.

Players may only remove building blocks in *their own colour* or *neutral*.

Note: If a player has no building blocks left on the game board, he is not permitted to remove a neutral one either.

♦ **Moving the chieftain 1 to 4 squares and apply penalty points**

The same rules apply as in the basic version.

A player must move the chieftain, regardless of whether or not he can remove any building blocks.

THE END OF THE GAME

The game is over when the *last coloured* building block has been removed from the game. The winner is the player with the lowest number of penalty points.

"PRO" VERSION

If you want an even greater challenge, play Pueblo by the "Pro" rules. The same rules apply as in the basic version, with the following additions.

PREPARATION

Irrespective of the number of players, each player puts 2 groups (= 4 building blocks) to one side. These are used in the second part of the game.

This is when the order of play cards and cult sites are used. The players agree the number of cult sites to be used and where they will go. The level of difficulty is determined by the number and position of the cult sites. Building blocks may *not* be placed on a cult site.

PLAYING THE GAME

Auctioning the order of play cards

Use as many order of play cards as there are players. If there are three players, remove card number "4" from the game.

The order of play is auctioned off *twice* during the game:

- ♦ once at the beginning of the game, and again
- ♦ when the players have used all of the building blocks in the first part of the game.

The building blocks that had earlier been placed to one side are given to the players after the second auction.

Note: If playing the "Pro" version to "Demolition" rules, the order of play is auctioned for a third time before demolishing.

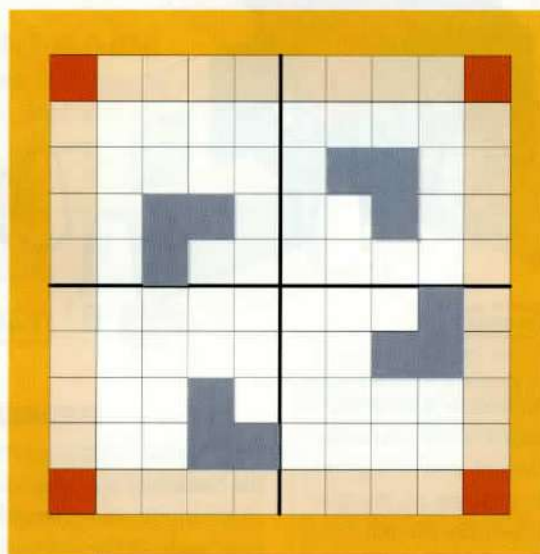
The auction

Players bid for the order of play in a clockwise direction. The tallest player goes first and bids his stake in penalty points. The other players can now beat or match his offer. If one of the players passes, he is not allowed to return to this auction. The players carry on bidding until all but one has passed. This player now takes an order of play card and places it face up on the table in front of him. He

moves his number token along on the counting bar by the number bid.

The person to the left of the person who auctioned the last order of play card begins by giving a new bid for the next order of play card. The player who receives the last order of play card is not given any penalty points.

If the first player passes at the beginning of the auction and all the other players do too, the first player takes an order of play card without receiving any penalty points.



Example of a game with cult sites

The player who holds order of play card no. 1 goes first in each round, followed by the player with card no. 2 and so on.