



English

MacRobber - A Game by Ralf Burkett for 3-5 players

The Highlands - an open and rough land with brave men who can throw tree trunks and big rocks. No question, we are in Scotland where every proud clan not only needs a strong castle but



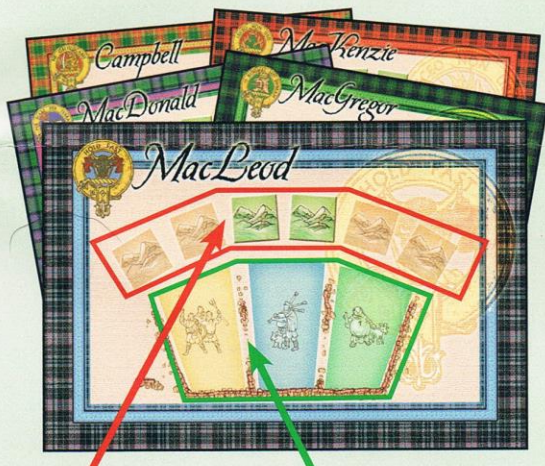
also believes that the fattest cattle are to be found at their neighbours'. Nobody is spared when fighting for honour and status, every one seeks to finish the game as the most successful clan chief.

Game contents

- 67 playing cards - with values of 1 to 4; the clans use these to launch raids.



- 5 clan boards - showing the court and estates of players.



Estates: Each player begins with 2 estates and can acquire up to 4 more during the game.

The court of a player holds his warriors (yellow), bagpipe players (blue) and monks (green).

- 5 clan coats of arms - to mark the number of victory points.



- 1 game board - showing a counting row in the margin.

Starting positions of the clan coats of arms are determined by the number of players.



Red area: The game can end when a player reaches this area.

- 25 estates (land) - which have numbers on the reverse between 30 and 42.



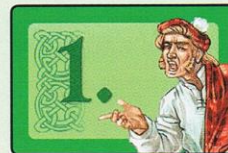
- 86 action tokens - (29 x yellow, 27 x blue, 20 x green, 10 x red)

- 1 cloth sack

- 5 overview maps

- 1 marker "player begins"

- 1 marker "largest following"



- 1 set of rules



Object of the Game

Become the most powerful clan chief and expand the property of your family. By acquiring estates, castles and cattle you can succeed quickly. But no one is safe from the raids of other clans: only one chief can rule all!

Preparing to Play

Each player receives the clan board of his choice and places 4 warriors (yellow cubic token) and 2 bagpipe players (blue token) on the corresponding spaces on his/her court. In addition, each person receives 1 head of cattle (red token) to be placed on one of the two estates.

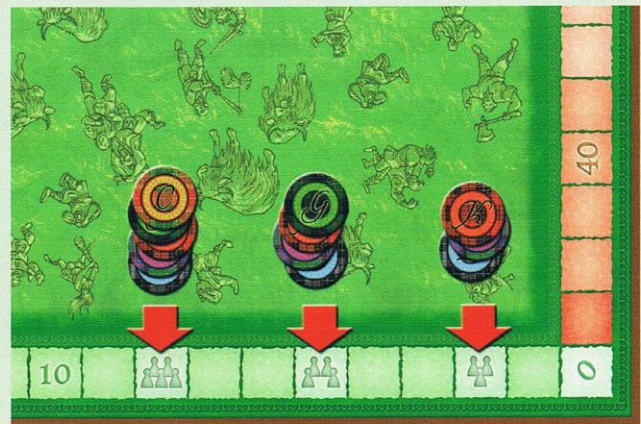
The game board is placed in the middle. Depending on the number of players the clan coats of arms are placed on square 2 (with 3 players), square 5 (4 players) or on square 8 (5 players) of the numbered margin.

The estates are mixed and placed with the numbered side face down in the centre of the game plan.

With 4 players 4 yellow and 2 blue tokens are taken out of the game, with 3 players it's 8 yellow and 4 blue tokens. The remaining tokens are placed in the sack.

The playing cards are mixed and each player receives 4 cards dealt face down, which are held in the hand. The remaining cards are placed in a deck face down.

Starting position of the clans



5 players, 8 points 4 players, 5 points 3 players, 2 points

Playing the Game

A player is given the marker „player begins“. Several rounds are played clockwise. In every round every player takes a turn. Each turn involves the following 3 phases:

- Phase 1: Take an action token
- Phase 2: Choose an action/actions and execute
- Phase 3: Raid or exchange cards

After each player has had one turn the scores are totalled up and the beginning player changes.

- Scoring and beginning player change.

■ Phase 1: Taking an Action Token

The player whose turn it is to begin takes 6 tokens from the sack. These tokens form his starting status.

■ Phase 2: Choose an Action/Actions and Execute

The player chooses – depending on his starting status – one or two actions which he executes. The following must be observed:

- In total he may only use a **maximum of 4** of the 6 tokens drawn
- During one turn the player may **not repeat any action**
- Should he choose the action „bard“ he may **not execute a second action**.
- **The last player** in the round may only execute one action.



Note: The last player's action may be the „bard“.

Depending on the action chosen the tokens used are to be placed on the player's own free estate, his own court or back in the sack. Tokens on estates or in the court can be worth victory points when counting up scores (see *Scoring and Beginning Player Change*).

When a player has executed his actions the unused tokens are placed back in the sack.

Below is a list of all the possible actions and the corresponding colour combinations.

 **Cattle**

1 red action token (1 head of cattle) is placed on a player's own free estate. Should no estate be free this action may not be executed.



 **Castle**

2 blue action tokens (1 castle) are placed on a player's own free estate. This action may not be executed should no estate be free.



 **Abbey**

3 green action tokens (1 abbey) are placed on a player's own free estate. This action may not be executed should no estate be free.



 **Warriors**

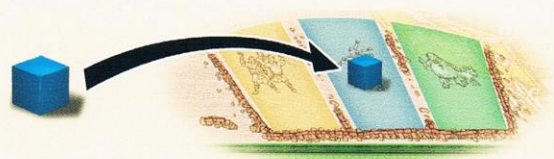
1 yellow action token (1 warrior) is placed in a player's own court on the yellow space. Any number of yellow tokens may be placed here but **at least 3** must remain at all times. For every warrior a player receives 1 **playing card in his hand**. Should the number of warriors change so must the number of cards be changed immediately and correspondingly.



*Note: 3 warriors guarantee the permanent capacity to raid or to defend against raids (see *Raiding or Exchanging Cards*).*

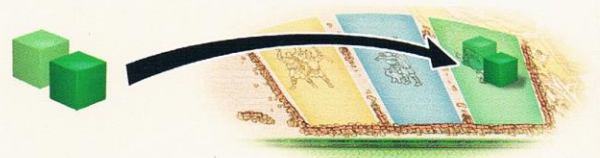
 **Bagpipe Players**

1 blue action token (here: 1 bagpipe player) is placed in a player's own court on the blue space. Any number blue tokens may be placed here. Bagpipe players may be used when raiding, they **improve the combat strength**.



 **monks**

1 or 2 green action tokens (monks) are placed in a player's own court on the green space. Any number of green tokens may be placed here. Regardless of whether a player uses 1 or 2 monks, it counts as one action.



Bard

1 blue action token from the starting status (here: bard) is placed back in the sack. The player may now remove up to **any 2** tokens of his choosing – but of different colours – **from the court** of any fellow player. At least 1 token is placed in the sack, the other is placed on the player's own court in the corresponding space.

N.B.: Every player must have at least 3 warriors (yellow tokens). A bard must also respect this limit.

or Estate

1 yellow and 1 red action token or 1 yellow and 2 green action tokens are placed back in the sack. In contrast to all other actions a player may also take tokens from his own court and place them in the sack.

The player takes an estate from the central deck and places it on a corresponding empty space on his clan board. During a game players may acquire a maximum of 4 estates. (Therefore, in total, any player may finish with 6 estates).

Either 1 head of cattle or 1 castle or 1 abbey may stand on an estate.



Note: The bard is, along with successful raiding, the only way to alter the board of a fellow player.



Note: As the acquisition of further estates is very important, a rule has been introduced at this point, the required combination of action tokens can be „paid“ in full or in part from a player's own court. HOWEVER: tokens from estates may not be used!

Phase 3: Raiding and Exchanging Cards

The player may raid a fellow player who must defend himself.

Raiding

- Each raid consists of **3 rounds of combat**.
- In each round the attacker lays out one of his cards face down. He may then directly lay one of his bagpipe players on the card. A **bagpipe player raises the value of the card by 1**. (*A maximum of 1 bagpipe player may be used with each card.*)
- The **defender** then lays out one card, he may also raise its value with one bagpipe player from his court.
- After both players have laid their cards the cards are turned face up. The higher value (including any bagpipe players) wins that round of combat. Should the values be equal the round of combat ends as a draw. Set bagpipe players are placed back in the sack, the laid cards are placed in the return deck.
- Whoever can win most of the three combat rounds has successfully raided or successfully defended against a raid.



combat value of card = 3

Bagpipe player increases value by 1;

total combat value of card = 4

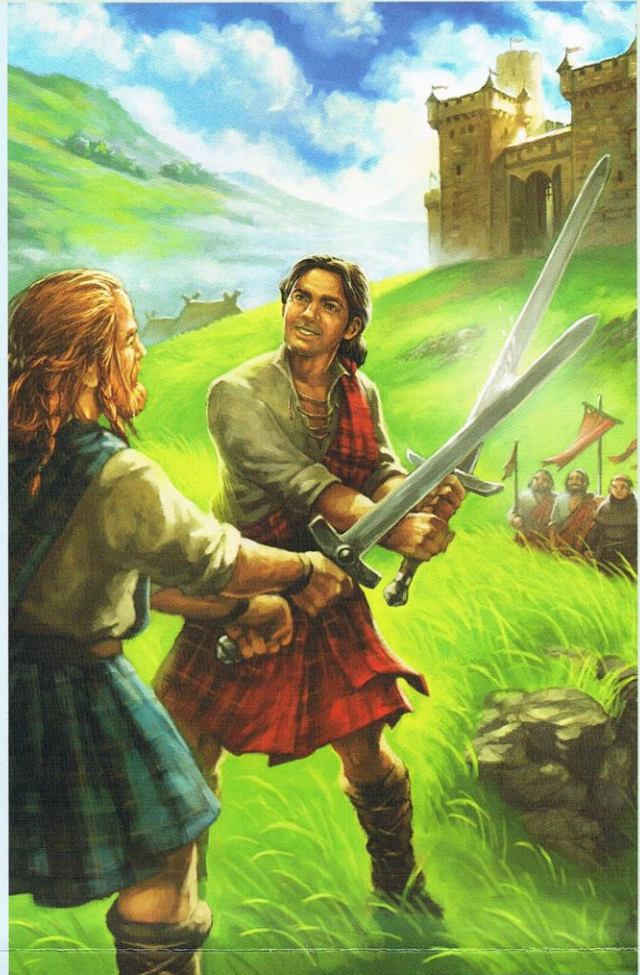
Effects of Raiding

- Should the **attacker** succeed he receives 1 victory point and may remove a castle or an abbey from the estates of the unsuccessful defender or steal a head of cattle. Should the attacker have a free estate, he can place the head of cattle on it, if not, the red action token (as with the tokens for a castle or an abbey) is placed in the sack.
- The attacker will receive 2 victory points if the defender has neither cattle, nor castles, nor abbeys.
- Should the **defender** win he receives 2 victory points. The attacker loses 1 victory point.
- If the combat ends in a **draw** the attacker receives 1 victory point. Thereafter, both players draw 5 cards from the deck and lay any 2 back to the return deck.

No Raiding and Exchange of Cards

Should the player not raid he may throw 3 of his cards and draw a corresponding number of new cards from the deck.

The player has now finished his turn and it is the next player's turn. Should every player have had a turn it is time for



■ Scoring and Change of Beginning Player

For scoring purposes the individual action tokens on the clan boards are counted:

■ Yellow tokens

The player with the **most yellow** stones receives the marker “largest following”.

When several players have the same highest number of yellow tokens, the one with the most tokens in total on his court receives the marker. If this still results in a draw the marker stays with its current owner, even if that player does not have the most yellow tokens.



During phase 1 the player with the “largest following” can place any number of drawn tokens back in the sack and draw a corresponding number of new tokens.

Wertung	Scoring	Marquage	Waardering
■	1.->	■	■
■	1.->+3 P. 2.->+2 P.	■	■
■	1 P./ 1.->+2 P.	■	■
■	■ - ■ = x P.	■	■

P. = Punkte / points / points / Punten

Most yellow tokens = marker “largest following”

*Most green tokens = 3 points
2nd highest number of green tokens = 2 points*

*Red tokens = 1 point each
The highest number of red tokens = + 2 points*

Player's own blue tokens - red tokens of fellow player with most cattle = number of points

Note: The player with the “largest following” therefore has the possibility to change and/or improve his starting status before choosing an action to take.

Green tokens

The player with the **most green tokens** receives **3 victory points**, the one with the **second highest number** receives **2 victory points**. If there is a draw then the respective players each receive 1 victory point.

Red tokens

Every player receives 1 victory point for each head of **cattle**. The player with the **most red tokens** receives an **extra 2 victory points**. If there is a draw then **no player** receives extra victory points.

Blue tokens

The players count up the number of blue tokens on their courts and estates. Subtract from that the number of cattle held by the player with the most cattle.

If the **difference is positive**, this gives the **number of victory points** to be received. If the difference is zero or negative, no victory points are given to those players for the blue tokens.

Change of Beginning Player

When each player has marked his victory points on the counting margin one estate is removed from the common deck face down and **taken out of the game**.

If in this round at least one player has reached the red area of the counting margin the removed estate is turned face up. This can lead to the end of the game (*see End of the Game*).

If the game is not over the marker **“Player Begins”** is passed to the left neighbour of the former beginning player. He begins the next round.

Example: When several players have the same highest number of green tokens they each receive 1 victory point. In that case no points are awarded any players with less green tokens. If there is only one player with the highest number of green tokens and several players with the second highest number, the first player is awarded 3 victory points, the other players each receive 1 victory point.

Example: Ralf has 3 bagpipe players (= 3 blue tokens) on his court and 2 castles (= 4 blue tokens) on his estates. Peter has the most cattle, i.e. 3 (red tokens). Peter's 3 red tokens are subtracted from Ralf's 7 blue tokens. This gives Ralf 4 victory points in this round for his blue tokens.

Peter has only 3 blue tokens. Take from this the number of red tokens of a fellow player (not Peter) with the most cattle. (It is known that Peter has the most cattle but that is ignored when calculating his blue token victory points).

Of Peter's fellow players Uwe has the most cattle, i.e. 2 red tokens. Therefore, Peter is awarded 1 victory point for his blue tokens in this round.

End of the Game

The game can end in two ways:

- If at least one player has reached the red area of the counting margin the estate drawn following scoring is turned over. If the **number on the underside** of the tile is **less than or equal to the number of victory points** of the lead player the game is over directly. The player with the most points is the winner. If two or more players have the same number of points it ends in a draw.
- If any player **cannot draw 6 tokens** from the sack the game is over directly. The player with the most victory points is the winner. If two or more players have the same number of points it ends in a draw.

