

WHERE ARE YOU, BORIBON?



2 GAME VERSION

For 3-year-olds and above

For 2-4 players, 10 minutes

Game contents

20 location cards

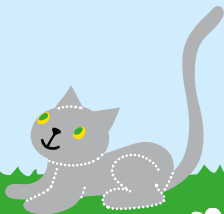
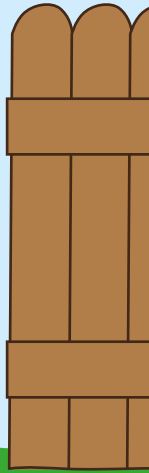
(10 with flowers, 10 with mushrooms)

4 wooden discs

4 stickers

1 dice

3 stars



HIDE AND SEEK

Competitive game




The aim of the game

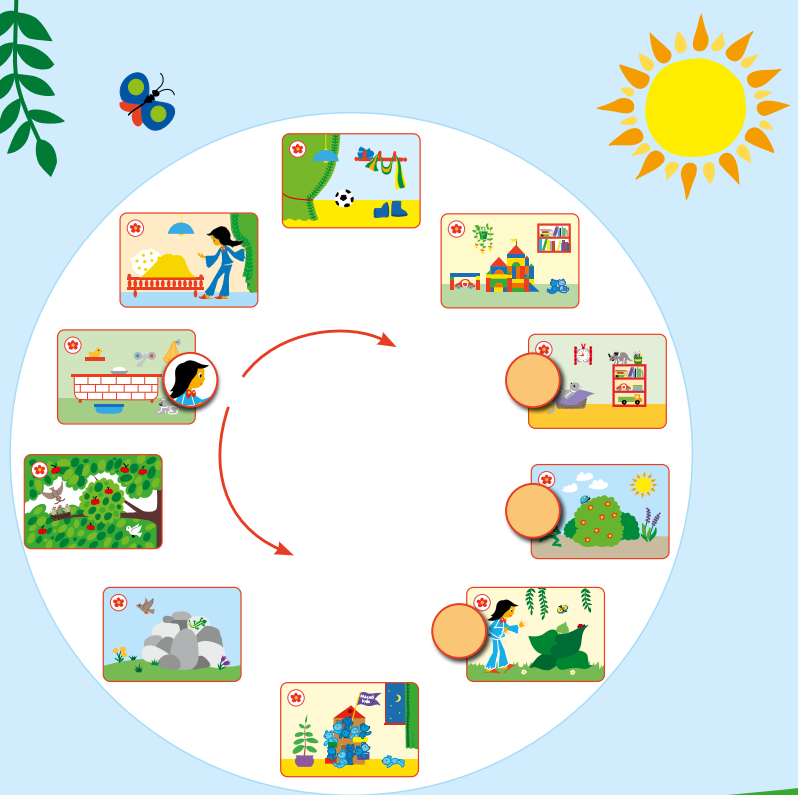
Annipanni wants to find Boribon, but Boribon tries to hide from her until the end of the game with the help of Sniffy and Cat.

Preparing to play

Before the first game, stick the stickers onto the discs.



- Place the 10 floral () location cards face up in the centre of the table. If you have Annipanni, put her anywhere on the table with her picture facing up.
- If you have Boribon, place the other three pieces face down on three cards. There have to be 3 blank cards between Annipanni and the pieces facing down.
- Before putting them down, look at them secretly so that only you know which piece is Boribon!



How to play

The player with Annipanni starts the game.

- Roll the dice and move as many squares as shown on the dice in either direction. You cannot change direction while moving!
- If, after your move, you have stopped on a card that has the other player's overturned piece on it, then you can flip it over and look at it.
- If the figure is Boribon then Annipanni has won!
- If it is Sniffy or Cat, turn the disc back over.

Next comes the player who is with Boribon and his friends. Throw the dice and then decide which piece you would like to move and in which direction. You can't change direction while moving either!

Watch out! You can't step on the card that Annipanni is on, because if you do then Annipanni can immediately turn it over and find out who it is!

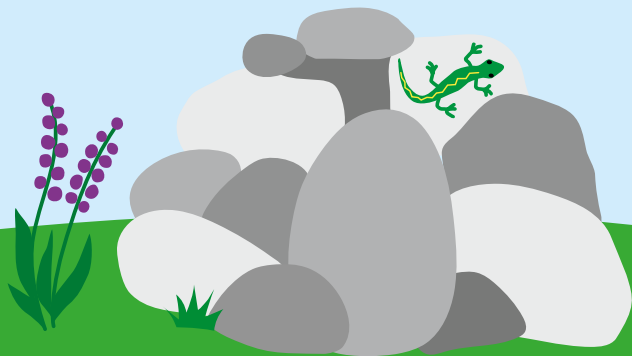
If both players have thrown—so after Boribon's move—turn over a location card (one after another in sequence, one in each round) and then start a new round! Even if you have a piece on it, turn the card over, and of course later you can also move on to the overturned card.

The end of the game

- If Annipanni finds Boribon before all the location cards are overturned then the game is over and **Annipanni wins**.
- If Annipanni can't find Boribon by the time the last location card is turned over, then **Boribon wins!** (The game ends as soon as the last location card is turned over, Annipanni can no longer throw.)

Extension: best of three

If you would like to play for a little longer, take the three little stars out of the box. Let's play three rounds and always give the winner of each game one star! Whoever wins more stars wins overall!



CATCH

Cooperation game

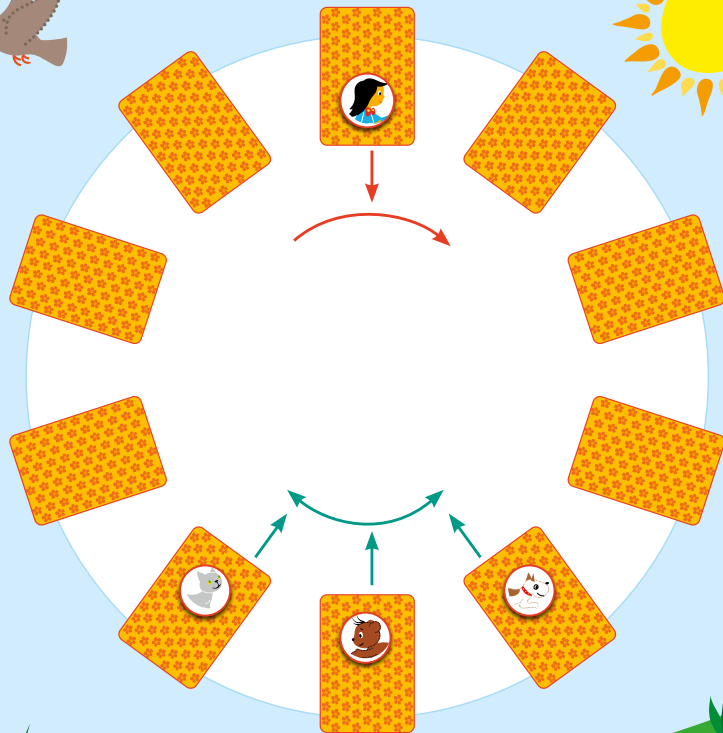
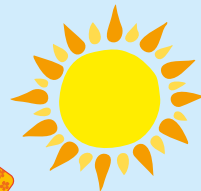
2-4
players

The aim of the game

Annipanni is the catcher, and the players run away with Boribon and the others, and if Annipanni doesn't catch Boribon by the end of the game, they win.

Preparing the game

- Before the first game, select the ten location cards marked with a MUSHROOM (🍄) Take a good look and try to memorize them. You will find a small picture of every card at the end of the booklet. During the game, feel free to put the pictures in front of you to help you remember the cards!
- Shuffle the location cards and set them down in a circle with the picture turned downwards. Annipanni Boribon and the others are placed on the cards face up as shown.
- The players are all with Boribon and his friends and they also move Annipanni together according to the rules.





How to play

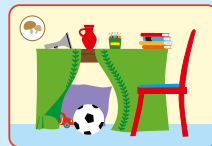
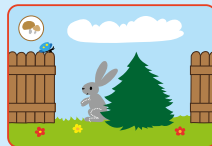
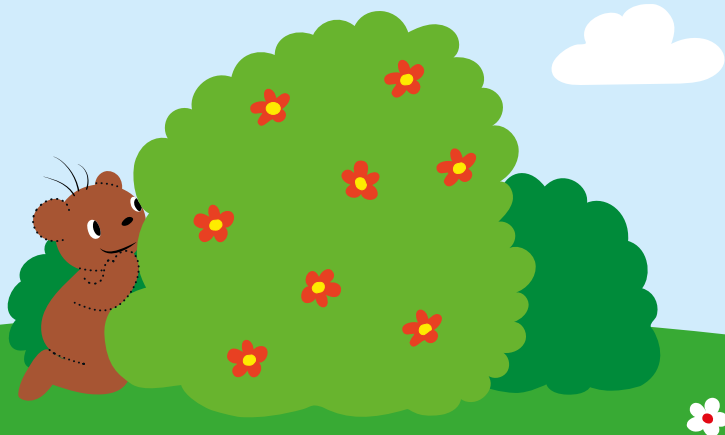
- Annipanni has the first move. The players throw for her and she moves clockwise. When Annipanni lands on a card that is still face down, it must be turned over - even if there are other players on it.
- If Annipanni steps on a square on which Sniffy or Cat stand, she has caught them, so they must be turned over, and you cannot then move with them. It's important that Annipanni also remains on this field, even if she still has a move—that way Sniffy and Cat can slow her down while Boribon runs away.
- If Annipanni enters a square that Boribon is on, she has caught Boribon and the game is over, Annipanni has won!
- If Annipanni enters a square that Boribon is on, but Sniffy or Cat are also there and haven't been turned down yet, Boribon will still escape because Annipanni catches Sniffy or Cat. Whoever she catches will be turned over.
- The next player then throws for Boribon's group as well. You can move with any piece that hasn't been turned over yet (Boribon, Sniffy, Cat) in any direction. Players can discuss what to move, but the moving as such is the task of the person who threw in each round!

- If Boribon, Sniffy or Cat steps on a card that is still facing down, you can guess which location it is. If you guess it correctly the card stays turned face up. If you don't, it must be turned back.
- If you move onto a square where one of the other players is face down, turn them back and you can move with them again from the next round.
- Boribon cannot enter a square where Annipanni is standing because then Annipanni will catch her and the game is over. Sniffy or Cat can step on the card that Annipanni is standing on, but then Annipanni catches them, you turn them over immediately, and they can't stop Annipanni from moving on to the next round.



The end of the game

- The game lasts until Annipanni catches Boribon OR you turn over the last location card.
- **You win** if Annipanni doesn't catch Boribon before you flip the last location card! When only one card hasn't been flipped yet, it's enough for Boribon's group to pass the card, they don't have to land on it in order to flip the card over.
- **You lose** if Annipanni catches Boribon, that is if she lands on the card that Boribon is standing on.



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The game was devised by © Lencse Máté

© Marék Veronika based on the Boribon series

Graphics: Gabriella Kelényi

Not suitable for children under 3 years of age!

Place of production: EU

