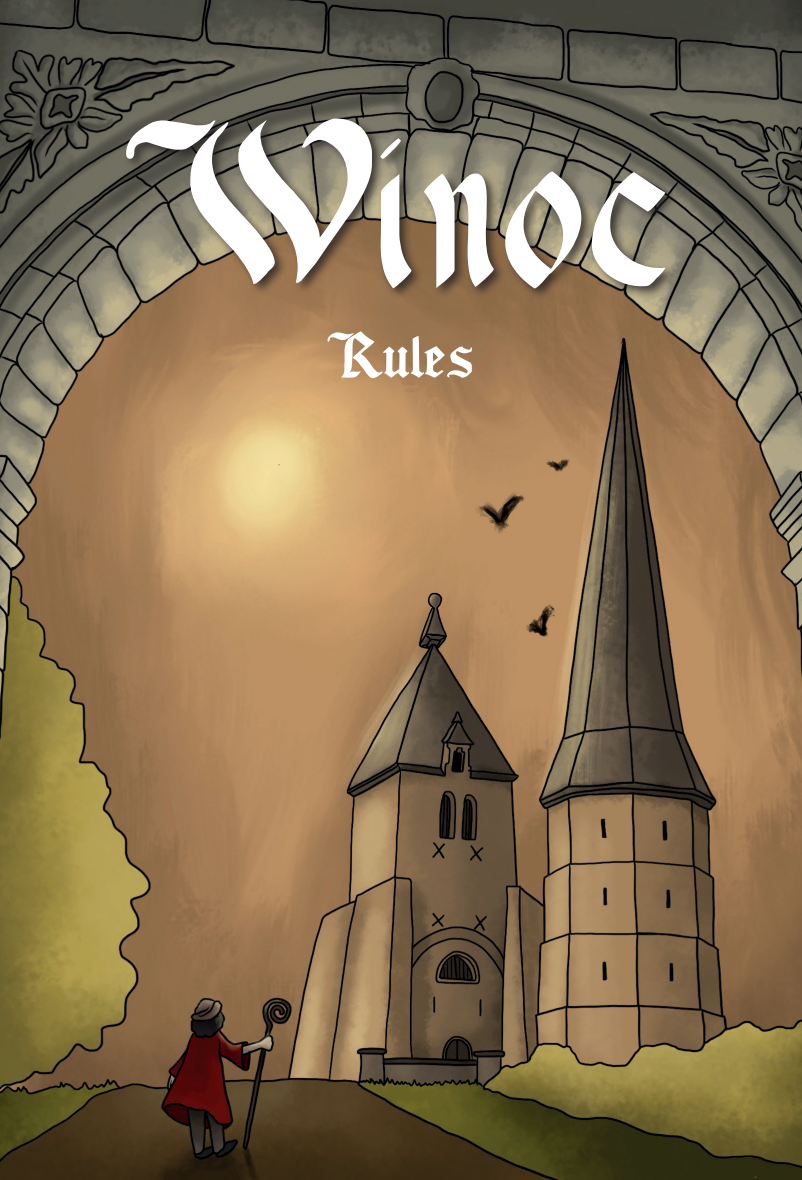


Winoc

Rules



Material

- 1 board

- 16 2 sided tokens called «Pavement»



- 4 players tokens called «Guard»



- 4 «Fortress» tokens



- 1 rules book

Objective

To be the first to arrive at his **Door** with his **Fortress**.

Set up

- Place the board in the center of the playing area.
- Place the **Pavement** tokens downtown.

- Place **Guards** on the **Doors** corresponding to their color:



1- The yellow **Guard** on the Cassel **Door** with the yellow flag.



2- The white **Guard** on the Bierne **Door** with the white flag.



3- The green **Guard** on the Dunkirk **Door** with the green flag.



4- The red **Guard** on the Hondschoote **Door** with the red flag.

- Place **Fortresses** on the **Doors** opposite to their color:



1- The yellow **Fortress** on the Dunkirk **Door** with the green flag.



2- The white **Fortress** on the Hondschoote **Door** with the red flag.



3- The green **Fortress** on the Cassel **Door** with the yellow flag.



4- The red **Fortress** on the Bierne **Door** with the white flag.

- Identify the first player with you own technique.

Bierne Door



Direction Northern Road

Cassel Door



Dunkirk Door



Direction Southern Road

Hondschoote Door



The compass rose shows the order of play.

Game Round

The active player chooses a **Road** without any **Pavements**, then:

- He chooses a **Pavement** from the Downtown area and flips it and places it on the chosen **Road**.
(action 1)
- If the **Pavement** is a neutral **Pavement**, the player goes to the “End of the round” phase.
- If the **Pavement** is a **Pavement** already present on the chosen **Road**, the player goes to the “End of the round” phase.
- Otherwise he repeats the action 1.

End of the round

- If the **Pavement** is already present on the chosen **Road**, this **Pavement** is placed on the other **Road** without being flipped. If this **Pavement** is already present on the other **Road**, both **Pavements** go back to the Downtown area without being flipped.
- The active player chooses one of the two **Roads** and move his **Guard** the number of spaces (towers and gates) corresponding of the number of **Pavements** on it following the movement direction of that **Road**.
- A movement must be complete without changing direction.

- The **Road**'s chosen **Pavements** go back to the Downtown area without been flipped.
- The player on the left of the active player moves his **Guard** following the same movement rules. Then the next player and the last player as the **Compass rose** indicates.
- The player to the left of active player then becomes the new active player and start a new round.

Specific cases

Winoc

If a **Road** has 6 **Pavements** then, the active player has made a “Winoc”.
The active player moves his **Guard** on the tower or the door of his choice.
All the **Pavements** from both **Roads** go back to the Downtown area without being flipped.

Removal

If a **Guard** finishes his move on a tower occupied by another **Guard**, this other **Guard** is sent to the closest **Door**.

Door

A **Door** is a refuge and **Guards** present on a **Door** may not be removed.

A **Door** counts as a tower during a movement.

2/3 players Game

Guards without players move normally.

Those **Guards** are moved by the active player.
Those **Guards** do not naturally flipped any Pavement.

Those **Guards** can remove and be removed.
Because of that **Guards** can win the game.

To win

The **Guard**, with the **Fortress**, must finish its move on a **Door**.

If the active player must move his **Guard** more than the necessary number, the **Guard** continues on his way!



Set up

It is the same as the classic game.

Fortress tokens are not used.

Guards without players are not used.

The **Southern Road** is not used.

Objective

To be the first to go around the city wall and to come back to his own **Door**.

Game Round

The player goes on the **Northern Road** then:

- He chooses a **Pavement** from the Down town area and flips it to the **Road**. (action 1)
- If the **Pavement** is a neutral **Pavement**, the player goes to the “End of Round” phase.
- If the **Pavement** is already on the **Road**, the player goes to the “End of Round” phase.
- Otherwise he repeats the action 1.

End of Round

The active player moves his **Guard** the number of spaces corresponding to the number flipped on the **Northern Road**. Those **Pavements** are returned to the Downtown area.

The player to the left of the active player becomes the new active player.

Specific cases

Removal

The removal doesn't happen in the junior version. Several **Guards** may be on the same tower.

Door

A **Door** counts like a city wall tower during a movement.

To win

The **Guard** must finish his move on a **Door**. If the active player must move more than the necessary number, the **Guard** goes back as many spaces as needed!

For more information, see the video explanation, on our web page:

www.familyjeux.com

FAMILY JEUX

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