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# Ce rêve est devenu réalité !

Chantal et François ont créé l'Escale à jeux en 2013. Depuis l'été 2022, Isabelle et Raphaël leur ont succédé. Ils vous accueillent à Sologny (Bourgogne du sud), au cœur du Val Lamartinien, entre Mâcon et Cluny, à une heure de Châlon-sur-Saône ou de Lyon, une heure et demi de Roanne ou Dijon, deux heures de Genève, Grenoble ou Annecy et quatre heures de Paris (deux heures en TGV).

L'Escale à jeux est un ludogîte, réunissant un meublé de tourisme ★★★★★ modulable de 2 à 15 personnes et une ludothèque de plus de 9000 jeux de société.

Au total, 320 m<sup>2</sup> pour jouer, ripailler et dormir.

  
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# Rock Back



The animal run on the last tickets  
For 3-6 buck-wild rockers, 8 years and up  
by Christwart Conrad

Today, the horse goes hog wild. And the deer dances with the cow. If you want to get the last tickets for the greatest animal festival ever, you have to rally strongly at the roundup. Small groups have better chances than those with many animals. And the VIP lounge is crowded with all sorts of bigwigs. So let's run and get the tickets! Soon, the „bock“ (uh, buck) will start to rock ...

## Game Materials

**50 animal cards** (10x each: deer, cow, horse, sheep, and pig with values of 1, 2, 3 (2x), 4 (2x), 5 (2x), 6, and 7)

**18 special cards:** 6x VIP pass, 6x black market, 6x porta-potty

**10 place cards**



## Set-up

For a **three-player** game, remove **one** value-3 and one value-5 animal card for each species.

- Shuffle the (remaining) animal cards. Deal out the following cards to each player:
  - ... with 3 players: 13 cards; ...with 4 players: 12 cards;
  - ...with 5 players: 10 cards; ...with 6 players: 8 cards. Leftover cards are put aside unseen.
- Now put away those cards from your hand that you don't want to use:
  - 2 cards in the game with 3, 4, or 5 players;
  - 1 card in the game with 6 players.
- Each player takes a VIP pass, a black market card and a porta-potty card and adds them to his card hand.
- Shuffle the 10 place cards, form a face-down pile and put it in the middle of the table.

## Object of the Game

Get as many animals as possible into the festival!

## Course of the Game

Reveal the top **place card**. It shows how many tickets are available for **each individual kind of animal** and for the **mixed VIP zone**.

*Example:* This place card provides tickets for 3 sheep, 15 pigs, 12 cows, and 7 deer – but no horse may enter the festival grounds. The VIP lounge has space for 9 animals of any kind(s).



In **3 steps**, you try to get your animals into the festival:

### Step 1 - Lay out one animal card

Each player plays **one animal card**, face down; then, they reveal their card simultaneously. **Don't play a special card!**

The value on the animal card indicates **how many animals** this card stands for.

### Step 2 - Play another two cards

Each player plays **two more hand cards**, face down; then, all players reveal their cards simultaneously. For this, you may combine any cards of your choice! You can play either **two animal cards** or **two special cards** or **one animal card and one special card**.

Lay out both cards next to each other in front of you, slightly separated from the card played in step 1.

What are the special cards for?

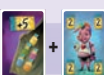
Black market cards allow for five additional tickets. VIP pass cards grant animals access to the VIP zone. And at the porta-potty, you can satisfy the urgent needs of animals played in step 1 by depositing black market tickets or VIP passes for them there. But of course, you can also simply keep the porta-potty occupied by another animal.

When you play **special cards**, the following **combinations** are possible:

**Black market card:** More tickets!

#### A. Animal black market

Black market card + animal card



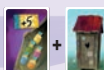
If you play the **black market card** along with an **animal card**, this species gets **5 additional tickets**.



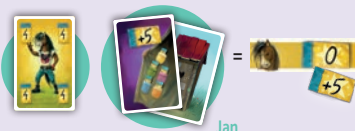
*Example:* **Anne** plays a black market card along with a pig card. Consequently, the number of pig tickets available on the place card increases from 15 to 20. If **Tim** does the same, there are even 25 pig tickets.

#### B. Black market porta-potty

Black market card + porta-potty card



If you play the **black market card** along with the **porta-potty card**, the species you have played in **step 1** gets **5 additional tickets**.

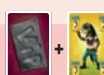


*Example:* **Jan** plays a horse card in step 1. In step 2, he lays out his black market card and his porta-potty card. This way, the number of horse tickets available increases from 0 to 5.

**VIP pass:** Join the VIP zone!

#### A. Animal VIPs

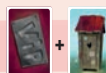
VIP pass + animal card



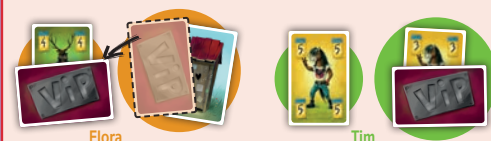
If you play your **VIP pass** along with an **animal card**, you turn the animals on this card into **VIP animals**. To indicate this, **put the revealed VIP pass (perpendicularly) across this animal card**.

#### B. Urgent VIP need

VIP pass + porta-potty card



If you play your **VIP pass** along with the **porta-potty card**, you turn the animals on the card you have played in **step 1** into VIP animals. To indicate this, **put the revealed VIP pass perpendicularly across this animal card**.

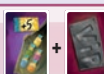


*Example:* **Flora's** deer and three of **Tim's** horses are now VIP animals. The five horses that **Tim** played in step 1 get no VIP pass; so these horses remain interested in horse tickets.

**VIP animals no longer count as animals of their species. They want (and get) no tickets for their species but exclusively tickets for the VIP zone.**

#### C. Black market deluxe

Black market card + VIP pass



If you play the **black market card** along with the **VIP pass**, you turn the animals you have played in **step 1** into **VIP animals**. **Put your VIP pass** (after revealing it) **perpendicularly** across the animal card.

On top of that, **this species gets 5 additional tickets**.



If you play the porta-potty card along with an animal card, the animal card played counts as ordinary animals.

## Step 3 - Evaluate the cards: Who may attend the festival?

First check which animals may even get as far as the **entry gate**. Do this...

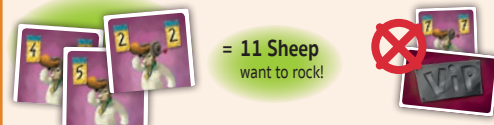
...one after another for each species:

📌 Select one species (after another).

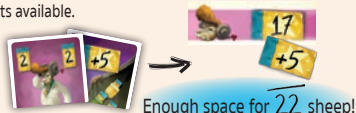
For easier handling, it's best to follow the sequence of the species on the place card.



📌 Add up all animals played (card values) of this kind. Make sure that you don't include any animals in your count that have a VIP pass on their card.



📌 Check whether the place card provides enough tickets for all animals counted of this species. Don't forget that each **black market card** played for this species makes five additional tickets available.



... for the VIP zone:

📌 Add up all laid-out animals (card values) that have a **VIP pass** on them.



📌 Check whether there are enough VIP tickets available for the VIP animals counted on the place card. Don't forget that each **black market card** played along with a VIP pass makes five more VIP tickets available.



There are two possible outcomes for each kind of ticket:

1. **Oh no! There are not enough tickets!** 📌 There are not enough tickets for the animals you have counted.

In this case, the following occurs:

The player who has played the **most animals of the counted species** has to take his cards of this kind **back into his hand**. This can be more than one player.

Now count the remaining animals. If there are still too many, the player who now has the most of them lying in front of him has to take these back into his hand. This also can be more than one player.

Now count again and continue doing so until the number of tickets for the remaining animals is sufficient. Then these animals get to the **entry gate** (see below).



**Example:** There are only 11 deer tickets for 25 laid-out deer. **Anne** and **Tim** have played the most deer (6 each) and now have to take all of them back. The remaining 13 deer are still too many for 11 tickets. So **Julia** has to take her 5 deer back into her hand. Now the 12 tickets are sufficient for the remaining 8 deer. They go to the **entry gate**.

2. **Hooray! There are enough tickets!** 📌 There are enough tickets for the animals counted of this species.

In this case continue with **admission!**

## ADMISSION (at the entry gate)

The player who **now** has the **most animals** of the counted kind laid out puts all these cards **face up** on the **festival pile** that he forms in front of him. These are the animals that the player has successfully brought into the festival!

If several players have the most animals on display, they all do this.

Each player who has the **second most animals** of the counted kind laid out turns over exactly **one** of these animal cards from his display and puts it **face down** on his **festival pile**. If he has more animals of the counted kind on display, he puts these cards aside. The number „2“ inside the star on the back indicates that a player has successfully brought 2 animals into the festival.

Other players who have (fewer) animals of the counted kind laid out have to take these animals back into their hand.



**Example:** **Julia** and **Jan** both have the most cows (6). They put them face up on their festival pile. **Anne** has the second most cows (4) and puts one of these cards face down in front of her. **Tim** takes his cow card back on his hand.

Once all species and the VIP zone have been evaluated, **the next game round** begins.

## The Next Game Round

As long as all players have **3 or more animal cards** left in their hand

- 📌 take the VIP passes and porta-potty cards you have played back into your hand (but not the black market cards).
- 📌 continue playing with **their remaining hand cards**.

Reveal the next place card and resume the game with step 1.

If there are any players who have **less than 3 animal cards** left in their hand, all players act as follows:

- 📌 count the animals in their festival pile:
  - 📌 **face-up** cards count according to their **card value**.
  - 📌 **face-down** cards always count **value 2**.
- 📌 write down the values you have reached (the number of your festival participants) on a sheet of paper.
- 📌 take all three special cards back into your hand.
- 📌 after that, shuffle and deal out all animal cards anew (as in the beginning of the game).

Then reveal the next place card and resume the game with step 1.

## Ending and Winning the Game

The game ends as soon as you have written down the values of your festival participants for **the third time**. The player who has reached the highest total has gotten the most animals into the festival; he is the winner of the game and can enjoy free lifetime admission to the annual „Rock the Bock“ festival.

