

# INFLUDANCE Classic or Muddy ride - Game rules

Get ready for a crazy muddy ride. Things will happen there of which you didn't even know a moment ago. If you like everything nicely under control, run away or this dynamic and quick game will destroy you completely.

## 1. Preparations and the aim of the game

Build a frame and fill it with four pieces of game board. You can choose from 6x6 fields for fast play or 8x8 fields option on the other side of the board. Choose the animal you are going to play and place it in a small house with its small target symbol so that it can look across the board towards the big symbol (its target field). Each animal keeps this direction with his look throughout the game, but each of them looks in a different direction, keep this in mind. The youngest player determines who starts.

## 2. Animal on turn

The player on turn must carry out a free **JUMP** to the left or right, backwards or diagonally backwards. It is not possible to move forwards, because this is what everybody wants. It is also not possible to **JUMP** on the field which is occupied by another animal. Take into consideration when making a decision, that an effect of pictured footprints will be triggered after your **JUMP**. You will **SPLASH** the animals always in the direction of their footprints leading from the mud. The **SPLASH** does not have to affect all animals. Only those animals move...

...whose footprints lead from the puddle that someone has just **JUMPED** in. The animal which is clockwise is on turn (according to the layout of start fields on the edge of the playing field) after the evaluation of all **SPLASHES** caused by one **JUMP**.

## 3. Special situations

If the footprints **SPLASH** more animals on the same field, only one of them moves so that the field will be blocked. The player who caused this situation determines which animal moves. If the **SPLASH** moves the animal out of the playing field, the footprints would lose their effect. The same rule applies with the target field of another animal or the field occupied by another one. However, this animal does not have to move within the evaluation of all **SPLASHES** caused by this one **JUMP**.

## 4. Recommended options

**Team Play:** Form pairs and choose one of the options below at the game start:  
**All or nothing** - The team wins when both animals have reached the target field.  
**White Horse** - The 1st figure on the target field gains victory for the whole team.  
**Secret Play:** Each of you will draw one of 4 cards indicating which animal you are secretly going to play. Roll the dice and choose one of the pictured animals when you are on turn. The chosen animal will **JUMP** to the left or to the right from its point of view. That means the **JUMP** backwards is not allowed in this option, in order avoiding lengthy and tricky game. The player will reveal his animal identity only when its figure reaches the target.