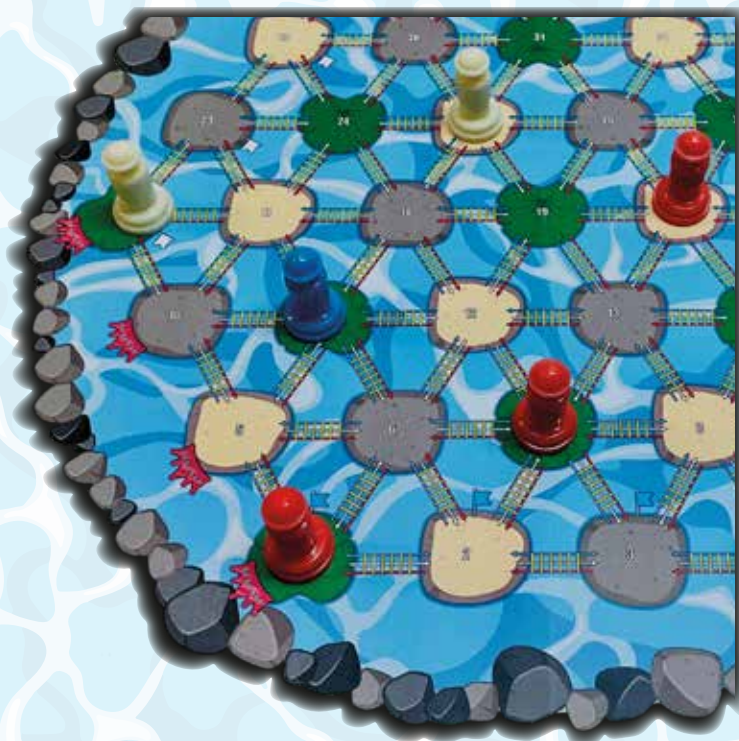


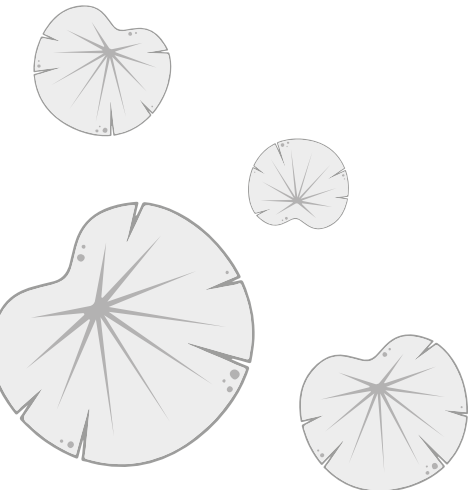
INSTRUCTIONS AND RULES

Brinca 3[®]



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DESCRIPTION AND FEATURES

PLAYERS: It can be played between three or two players.

DURATION: Maximum 40 minutes. The result is defined by points.

DIFFICULTY: Medium.

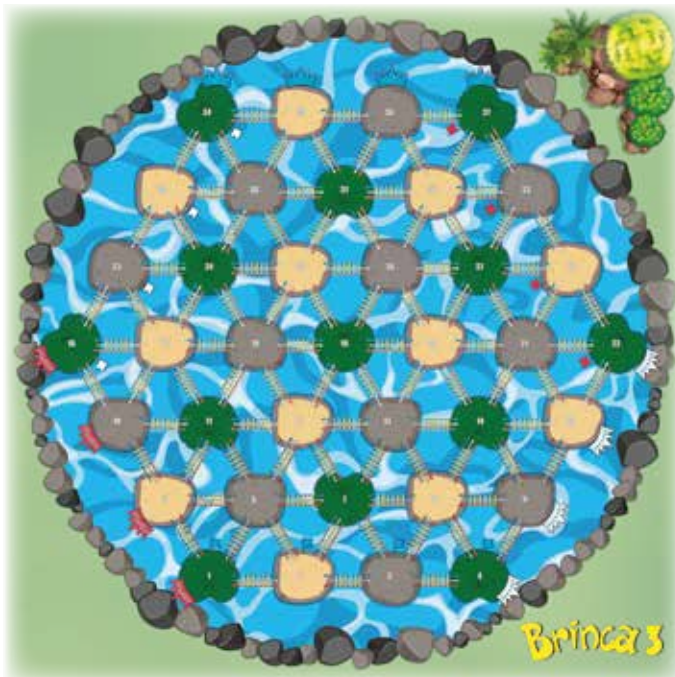
AGE: Over 7 years old.

OBJECTIVE OF THE GAME: Eliminate all of your opponent's tokens.

BOARD: Forty-three numbered squares (12 islands, 12 stones, and 13 leaves) arranged in a symmetrical hexagonal shape. The squares are connected by ladders so that tokens can be moved between them. At the base of the ladder, there are three arrows of the same color as the tokens, indicating which squares the token of the same color can be moved to.

PIECES: Four (4) for each player. A simple token is worth one point; a queen token is worth three points.

BOARD

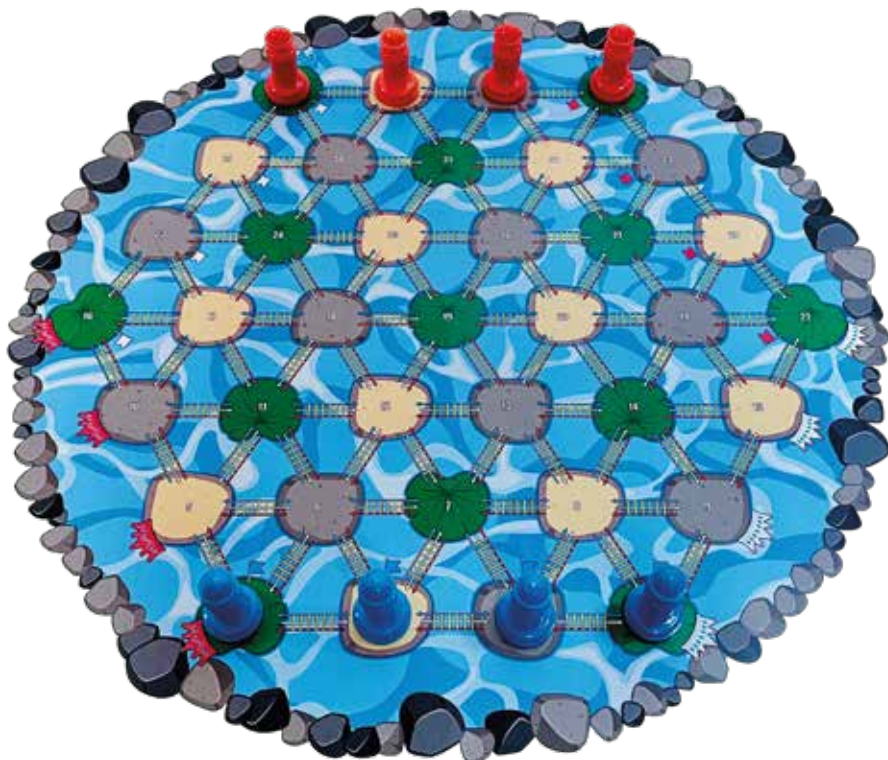


STARTING POSITION OF TOKENS FOR THREE PLAYERS



- Each player initially has four tokens.
- Each player may move two different tokens on their turn, but if they wish, they may move only one token and say "step " out loud.
- The same token cannot be moved twice on their turn.
- To determine a winner, three games must be played, alternating the start of the game.
- The player who wins two of the three games is the final winner.
- If a different player wins all three games, the final result is a three-way tie.

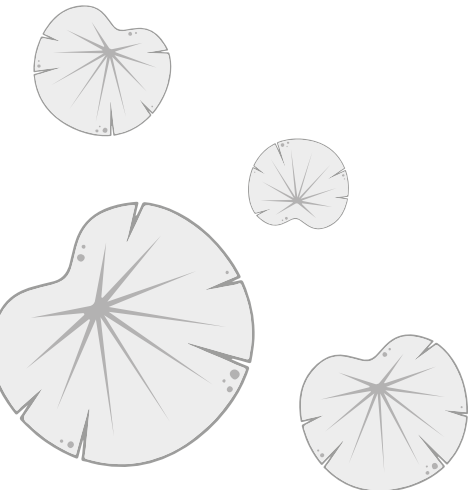
INITIAL POSITION OF TOKENS FOR TWO PLAYERS



- Each player has their starting position on an opposite side of the board. Single tokens reign on any of the four squares that were their opponent's starting position.
- Single tokens move in the direction they reign or to their sides. They cannot retreat towards their baseline
- Each player may move two different tokens on their turn, but if they wish, they may move only one token and say "step" aloud.
- The same token cannot be moved twice on their turn.
- Two matches must be played to determine the winner, alternating the start of the game.
- If there is a different winner in each match, a third tiebreaker match must be played.

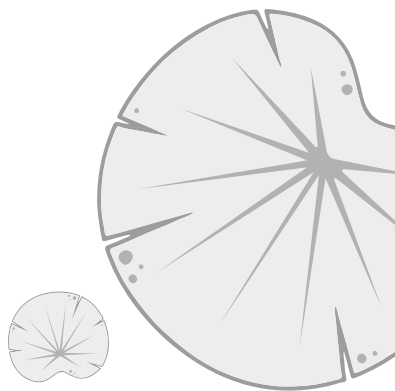
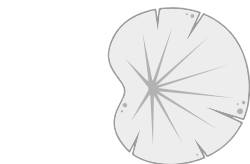
TOKEN MOVEMENT

1. A single token can only move one step (one arrow) toward the square in front of its starting position or in the direction of its sides.
2. Tokens cannot move towards their baseline.
3. To jump over an opponent's token and eliminate it, it must be on the square closest to that token, and the next square (in the jumping direction) must be empty.
4. Players cannot jump over their own tokens (they would eliminate themselves).
5. Players cannot jump over two opponent's tokens that are adjacent to each other in the same jumping direction, even even if the jumping token is a queen token.
6. A single token that reaches one of the four squares located on the opposite side of its starting position (squares with a crown) becomes a queen token.
7. The QUEEN token can eliminate opponent tokens in any of its possible movement directions. Its square does not need to be adjacent to the token to be eliminated. It can rotate to the most convenient empty square to continue eliminating opponent tokens.



RULES

1. The touched token must be played.
2. When the player releases the token, their turn to move is over.
3. When playing between two opponents, the maximum time for each player is 60 seconds to move their tokens.
4. When playing between three opponents, the maximum time for each player is 90 seconds to move two different tokens.
5. If, instead of eliminating an opponent's token, a move is made to another square, the next player can BLOW the token that did not eliminate the token (moves cannot be remade). To do so, they say "BLOWN," removing the token from the board and explaining why they blew. They then make their moves.
6. When playing between three players and there is a possibility of eliminating an opponent's token, the first move must be to eliminate the opponent's token.
7. If a player has the opportunity to eliminate several opponent's tokens and eliminates fewer tokens than they can, the player whose turn it is may BLOW the piece that failed to eliminate the most tokens. To do so, they say "BLOW," removing the token from the board and explaining why they blew. They then make their move.
8. When there are no more tokens to be taken, the game ends, and the result is decided by points.
9. A tie is decided by mutual agreement between the players. The game may also end in a tie if the game is suspended after 40 minutes and the players' scores are equal.
10. When a player, during the course of the game, realizes that their chances of winning or tying are gone, they may say "GIVE UP" and lose the game. In a three-player game, they must remove their tokens from the board.



GAME NOTATION

Moves made are recorded by entering the number of the starting square and the number of the square to which the token is moved; separated by a hyphen (-).

When playing between two or three opponents (each player can make two moves with different tokens), the two recorded moves are separated by a semicolon (;).

Letters in parentheses that symbolize game notations are:

a = blue token

b = white token

n = orange token

E = Eliminate an opponent's token

R = REIGN

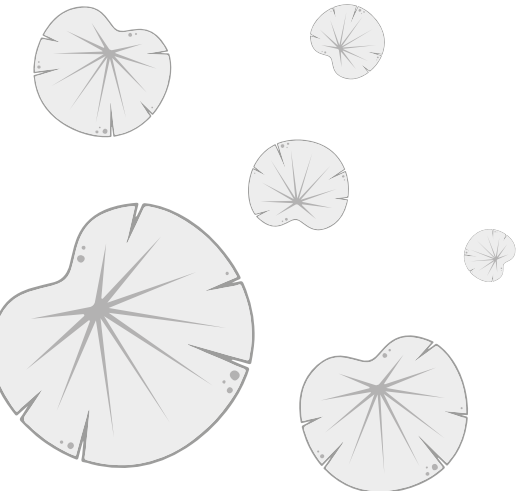
S = BLOW

P = step

Notation examples:

20,1 (Eb) (R) Means that the token on square number 20 has moved to square number 1, eliminating a white token and KINGDOM.

(21S) 22,33 It means that the player BLOW (removed from the Board) the opponent's token that was on square 21, then moved his token from square 22 to 33.



EXAMPLE OF A MATCH BETWEEN TWO

Starting position:

Blues: 1, 2, 3, 4

Oranges: 34, 35, 36, 37

GAME	BLUES	ORANGES
1	1-5 ;4-9	37-33; 36-32
2	3-8; 2-7	33-28; 32-27
3	7-13; 5-10	28-22; 35-31
4	13-19; 8-14	34-30; 31-25
5	19-26 ;10-16	25-19; 27-25 (Ea)
6	16-23; 9-8	22-15; 19-12
7	23-29; 8-13	15-9; 30-24
8	29-34 (R); 13-11 (En)	9-4 (R); 25-19
9	34-13 (En); 11-10	4-34 (Ea); 24-18
10	10-16; 14-15	18-11; P
11	15-22; P	11-6; P
12	LEAVE	WIN

EXAMPLE OF A THREE-WAY MATCH

Starting position:

Blues: 1, 2, 3, 4

Oranges: 22, 28, 33, 37

Whites: 16, 23, 29, 34

#	BLUES	ORANGES	WHITES
1	4-9; 1-5	22-15; 28-22	29-30; 23-24
2	9-8; 2-6	15-9; 22-15	24-18; 30-25
3	5-10; 6-5	9-7 (Ea); 37-36	18-19; 25-26
4	3-12 (En); 10-11	15-21; P	19-6 (Ea); 26-19
5	11-18; 5-11	33-27;36-31	19-13; 6-7
6	18-24; 11-18	21-20; 31-26	7-3; 13-8
7	18-25; P	26-19; 20-13	3-4 (R); 8-9 (R)
8	25-31; P	27-26; P	16-17; 9-5
9	31-36 (R); P	19-12; 26-19	17-30 (Ea); 4-2
10	36-37; P	12-6; 19-12	5-8 (En),8-19 (En), 19-1(En); 2-4
11	LEAVE	LOST	WON

DECISIONS, OBJECTIVES AND SUGGESTIONS

"THINK BEFORE YOU ACT"

DECISION-MAKING

- It is a deliberate cognitive process of willpower to achieve results.
- In informed situations with limited alternatives. The final result depends on the set of decisions freely made by each player, from the beginning to the end of the game.
- Making an effective decision requires rational thinking (cause and effect); but it also requires strategic reasoning (what-if), creative thinking (another alternative); and emotional management to avoid making fatal mistakes.

OBJECTIVES

1.- GAME BETWEEN TWO

- The objective should be to WIN, only if the opponent is of "lesser" or "equal" ability to play.
- The objective should be a DRAW, only if the opponent has greater playing skill. However, if the opponent makes a mistake, the objective is to WIN. .
- If the opponent's playing ability is unknown, their first moves (of lesser or greater quality than expected) reveal their playing ability. Proceed according to the previous objectives. Don't get complacent or underestimate your opponent.

2.- THREE-PLAYER GAME

- The final result is unpredictable (initially) because it depends on the competitive interactions between the three opponents. You can WIN, DRAW, or LOSE, depending on the moves made by the other two players, regardless of their playing ability.
- In the first half of the game, it is difficult to foresee or anticipate the two moves of the next opponent. But it is almost impossible to foresee or anticipate the two moves of the third player.

SUGGESTIONS

- **Don't easily exchange tokens;** each lost token means 25% less resources for each player, which favors the third player.
- **Use both moves per turn only when necessary.**
- **Don't think about play alternatives** until the other two players have made their moves.
- **Keep in mind that a token cannot move backward from its baseline;** however, it can advance and move (or retreat) laterally from its baseline (see arrows).
- **Think at least up to the second level** before moving a token.
First: What is the best move alternative?
Second: What might be the opponent's best reaction?
- **Consider the possible advantage of a combined effect by moving two tokens,** sacrificing, or protecting.
- **Identify tokens that can be blown** (lateral moves) by not eliminating an opponent's token.
- **Blow away potential opponent's tokens** before making any moves with your own tokens.
- **Manage emotions:** Don't get complacent about the joy of winning; you can lose matches that were being won.
- **If a win or a draw is no longer possible,** it's better to QUIT and avoid defeat until the last token.
- **During the game of three,** there can be "alliances" and "betrayals" in our favor or against us.



BOARD



TOKENS

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