

The maps of Huilo Huilo
 +8 years old
 1-75 players
KURRUF: THE MAP OF HUILO HUILO

Miguel Suárez Olivares
 Editorial Within Play

HISTORY

We are nature lovers and we are trying to photograph the Great Kurruf, the Huemul of the Chilean national reserve Huilo Huilo. We put our camps on one of the banks of the biological reserve and we explore camera in hand trying to photograph as much of the flora and fauna as possible: Trees, shrubs, butterflies, birds, lizards and cats in southern Chile.

GOAL

Explore the biological reserve Huilo Huilo watching its biodiversity, for this we will get parts of your map by means of the given dice. The species are divided according to their level on the trophic scale between 1 producers, 2 herbivores 3 predators, 4 decomposers.

COMPONENTS

Parks guide sheet / Exploration sheet / 2 dice / 1 pencil for each player.

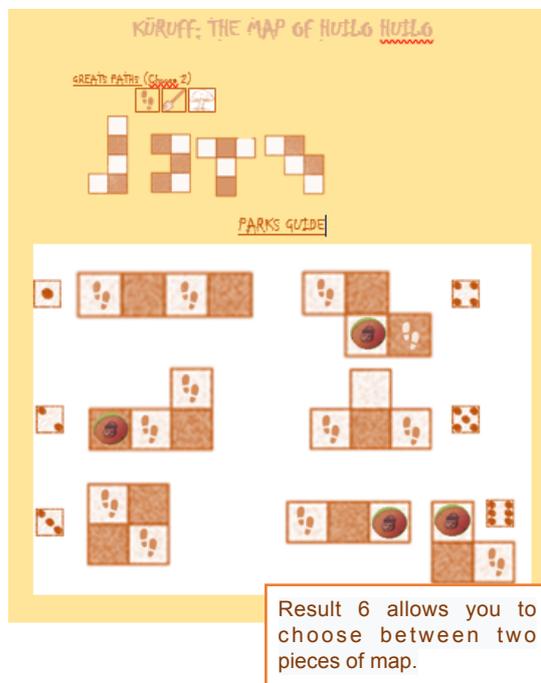
PREPARATION

- Each player takes a pencil and an exploration sheet.
- A park guide sheet (map pieces) and two dice are placed in the center of the table.
- Each player draws his entrance door to the park on one of the central arrows.
- Each player passes his map to the player on his right who draws an X, which symbolizes the location of the great KÜRRUF, in one of the areas of the map, avoiding the outer rows and columns of the map.

Exploration sheet



Parks guide sheet



ults.

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-Choose the result you want to draw a piece of the map (tetris figure) and write the other one in the waste.

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-Draw the piece of the map that indicates the die you chose, according to the park guide, in any of the various areas of the reserve on your map sheet. Often you record the sighting of a native species corresponding to the area you drew in the exploration book.

-If you are playing solo mode you must start with the first piece of map adjacent to the front door and locate each new piece of map adjacent to previously drawn pieces.

-Then:

-if you chose between the results of dice 1-2-3-4, you can try to see additional native species in the mini hexagonal map of your exploration sheet, registering the number in high mountains, forests, rivers or pampas (according to the area where you located the tetris figure on the map).

-Attention: By getting a trio (adjacent) or a scale of numbers (adjacent) you will be able to spot an animal. With a Trio you see an associated species of the trio (1 producers, 2 herbivores 3 predators, 4 degraders). With a scale you can see two species of your choice. The sightings are marked in the scouting book.

-If you chose a result 5 or 6, you will also get a Mapuche tip that you will write down on your exploration sheet.

-The waste: Write down the result you did not choose in the grid.

-When three equal numbers have been registered you must mark a trash in the area of the map corresponding to the color of the quadrant of the last registered number, following the edge of the map in the direction indicated by the arrow, you end up marking the three numbers with an X.

* Two contiguous garbage generate a third one in any of its faces the player chooses *

-When four different numbers have been registered, they must mark a fire in the area of the map corresponding to the color of the quadrant of the last number registered, following the edge of the map in the direction indicated by the arrow, ending by marking the four numbers with an X.

* Two contiguous fires producing two new contiguous fire sources towards the upper left area of the map *.

-The exploration book: Circle the species sighted. A scale of native species can be enclosed at any time. When counting PV, points will be obtained for each animal and for each scale enclosed.

DRAW THE MAP SECTIONS.

-You can draw a piece of the map where you like, as long as you do not superimpose it on another previously drawn, in addition, you can rotate and flip it, but not change the distribution of its icon. When drawing you do in parallel: a) Explore the park and b) spot animals.

-A) Explore the park: the interconnected footprint symbols allow you to enter the Huilo Huilo Park in search of spotting its biodiversity, connecting the footprints from the entrance to the park with its natural wealth. You draw footprints in the corresponding square of the piece of the map.

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-B) Sighting animals: Every time you draw in an area of the park you record in the exploration book, the sighting of a native species corresponding to the explored area.

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THE ICONS ON THE MAP MEAN:

-Fire  , garbage  : If they are not fought at the end of the game, 5 victory points (VP) will be deducted. They fight by overlapping a symbol the symbol of the Mapuche council .

- X: Location of the great Kürruf- Huemul, it is obtained when exploring the park, connecting with footprints the tent with the X allows to receive additional victory points at the end of the game.

-  Mapuche council, superimpose a tip icon on a piece of map on the map, you get 2 Mapuche tips that you mark on the navigation sheet.

EXPLORATION ACTIONS

Additionally, before or after drawing the map sections, players can perform a scouting action, including:

-  Guided expedition. Cross out one of the 2 guided expedition marks in the section of the exploration sheet and cross out 2 Mapuche tips you have obtained, allowing you to draw a square with exploration footprints in a blank space on the map.

-Mapuche council obtained:

2 council = 1 guided expedition.

3 council = 1 steps of the ancestors, It allows you to locate footprints in areas of the map already drawn that do not contain an icon.

4 council = select a piece of map (tetris figure) and draw it. In the same turn it is possible to locate two pieces of the map, considering the piece of the map by selecting a die

5 council = Select, draw and mark with an X of 1 great path from those available in the park guide, the rest of explorers will not be able to draw it. Each player can only draw 1 great path, in the same turn it is possible to locate a great path, in addition to a piece of map by means of die selection.

VICTORY POINTS (VP)

-Each time a player manages to finish one of the 4 areas of the map (1/4 of the map), he gains 2 Mapuche tips. If more than one player in the same round manages to complete the same area of the map, they win the tips, the rest will not get tips for that quadrant.

At the end of the round all players count Victory Points (VP), Only in the finished map area / s, counting VP. It is possible to complete and count VPs for more than one zone in the same round. We get PV for:

-1VP Mapuche council obtained without spending.

-1 VP for each animal marked in the exploration book. 3 extra VPs for each animal scale marked in the exploration book.

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- 1 VP Negative, for each free face of each fire or landfill not fought.

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END OF THE GAME

-When a player completes his third zone of the map it is the end of the game.

After the Round is over, each of the players who managed to complete the third zone of play (and even a fourth) in said round, win advice if possible (see previous section).

They have PV throughout the map, counting by:

-Roads linked to the great huemul: 1 PV for each square of the expedition path from the park entrance to X.

-2 VP Fires extinguished and rubbish cleaned and Mapuche advice found.

-2 VP Mapuche council on the map –without spending-.

-1 VP for each animal marked in the exploration book.

-5 VP for each animal scale marked in the exploration book.

-5 VP negative for each landfill or fire not fought.

-1 VP negative for each free face of each fire or landfill not fought, and

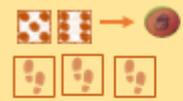
- 1 VP negative for each unexplored (blank) quadrant.



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EXPLORATION SHEET



WHITE

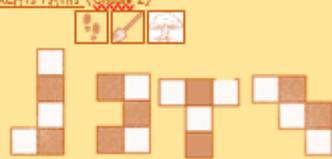


EXPLORATION BOOK

1	3	4	3	2	4
2	4	3	2	1	3
3	2	1	2	4	1

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GREYS PATHS (Class 2)



PARKS GUIDE

