

PLAY GUIDE B: INSERTING A CARD IN A PATH

Please refer to the pictures P13 to P20

This section is under review

Please note: the latest game version uses 6 start cards instead of a hexagonal board. The cards have the same three rock sites as the board and play is exactly the same. The play guide is valid for both versions

1) Inserting a card after (later than) a playing piece.



P13 inserting a card after a playing piece (start)



P14 (see P13) (finish)

Inserting a card after a playing piece (in any path) is easy ; just make a space between the era cards and insert the new card as shown above .

2) Inserting a card before (earlier than) a playing piece



P15 inserting a card earlier in the path than the playing piece .



P16 (see P15) inserting a card (finish)

An example of Inserting a card earlier in the path than the a playing piece is as shown in P15 and P16 above. Here the playing piece must be moved directly back to the nearest swamp or vacant rock site, which happens to be on the new card.

3) More examples of inserting a card (earlier than) your piece.



P17 when the playing piece is on a swamp 1 (start)



P18 (finish)



P19 playing piece on a swamp 2 (start)



P20 (finish)

The playing piece is moved to the nearest site . In this case a rock. This backward move will be the same irrespective of which site on the swamp your piece starts on

There is no penalty for inserting a card , however, the principle involved is that a playing piece must not advance as a result of inserting a card.