

超级犀牛・キャプテン・リノ ・ Rhino Hero

Rhino Hero



A heroic 3D-stacking game for 2 - 5 super heroes ages 5 - 99.

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Licensor: Excel Global Development

Illustrations: Thies Schwarz

Length of the game: approx. 5 - 15 minutes



What is that? Is that a rhino climbing up the wall? Indeed! Rhino Hero is out and about again. The super hero from the animal world fearlessly scales the highest houses looking for burglars and rogues. He is as strong as a lion and as smart as a fox but also as heavy as a rhinoceros. So when Rhino Hero is around even the most robust tower may start to wobble. Can you help Rhino Hero accomplish his wobbly construction mission?

Contents

- 31 roof cards (= action cards)
- 28 walls
 - 1 foundation (= starting card)
 - 1 Rhino Hero Set of game instructions



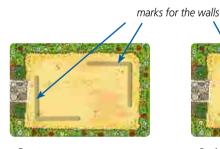
Game Idea

Together you build a house of cards, floor by floor, as tall as you can for Rhino Hero. Just like a real house it is made up of walls and ceilings. As you never know how tall it will become the ceilings look like a roof. The marks on the roof determine how the walls of the following floor have to be erected, and the symbols on the roof determine certain building conditions, which might mix things up a bit. The aim of the game is to be the first to have placed one's roof cards.

Preparation

Place the foundation with either side face-up in the center of the table. Shuffle all roof cards and distribute five to every player. If you are only two players each player receives seven roofs cards. The remaining roofs cards are put in a provision pile away from the foundations. Get the walls and Rhino Hero ready.

Foundations:



Front: easy variation



Back: variation for expert stacking heroes

How to Play

Play in a clockwise direction. Whoever has done a good deed most recently may start. If you cannot agree, the youngest player starts and tries to build one of his roofs cards.



But before you can do so you have to build the floor, with one or two walls. Have a look at the marks on the foundation or on the last roof card that has been placed. The mark shows the number and position of the walls for the new floor. Take the required wall(s) and bend it/ them to the necessary angle. Now position it/them and place one of your roofs cards on top.

Some roofs cards have special symbols, which determine the building process:



Change of direction

Continue playing but in the opposite direction. If there are only two players this symbol is of no importance.



Take a breather

The next player has to take a rest and lose a turn. It's then the turn of the next player. If you are two players, it's immediately your turn again.



Additional card

The next player has to draw a new roof card from the provision pile before starting to build.



Double roof



This card allows you to place a second roof card on top of this one. However you may not place a second double roof card on top of a double roof card. If you do not have any regular roof cards to use as your second card, then you ask your neighbor to the left to pass you one of his roof cards; of course this helps your neighbor get rid of one of his cards.

Rhino Hero



Rhino Hero is climbing again! The next player has to move Rhino Hero from where he is to the new Rhino Hero mark. Only then may he place a roof card on the floor.

Then it's the turn of the next player.

Important tower building rules:

- You can use both hands for stacking.
- You may touch only the wall or roof card you are placing.
- Position the walls as exactly as possible on the marks.
- The roof card must be positioned the same as the foundations.
- Ideally the double roof card should be played as the second to last roof card in your hand, if you play it as your last card you are still the winner, but can help your neighbor by placing one more card on top of the double roof card.

End of the Game

The game ends as soon as ...

• ... a player has built his last roof card.

He has super house building powers and wins the game.

Or when

• ... the multi-story building collapses.

The player who made the house collapse loses the game. The player left with the fewest roofs cards wins the game. In case of a draw the player with the most special symbols on his remaining roofs cards wins the game. If there is still a draw those players win together.

Or when

... all the walls have been build in.

In this very unlikely case you are the super heroes and win together.



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We accompany them on their journey with games and toys that challenge and foster new skills, as well as being above all lots of fun. At HABA you will find everything that brings a special glint to your child's eyes!

落子们通过玩耍

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● 子供達は遊びながら世界を理解します。 HABAは好奇心をくすぐるおもちゃやゲーム、ファンタジーに溢れた家具、楽しいアクセサリーやギフトによって子供達の成長をサボートしています。HABAは小さな探検家の素晴らしいアイディアを応援しています。

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