

TOPOUM

A game by Llistosella Perepau for 2-4 Players. 60 minutes

1916. The war of men has devastated fields and ravaged fertile land and the few remaining viable areas are disputed by ... moles?

In "Topoum" you play as an army of moles fighting for control of land in the middle of the 1st World War. Since moles are renowned for their blindness, you'll earn badges if you can establish uninterrupted lines of sight between your soldiers. To achieve this, you have to position your soldiers well and be tough against your rivals.

COMPONENTS

- 1 game board
- 16 moles in 4 colours
- 4 score markers in 4 colours.
- 4 50/100 point markers
- 56 barracks (14 each of the four colours on one side and neutral on the other side).
- 165 cards
- 1 die
- 2 sets of rules in English and Spanish.



SETUP

- Unfold the board in the middle of the table.
- Each player receives **4 moles, 14 barracks, 1 score marker** and one **50/100 point marker** in their colour.
- Each player places his score marker in the "10" space on the **Medals Track**.
- **Prepare the Battle Deck.** For this you must select at random, or by mutual agreement between players, 7 types of cards from all those contained in the game. But keep in mind that the deck must contain at least one type of card from each category - (Combat, Movement, Expansion and Special). Depending on the number of players, take the number of each selected type of card indicated below:



- **2 players:** 5 of each type, forming a deck of 35 cards
- **3 players:** 6 of each type, forming a deck of 42 cards
- **4 players:** 7 of each type, forming a deck of 49 cards

Icons for the 4 categories (left to right): Combat, Special, Expansion and Movement.

- Shuffle the newly created Battle Deck. Separate the bottom 5 cards and shuffle the "Peace" card, which signals the end of the game, into them. Place these 6 cards at the bottom of the deck, so that it is not known exactly when it will appear.
- Deal 2 cards to each player. Players may look at them, but they should keep them hidden.
- Take 5 cards from the deck and put them on the spaces of the **Operations Track**.
- The player with the worst eyesight, (or one chosen at random), receives the "**Whistle**" card, indicating that they will be the starting player.
- **Setting Up The Battlefield:**

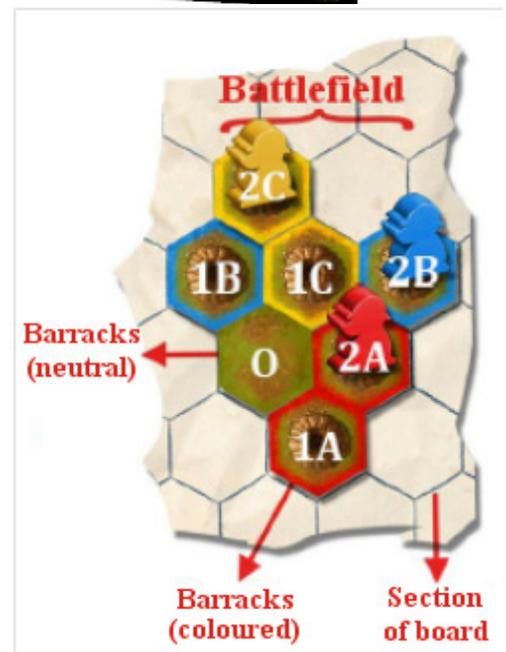
- The starting player places one of their barracks, neutral side up, in the centre of the battlefield.
- Beginning with the starting player, and moving clockwise, each player places a barracks in their colour adjacent to the central barracks.
- Again, starting with the starting player and moving clockwise, each player places a barracks in their colour, with one of their moles on top, adjacent to any barracks on the board.

The battle is about to begin with a bang!

TOPOUM !!!

Example start position:

Red, Blue and Yellow start a game. Red is the first player, and places a barracks with the neutral side up in the centre of the board (0) and then places a red barracks adjacent to the centre (1A). Blue and Yellow then do likewise, (1B and 1C). Finally, Red must place a barracks with a mole anywhere adjacent to the battlefield area, and decides to place it next to the centre (2A). Blue and Yellow then do likewise (2B and 2C).



TURN

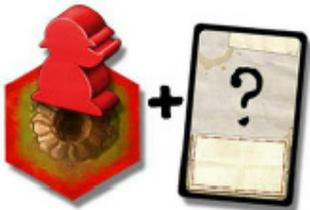
In their turn, a player performs these 3 steps in strict order:

1. Perform 1 action. Either "**Enter Into Combat**" or "**Move Moles**".
2. Score *new Lines Of Sight*.
3. Replenish cards in hand and / or **Operations Track**.

1 - PERFORM ACTION

Choose which of the two actions you wish to perform:

A – Enter Into Combat.



The player takes a mole and a barracks from their reserve and places it in any free hexagon adjacent to the Battlefield - (i.e. that is adjacent to any barracks already on the board). After that the player **MUST** play a card either from their hand or the Operations Track and carry out its action immediately.

If a card is drawn from the Operations Track, the player's position on the Medals Track must be immediately adjusted according to the card's position on the Operations Track. In the unlikely event that you do not have sufficient medals to pick a particular card then it is possible to go to a negative amount.

BASIC RULES 1: ONLY TAKE POSSIBLE ACTIONS

You cannot play a card whose action cannot be performed. For example, you could not play the "Short Distance" card if there are no enemy moles adjacent to you for you to remove.

B - Move Moles

A player can move their moles who are already on the battlefield at the beginning of their turn (not those who join due to an action card). The player selects at least one of their moles and moves it to an adjacent barracks either of their own colour, that of an opponent, or a neutral one. If the barracks is already occupied by another player's mole then both are removed from the battlefield and returned to their owner's reserve. If the barracks is free, the player **MUST** choose one of the two following options:

- Play a card from your hand or the operations track, as explained above.
- Change the barracks. If it is of the player's own colour then it is turned over to its neutral side. If it belongs to an opponent, or is neutral, then it is returned to its owner and replaced with a barracks of the player's own colour.



After this, the mole who was moved is laid down on the board to indicate that it has done so, and the player, if they wish, can repeat this process with the rest of moles that they have on the board.

BASIC RULES 2: PERSONAL DISCARD PILE

All cards played, to either "Enter Into Combat" or "Move Moles" are discarded in a face-up discard pile in front of the player. This discard pile will be used in the final scoring at the end of the game. A player can check their own discard pile at any time, but opponents will have to make do with only seeing the top card.

BASIC RULES 3: ONLY ONE BATTLEFIELD

There can only be one battlefield. If, due to the explosion of a barracks (with the use of a "Grenade" or "Mortar" card, for example), the field is divided into two or more parts, the smallest part(s) - (i.e. composed of fewer barracks) disappear. If two parts are the same size then it is up to the player who caused the division to decide which part remains. The barracks and moles from the part that disappears are returned to their owners. This represents a loss of communication on the battlefield.

BASIC RULES 4: AT LEAST ONE MOLE AT THE START OF YOUR TURN

If a player starts his turn with no mole on the battlefield they **MUST** first place one of their barracks, with a mole, on any free hexagon adjacent to an already existing barracks (of any colour or neutral). This follows the same process as performed during setup. The player then continues their turn as normal. They can still perform an "Enter Into Combat" action to add another barracks with a mole to the battlefield.

Note: Beware of completely exterminating a rival as this could mean that they could then begin their next turn in a much stronger position.

GROUND RULES 5: LOST IN COMBAT

Any mole that moves into a hex that has no barracks is considered to have left the battlefield and become lost in the woods. It is immediately returned to its owner.

BASIC RULES 6: NO FRIENDLY FIRE

If you play a card that causes the loss of one or more of your *own* moles, you will receive a 5 medal penalty for each. This penalty also applies if you cause the battlefield to be divided – (See 'Basic Rules 3, above).

Obviously this penalty is not applied when you move a mole onto a barracks with an enemy, as it is carrying out its combat duties on the battlefield.

BASIC RULES 7: RUNNING OUT OF BARRACKS

In the rare case that a player, at the beginning of their turn, has no barracks to place, the situation is resolved differently depending on how many moles they have in play.

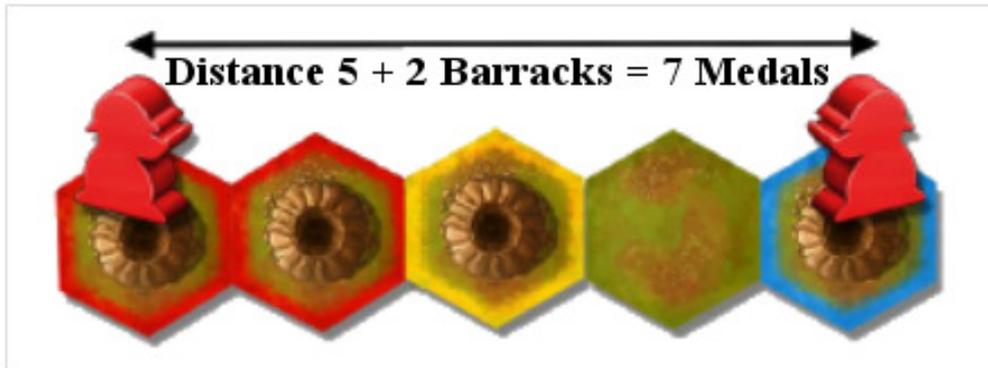
- If you have none or just one, you must "Enter Combat" using a barracks of your colour that is already on the board, but whose removal does not cause a division of the battlefield.
- If you have two or more moles, you must "Move Moles". If the movement of one of your moles causes you to 'Change Barracks', use a barracks of your colour that is already on the board, but whose removal does not cause a division of the battlefield.

2 - SCORE LINES OF SIGHT

After performing an action a player scores any *new* lines of sight formed between their moles on the battlefield. Since the moles have very poor eyesight, more medals are earned for forming long-distance lines of sight between comrades-in-arms

A line of sight is a straight line between moles on barracks, provided that it is not interrupted by another mole or any other obstacle.

The player earns 1 point for each hex between moles – (including those on which they are standing) – and 1 extra point for each barracks *of their own colour* in that line – (including those on which they are standing).



Example of scoring a line-of-sight for Red

BASIC RULES 8: ONLY COUNT *NEW* LINES-OF-SIGHT

Only new lines-of-sight are scored. If a line-of-sight exists at the start of a player's turn it is not scored unless it is changed by the movement of one of the moles.

Note: There are special cards that can let you earn extra points on your turn or even during the turn of other players.

If a player exceeds 50 medals on the Medals Track, put your 50/100 marker on the "+50" area of the board. On exceeding 100 points then it should be moved to the "+100" area.

3 - REFILL CARDS

Upon finishing their turn, a player should refill cards, in this order, in their hand and on the Operations Track.

1. If you have used 1 or both cards from your hand then take new cards from the deck until you have 2.
2. If you have used 1 or more cards from the Operations Track, move all remaining cards to the right to fill up any empty spaces. Then refill the track from the deck.

If you have not used any cards from either your hand or the operations track then discard the rightmost card on the track, move all others to the right to fill the space, and draw a new card from the deck, placing it in the leftmost position on the track.

After this, the turn passes to the next player on the left.

END OF THE GAME

When, at the end of their turn, a player is refilling the cards and the “Peace” card appears, it is placed to one side, a replacement is drawn, and the final round begins. Players may now only refill the Operations Track, not their hands.

Play continues until the player to the right of the one who drew the “Peace” card finishes their turn, ensuring that everyone has had the same number of turns.

Now the final scoring takes place.

- Each player counts how many cards of each category (Combat, Movement, Expansion and Special) they have. The player with the most cards in each category scores three medals. In case of a tie between several players, each scores 2 medals.
- Each player scores 2 extra medals for each group of 4 cards from different categories – (i.e. one each from Combat, Movement, Expansion and Special)

The winner is the player who has the most medals. In the case of a tie between 2 or more players, the winner is the one with the most barracks of their colour on the battlefield.

CARDS

The cards are the main element of this game and add great replay value. There are cards of 4 different types as indicated by the icons in the upper left corner:

- **Combat Cards.** These cards serve to remove moles, barracks and other elements from barracks.
- **Expansion Cards.** These cards allow new barracks or moles to be placed on the battlefield.
- **Movement Cards.** These cards allow moles to move around the battlefield.
- **Special Cards.** These cards each have their own particular effects.



COMBAT CARDS

- **Bayonet.** Move your mole to an adjacent, occupied hex. The enemy mole is eliminated.
- **Short Distance.** Eliminate an enemy mole in an adjacent barracks.
- **Long Distance.** Eliminate an enemy mole that is 2 or 3 hexes away in a straight, unblocked line.
- **Grenade.** Eliminate an adjacent barracks. Any mole or other object there is also eliminated.
- **Mortar.** Eliminates a barracks that is 2 hexes away in a straight line. Any mole or other object there is also eliminated.

Since this attack flies through the air, any moles or obstacles on the intervening hex are ignored.



MOVEMENT CARDS

- **Patrol.** Move to an adjacent barracks.
- **Motorized Patrol.** Moves to a barracks 2 hexes away in a straight line. If the first barracks that you pass through contains an enemy mole, it will be eliminated.
- **Panic Attack.** Choose a direction from the current position of one of your moles. All the moles, either belonging to your opponents or yourself, in that line will move 1 hex away from your original mole. Any mole who ends up on ground without a barracks, or who encounters an obstacle, will be eliminated.
- **Underground Maneuver.** Move to a barracks that is 2 hexes away in a straight line. Ignore any moles or obstacles on the intervening hex.



EXPANSION CARDS

- **New Recruit.** Place a new mole in a barracks 2 hexes away from your mole in a straight line.

Please note that the intervening hex does not need to contain a barracks. It is possible to use this card offensively as, if the barracks upon which your new recruit appears is already occupied, both the new recruit and the occupying mole are eliminated.

- **Build Barracks.** Put one of your barracks on any free hex adjacent to the battlefield.

- **Abandoned Barracks.** Add one of your barracks to an empty hex that is adjacent to one of your existing ones and move the mole that was there onto the new barracks.



SPECIAL CARDS

- **POW.** Capture an opponent's mole that is adjacent to your mole and leave it in your reserve. The owner of this mole can, at any time during your turn, give you 3 medals in order to recover it.

- **Commendation.** Select one of your moles that is on any barracks on the battlefield and return it to your reserve. Gain 3 medals.

- **Farmer !.** At the beginning of the game you must select (randomly or by choice) a "Farmer" card, applying the specified rules during setup. Each time you use the "Farmer" card during the game, you also activate its effects.