



DUDAB BUBA



A game by Csaba Hegedűs for 2-6 players aged 8 and up

In prehistoric times, humans had lots to do: hunting for fur and meat, building communities, at the same time recording everything on the cave walls. They couldn't yet speak properly, but some simple words were already in use. Dudab was such a word meaning sorry. It was used when tricking each other or when you contradicted the shaman.

It was important to carry the least amount of unnecessary items around during their travels as the extra load was hindering progress. So everyone only had the bare necessities with them – or not...

Objective

The players try to gain the fewest cards, and hence the fewest points in the game. For this to be successful, tactical thinking is needed, and to say Dudab at the right time. The winner must fool all others and gather the least amount of points by the end.

Contents

- 1 64 Cards with numbers
Each card had 3 attributes:
 - colour (blue, red, yellow, green)
 - symbols (hand, mammoth, club, hide)
 - value (from 1-4)
- 2 8 Dudab cards
- 3 8 Shaman cards
(2 each from all colours: blue, red, yellow, green)
- 4 8 Jungle cards
- 5 8 Baby cards (Buba)



Setup

The game is played in as many rounds as the number of participating players. At the beginning of each round shuffle the cards and deal 3 to each player. Reveal 2 cards for a 2-3 player game, 3 cards for a 5-6 player game. Place the revealed cards on the table in an easily accessible location. These will be the starting cards in each stack. Form a draw deck from the remaining cards and place it on the table next to the other cards. Leave some room for the discard deck, in which the discarded cards will be collected face up. Also leave some room for your own deck of collected cards, in which the cards with your endgame points are gathered.

The first round begins with the player with the scruffiest hair. In subsequent rounds, the role of starting player is passed to the left.



Playing the game

The active player may choose one action from the 2 possibilities: Placing a card or drawing a card. Then the player to the left takes a turn.

During the game, a player may never have less than 2 or more than 5 cards in hand. If a player has less than 2 cards at the end of his turn, he must draw a card; if he has more than 5, then cards must be placed in the player's own pile.

Placing cards

The player may place a card from hand onto one of the columns on the table, partially covering it. Number cards may be played onto a card 1 higher or 1 lower in value, but having different colour and symbol than the previous card. Number cards may be placed onto Shaman cards as long as the colour is the same.

The player may also play Shaman or Dudab cards as long as the placement conforms to the rules (see below). If the played card is the 6th one in a column, then that player must take the first 5 cards of that column and place these in a pile in front of himself. These cards are added up to gain you points at the end of the game. The 6th card that was just played will start the new column. Then the player discards cards from hand until only 2 cards are left. The discarded cards can go to the common discard pile or to your own pile of collected cards. They must all go together, you cannot share them between discard and own pile.

Card draw

If a player cannot or doesn't want to play a card, then he must draw a card. If a player has 5 cards in hand at the start of his turn, he may only draw a card if none can be played. He shows his cards to the other players to demonstrate that none are playable. One card must be discarded to your own pile, then a new card is drawn to make up 5 cards again.

Round and game end

If a player draws the last card in the draw pile, the round is over. This is followed by the scoring phase.

Scoring

All players reveal the cards in their hand. The players score 5 points for each Dudab card in hand, and then these are discarded. All other cards are placed onto your own pile of collected cards.

All players sort their cards according to type. Dudab, Shaman, Jungle, Baby, Number cards.

Scores are calculated in the following way.

- **All Dudab cards are each assigned to a Shaman card. These are discarded with no value.**
- **The remaining Dudab cards are each assigned to a Number card. This card will be worth its value but with a negative sign.**
- **If there are more Shaman cards than Dudab cards, then each unassigned Shaman is worth 5 points.**

- You must attach all remaining Number cards with the lowest value to the first Jungle card, then the cards with the second lowest value to the second Jungle card, and so on. These Jungle cards and number cards are also discarded.
- The remaining jungle cards are discarded without value.
- Baby cards are scored according to the numbers collected. 1/2/3/4/5/6/7/8 Baby cards are worth 1/3/6/11/19/32/51/81 negative points.
- **All remaining Number cards are worth points according to their values (between +1 and +4).**

Note: In case the number of Jungle cards is greater than the types of Number cards, then any remaining Shaman cards may also be discarded in this way if not all were assigned to Dudab cards.

The players record their scores from this round and a new round begins. If this was the last round, then all previously recorded scores are also totalled up. The player with the fewest points wins. In case of a tie the victory is shared.

Description of cards

Number cards



Each Number card has 3 attributes: colour (red ●, blue ●, green ●, yellow ●), symbols (hand 🖐, mammoth 🐘, club ♣, hide 🦎), value (1, 2, 3, 4).

Number cards may be played onto:



another Number card with a value 1 more or 1 less than itself, having a differing colour and symbol – you can only follow a 1-card with a 2, follow a 4 with a value 3 Number card;



a previously placed (or a starting) Shaman card, as long as the colours match;



a Dudab card drawn at the start of the game, in which case any Number card may be placed;

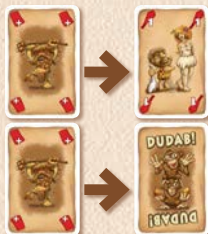
or a Dudab card played by another player, as long as we can match the requested attribute.

Shaman cards



Shaman cards only have colour as the single attribute (red, blue, green, yellow). Shaman cards may be played onto a Number card of the same colour; or onto a Dudab card, as long as the previous player requested the colour of the Shaman card. When someone plays a Shaman card, the next player must react to this by:

- playing another Shaman card of any colour, forcing the next player to react in turn,
- playing a Dudab card – in which case the player playing the Dudab may call for a card,
- or by drawing a card, revealing it on the top of the discard pile, and drawing as many cards to hand as the value of the revealed card. If a non-number card was revealed, they keep drawing until a Number card is found.



Important: If, after drawing cards the player has more than 5 cards in hand, he must then choose cards and place these into the personal collection pile, so that only 5 remains.

Dudab cards



Dudab is a special card that may be played at any time in your turn, even when someone has played a Dudab previously and requested a card. The player placing the Dudab card may request a card, for which he will define either the colour, value or symbol. No other cards may be played until this request is met. The requested card is played onto the Dudab card! It may happen that the player that placed the Dudab may have to play a card onto it if the others could not play anything. The requirement to play a card on the Dudab applies to all players until met. Once the request is met, the game continues as before. If a player cannot meet the request, he must show his cards to the others, and then draw a card. If he already has 5 cards in hand, then one of them must be discarded to his own pile and then draw a new card.

If a Dudab was played as the 5th card in a column, then the player that plays the requested card will take the first 5 cards, and the requested card will be the first card in the new column.

Jungle card

1st expansion, only add these once the basic game runs flawlessly!



If a player draws a Jungle card, it must be placed sideways on the last card of a column, regardless of how many cards are already in the column. If the column has 5 cards already when the Jungle card is placed, the player doesn't get to pick up the column, as it doesn't trigger that action. After placing the Jungle card, the players get to play as many cards below it as are already above it. If a player plays a card in such a column, and this results in more cards below the Jungle card than above it, that player must pick up all cards in that column, including the Jungle card, and the last played card will be the first card in the new column.

Important: You may only place a Jungle card in a column that doesn't contain any Jungle cards yet!

Note: If a player draws a jungle card and cannot legally place it in any column, as all of them already have one, that player discards that card and doesn't have to draw a new card, unless he only has 1 card left at the end of his turn.



If a Jungle card is placed in a column, then similar cards to the above cards must also go below it: at least one attribute (colour, number or symbol) must match in the equidistant card above and below the Jungle card.

Example: If 2 cards above the Jungle card there is a red hide card with a number 3, then the second card below the Jungle card must either be red, have a number 3 or have a hide symbol.

In addition to these rules, the normal placement rules still apply when playing cards below the Jungle card; that is all attributes must differ from the card above it, and the value must be above or below by exactly 1.

If the Jungle card is placed on a column containing a shaman card, then at the same distance below the Jungle card you may only play another shaman card, but its colour may be different from the mirrored card.

If the Jungle card is placed on a column containing a Dudab card, then at the same distance below the Jungle card you may only place another Dudab card.

Below a Jungle card, you may also play a Dudab card instead of any other card, just as in the base game, but may not call for another card. Any card may be played on a Dudab card, as long as the mirroring rules of the Jungle cards are adhered to.

Baby card

2nd expansion, for advanced players! (Only include these cards if the basic game runs effortlessly!)



If a player draws a Baby card, it must be placed instantly on a chosen column. Then the cards in this column are pushed together to form a stack. The player that played the Baby card draws a new card from the draw pile and places this card on the baby card covering it completely. If the new card is a Number card, each player draws a number of cards to hand equal to the value of the Number card. If this makes you exceed the hand limit, cards are discarded to your collection deck until you only have 5 cards again. If the drawn card on the Baby card is not a Number card, than there is no special actions and no one has to draw additional cards. This new card will be the first card in the column, so the other cards underneath are disregarded.

Note: The cards under the Baby card are considered as invisible, as you can't see them. Therefore they don't count when playing cards to that column. Several Baby cards can be played onto the same column, with the same procedure to be followed each time. As soon as someone plays the 6th visible card onto a column, that player picks up the whole pile and the 6th card will be the new starting card.

Important: It may happen that due to Baby cards, the player has to pick up not 5, but many more cards in this way. All of these must go to your own collection!



The Baby cards are scored at the end of the game according to the Scoring section above.

Credits

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