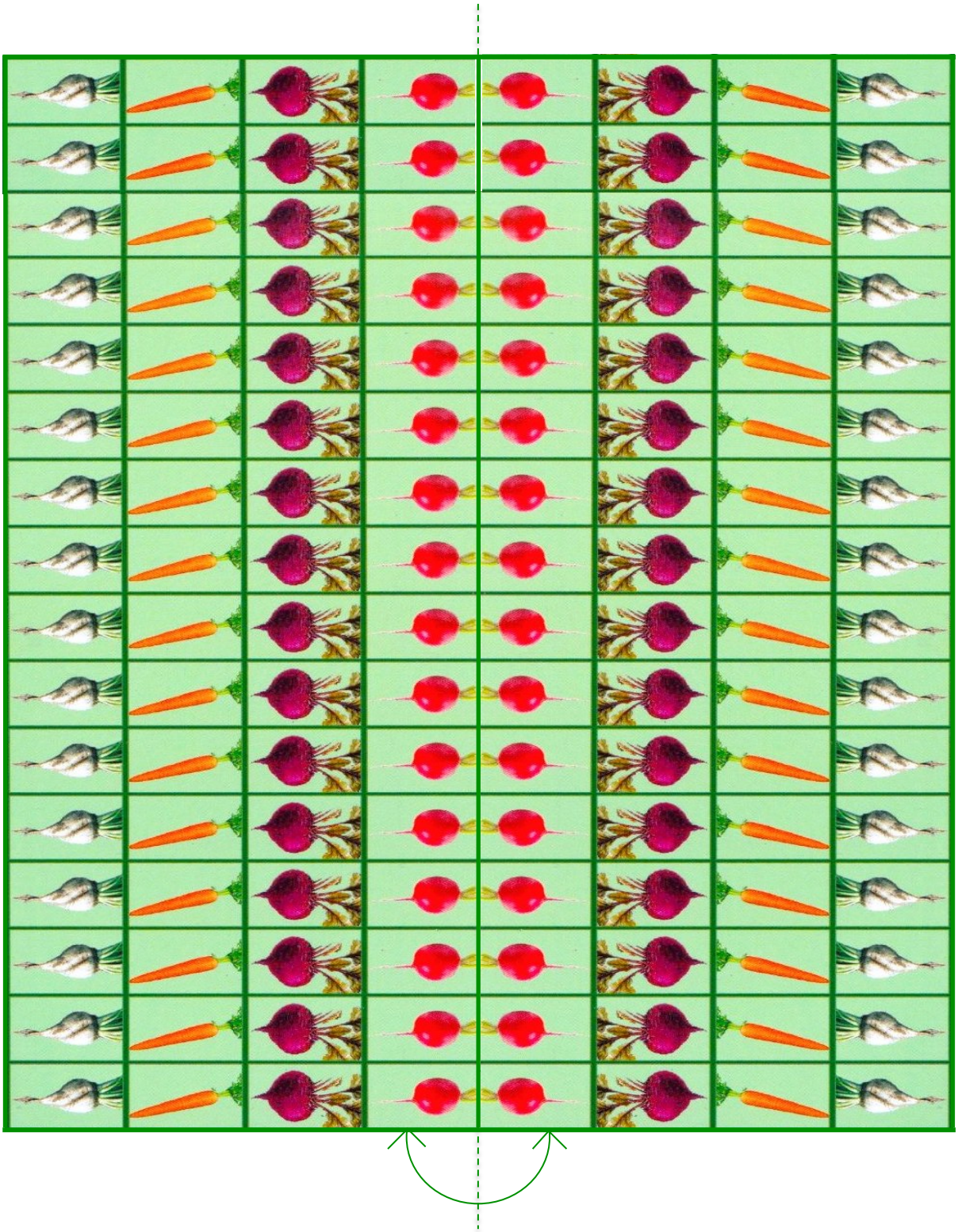

Fold and stick together

# Kesse Rüben

A tactical gambling game for 2-4 players

by Dijkstra en Van Dijk

**Preparation:**
Every player gets the turnips (carrots, sugar-beets, radishes or beetroots) chosen by him in his supply: with 2 players each 16 turnips, with 3 players 12 and with 4 players 9. All choose a differently coloured pawn from their Ludo-box and puts it on the board, but not in the barn on the central square. The oldest player starts the game.

**The turn:**
The player whose turn it is challenges one of the other players for a duel. Both take 0, 1 or 2 turnips (a) from their supply in their fist, hidden for the other player. Then he guesses the total number of turnips in both fists. Next the other player does the same, but he is obliged to mention another (b) number. Then both players open their fist. When both are wrong, nothing happens and it is the next player's turn (in clockwise order). If one of them has guessed the correct number, that player must perform a number of actions: that number exactly equals (c) the total number of correctly guessed turnips.

**De following actions can be performed:**
• Put an own turnip on the square with your own pawn on it, provided that there is no turnip (own or enemy) already present.
• Move your pawn to a neighbouring square, horizontally, vertically or diagonally. You are allowed to go to the barn on the central square, but not to a square with an enemy pawn.
• If you place your pawn is on a square with an enemy turnip, you may put that turnip in the barn.
• If you put your pawn into the barn, you may take an own turnip from the barn and add it to your supply.

**End of the game:**
The player who has put turnips on the following amount of squares wins the game:
with 2 players 13 squares, with 3 players 9 squares and with 4 players 7 squares.

**Example of play:**
Player A challenges player B and takes 1 carrot in his fist. As soon as B shows his closed fist, A guesses '3'. B now knows that A has at least 1 turnip in his fist (see a). Since B himself has 2 turnips in his fist, and as he is not allowed to guess '3' (see b), he guesses '4'. The result: A wins the duel and must perform exactly 3 actions (see c), e.g., (1) he moves his pawn to a square with somebody else's turnip, (2) moves this turnip to the barn, (3) puts a carrot on this square.