

INTRODUCTION

Córdoba is pure energy and beauty. During the May Fair, the city transforms with the rhythm of flamenco and with colors that dazzle.

Experience an adventure full of excitement and discover the charms of Córdoba!

COMPONENTS

- 2 Sets of Cards (numbered from 1 to 9)
- 6 Landmark Cards (numbered from 1 to 6)
- 1 Bonus Card

<u>Setup</u>

Arrange the six Landmark Cards in a row in ascending order, along with the Bonus Card face up between the two players.



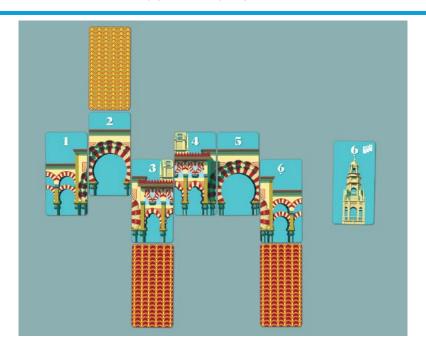
Each player receives a set of nine power cards, shuffles them, and forms a face-down pile in front of them. Each player draws one card from their deck and places it in their hand.

How to Play

A player begins by playing a card from their hand face down in front of one of the Landmark Cards (on the side of the row closest to them) and pulls the Landmark Card towards them to indicate control. Then, the player draws a new card from their deck and places it in their hand.

Next, the other player plays their card face down in front of one of the Landmark Cards (on the side of the row closest to them), pulls the Landmark Card towards them, and draws a new card from their deck, placing it in their hand. A player can play more than one card on the same Landmark.

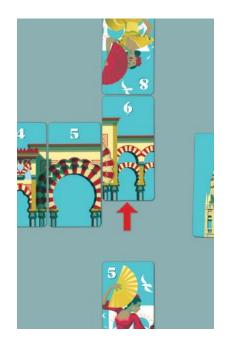
Important: a player cannot play their card in front of the same Landmark where the opponent played their most recent card.

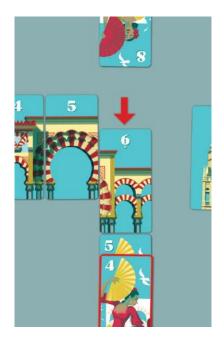


Turns alternate between players as explained above.

After playing a face-down card, the player can no longer look at its value. When both players have played at least one card in front of the same Landmark, all cards at that Landmark is revealed, and all cards played there from then on will be played face up. The values of all cards at that Landmark must be clearly visible (one card cannot hide the value of another).

The Landmark will be pulled towards the player with the highest total strength at that Landmark (the sum of the value of the cards on their side) – in the event of a tie, the Landmark remains under the control of the first player who controlled it.





Bonus Card: If a player controls the three Landmarks of values 1, 2, and 3, they immediately pull the Bonus Card towards them. Control of the Bonus Card can switch between players. If a player loses control of one of the three Landmarks of values 1, 2, and 3, they also lose control of the Bonus Card.



End of Game and Winner

The game ends after all cards have been played. Then, both players total the values of the Landmarks they control (including the value of the Bonus Card if a player controls it). The player with the highest total is the winner. In the event of a tie, players share the victory.

RULES

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