



1812  
ARGENTINA  
RULES





It was in 1812, two years after the May Revolution, that Manuel Belgrano created the Argentine flag.

Only the author of the Book knows the true history of its conception...

WHO  
created it with?



HOW  
did they meet?

WHERE  
was it?



WHAT SPECIALTY  
did they share?

## COMPONENTS



**Reader pawn**  
characters (x1)



**Dice author**  
characters (x1)



**Reader cards**  
characters (x10)



**Reader pawn**  
situation (x1)



**Dice author**  
situation (x1)



**Reader cards**  
situation (x10)



**Reader pawn**  
place (x1)



**Dice author**  
place (x1)



**Reader cards**  
place(x10)



**Reader pawn**  
food (x1)



**Dice author**  
food (x1)



**Reader cards**  
food (x10)



**Flag** (x1)



**Cards Author** (x60)



**Columns** (x6)



**Envelop** (x20)

## OBJECTIVE

This is in co-operative with the AUTHOR that the READERS will attempt to guess the Secret Code found in the book, before the opportunities run out.



2 - 7 PLAYERS

15-20 MINUTES

AGE +8

# ROLES

**AUTHOR:** The AUTHOR will try, without being able to speak, to make the READERS discover the secret code. It is by judiciously choosing the AUTHOR CARDS that they will be related to the READER CARDS that indicate the secret code.



**READERS:** they will try to collectively interpret the AUTHOR CARDS sent by the AUTHOR. Then they should tell the AUTHOR the code obtained.



**RESPONSABLE:** Before starting the game, the PLAYERS will choose a RESPONSABLE for each row (Characters, Situations, Places, Food). In case of disagreement between the READERS on the choice of a READER CARD, it is the RESPONSABLE who will have the last word!

## DISTRIBUTION OF ROLES

PLAYERS	2	3	4	5	6	7
AUTHOR	1	1	1	1	1	2
READERS	1	2	3	4	5	5
RESPONSABLES	1	2	3	4	4	4

**NOTE:** if there are more than 7 people who wish to play, the distribution of roles is free.

## DIFFICULTY LEVELS

DIFFICULTY	FACILE NIVEAU 1	NIVEAU 2	NIVEAU 3	NIVEAU 4	DIFFICILE NIVEAU 5
COLUMNS	5	5	6	6	6
FLAG	YES	YES	YES	YES	NOT
NUMBER OF TURNS	5	4	4	4	3



# SETTING UP

- 1) Assign the roles of **AUTHOR** and **READERS** according to the Role Distribution table and choose the **REFERENTS**. For the first game, it's better to leave the role of the **AUTHOR** to the more experienced player.
- 2) According to the Difficulty Levels table, organize the required number of columns and designate them with the **COLUMN Tokens** placed in ascending order.
- 3) Shuffle the **CHARACTER READER CARDS**, **SITUATION READER CARDS**, **PLACES READER CARDS** and **FOOD READER CARDS**. Depending on the Difficulty Level chosen, then place 4 Rows of 5 or 6 cards face up (one for each type of **READER CARDS**), placing them under the **COLUMN Index Tokens**. Put any unused cards aside, they will not be used in this game.
- 4) **THE AUTHOR** places the open game box vertically in front of him like a book and hides its contents from **READERS**.
- 5) **THE AUTHOR** places the **FLAG** above the book (if the chosen level of play allows it).
- 6) **THE AUTHOR** places the 4 **AUTHOR DICE**, **AUTHOR CARDS** and **ENVELOPES** behind the box.



Example Setup for Difficulty Level 3.

**1) AUTHOR**



# PLAYING THE GAME

1) Each RESPONSABLE takes the READER TOKEN from the rows for which he will have the last word.



CHARACTER



SITUATION



PLACE



FOOD

2) Hidden from the view of the READERS behind his Book, the AUTHOR rolls the 4 AUTHOR DICE (Character, Situation, Place, Food).

Then he places them inside the Book, thus generating the Secret Code. The color designates the row and the number the column of the READER CARD that READERS must guess.

ACCURACY: DEPENDING ON THE CHOSED LEVEL OF DIFFICULTY, THE NUMBER OF COLUMNS MAY BE 5. RETRIEVING THE DICE CONTAINING THE NUMBER 6.

EXAMPLE:



-The secret code is **2 4 3 1**.  
(The color refers to the row and the number the column).

-The blue dice refers to the ROW characters and the number 2 the COLUMN II.

3) The AUTHOR locates the READER CARDS to be guessed. He take the first 6 AUTHOR CARDS from his deck.



4) The AUTHOR must find the relationship between his 6 AUTHOR CARDS with the 4 READER CARDS indicated by the secret code. Once he has chosen the 4 AUTHOR CARDS, the AUTHOR places these cards face up to the right of the corresponding row. (Place the 4 AUTHOR CARDS at the same time).

EXAMPLE:

**AUTHOR CARDS**

The grid consists of 24 cards arranged in 4 rows and 6 columns. The top row contains 6 'AUTHOR CARDS', each with a red and black symbol above it. The second row contains 6 cards, with the first three highlighted in blue circles. The third row contains 6 cards, with the first three highlighted in red circles. The bottom row contains 6 cards, with the first three highlighted in green circles. An arrow points from the 'AUTHOR CARDS' label to the top-right card in the grid.

5) READERS must now discuss and come to an agreement before placing READER PAWN (Character, Situation, Place, Food) on the READER CARDS they hope to have recognized.

As a reminder, in the event of disagreement, it is the RESPONSABLE who places the READER PAWN according to his interpretation.



EXAMPLE:



\* 7) THE AUTHOR places the ENVELOPE corresponding to the number of correct digits AND well placed according to the

6) The READERS finally announce the Code obtained (the number of the COLUMN of the card chosen for each ROW. Characters, Situations, Places, Food).

7) \* THE AUTHOR checks the code that READERS have said with the secret code and places the ENVELOPE corresponding to the number of correct digits, at the top of the COLUMN of AUTHOR CARDS issued.

NOTE: THE ENVELOPES DO NOT INDICATE THE WRONG OR THE CORRECT CARDS.



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EXAMPLE: READERS SAY CODE 2251, THE AUTHOR DELIVERED THE ENVELOPE WITH 2 TILES BECAUSE ONLY THE "2" CHARACTERS AND "1" OF FOOD ARE RIGHT.

8) If the READERS have not yet found the Secret Code, the AUTHOR draws and completes his hand with 6 AUTHOR CARDS. Continue the game starting from point 4. The AUTHOR places the 4 AUTHOR CARDS to the right of the previous ones, even in the rows guessed by the readers.

NOTE: AT THE START OF EACH NEW TURN, THE AUTHOR MUST HAVE 6 AUTHOR CARDS IN HAND.



# END OF GAME

All players win the game if the READERS find the Secret Code before the end of the last turn.



The AUTHOR will then be able to tell the true story of the creation of the Argentinian flag by being inspired by the Character, the Situation, the Place and the Specialty food designated by the Secret Code.

The Game is lost if the Secret Code is not found until the end of the last round.



## FLAG



If the chosen Difficulty Level indicates it (see page II), the FLAG was placed on the Book at the beginning of the game.

At any time during the game and only once, the AUTHOR can use the FLAG to discard all or part of his cards and take same amount.

**NOTE:** THE AUTHOR announces to READERS that he is using the FLAG by singing a verse from his country's National Anthem, then he replaces the FLAG inside the box.

## ADVICE

The AUTHOR can complete his hand as soon as he has placed his 4 AUTHOR CARDS on the table and start to think the next turn.

## IMPORTANT

The AUTHOR can only communicate with READERS using AUTHOR CARDS. He cannot speak, or use gestures or any other means of communication! He also can't tell which reader cards are right.





THANKS!!

GRACIAS!

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Thank you to everyone who tested 1812 Argentina, above all to family and friends.

Thank you also to the MHB handball teammates and to the Lud'm Montpellier boutique.

INSTAGRAM

@ds4games

We invite all players to share your flag creation story on your social networks.

SITE

[www.ds4games.com](http://www.ds4games.com)

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DS4GAMES





Ballroom dancing for the upper class.



Pato, Argentinian national sport.



Playing cards at the pulperia bars was the favorite activity of the people.



Having dinner.



Landing of foreigners at the port of Buenos Aires.



Dungeon, located in the Cabildo until 1877.



Printing house where the newspaper La Gazeta de Buenos Aires was produced.



Mass, the main religious act of the Argentines.



A typical scene from this years was the battles for independence.



Representatives from different cities arriving in the city of Buenos Aires by horse-drawn carriage.



Rosario, the city where Belgrano showed for the first time the Argentinian flag.



Jujuy, a province located in the northwest of the country.



Cabildo, Buenos Aires. The town hall was the main theater of the May revolution of 1810.



Iguazú Falls, Misiones. World Heritage at the border between Argentina and Brazil.



The House of Tucumán, where Congress proclaimed Argentina's declaration of independence on July 9, 1816.



Jesuit ruins, San Ignacio. Founded to evangelize the indigenous Guarani.



Fort of Buenos Aires, intended to defend Buenos Aires. Demolished in 1882.



Downtown Buenos Aires, with a pulperia and the bullring behind.



Ville de Luján, an important Catholic religious center, is a trouve of a famous statue of the Vierge Marie.



Mendoza, at the foot of Aconcagua. Known for reputation of wines.



Locro



Empanadas



Mate



Carbonada Criolla



Damajuana, wine



Asado, barbecue



Salty biscuit



Chicken



Fried Pastelito



Rice pudding, mazamorra



Governess



Lady



Washerwoman



Priest



Soldier



Native indian



Lamplighter



Sir



Empanadas seller



Gaucho



# HISTOIRE DU JEU

After spending a whole summer playing board games with friends, I came up with the idea to create "1812 Argentina" ...

I wanted to immerse the players behind the scenes of the creation of the Argentine flag. I am convinced that a modern gaming culture can continue to grow and that a game inspired by the country's history is an asset to awaken the desire to play, with colleagues, family and friends!

Highlighting illustrious people, notable places, memorable events, as well as typical culinary specialties, it is also an opportunity to shed light on the history of Argentina and pass on some knowledge while playing the game.

Therefore, each card illuminates the illustration with a short text and provides the opportunity to awaken interest in our history and share the roots of our culture. I wish 1812 could become the game that all Argentines want to have at home as well as in schools.