

Pororoca Bamba

Amazonian legends tell of the spirits of ancient Capoeira Masters that live deep within the Amazon River. You have grown up hearing about the stories and sightings of such spirits in and around the river sides.

You are an Amazonian Capoeira Bamba, you've spent your life studying and training to become the Capoeira Master of your city, Ladainha, in the Amazon Rainforest.

The Capoeira Master of Ladainha City has passed away, his spirit now lives within the Amazon River with the ancient masters of old. A new Master must be chosen by them through an ancient fighting ritual.

Pororoca Bamba - Rulebook

- Each Player must choose a Bamba color, collect all three of that Bamba's Life Tokens and his pawn.
- In clockwise order, starting from the oldest player, each player chooses in which space on the board he wants his Bamba pawn to start the game, and puts his pawn on that space.
 - * All Bambas must have at least one space between them. On all sides (Diagonals included).
- Shuffle all cards.
- Each player draws seven action cards.

The Round:

- Each player then piles up 5 action cards, with their back to the table, one on top of the other, without other players seen. The top action card will happen first, then the second, and so on. The card that is touching the table is the last action on the turn.
 - * Cards can be set on normal position, or upside down, but never sideways.
- Players then reveal their first card, calculate damage, then arrange the movement of all Bambas. All damage is calculated at the same time, then all movements happen at the same time. Then they do the same to the second, third, fourth and fifth cards, one by one.
- After the reveal, damage calculation and movements of the fifth card, each player draws 5 more cards and start a new round.

The Damage:

- All damage happens at the same time.
- Damage cards may be set on normal position or upside down, but never sideways.
- Each card shows where on the board it does damage. When revealed, if a player is on a position receives damage, it loses one Life Token.
- All damage must be calculated before movements may occur.

The Movement:

- All movements occur at the same time.
- Movement cards may be set on normal position or upside down, but never sideways.
- Each card shows a direction. When revealed, the player has to move his Bamba on adjacent space in that direction.
- If a Bamba moves out of the wave, it loses all his Life Tokens.
- If a Bamba would move to a space where another player already is, both players lose one Life Token and the movement does not occur.
- If two Bambas would move to the same space, both of them lose one Life Token and the movement does not occur.

Finishing the game

- Whenever a Bamba loses all his Life Tokens, he is put on the beach and must wait for the game to finish.
- When only one Bamba is on the wave, he is the Winner Bamba.