

# Ragondins



Rules of the game



"Fed up with being undressed in order to dress the human beings!"

1930: after a century of slavery in the cattle farms, the coypus flee. Will they manage to survive in nature?

Finding food, building a shelter, resisting floods and mostly avoiding being poisoned by unhappy neighbours: such is the price of freedom!




### Object:




*Ragondins* is a trick taking game.

Each player, on his turn, puts a card on top of the first player's card, of the same colour if he has one. The one who puts the highest value card of this colour wins the trick and plays again.

The *food* cards are positive and the *shelters* protect them; the *flood* cards are negative and the *poisoned food* card too.

60 cards: 12 *shelters* 

12 *floods* 

36 *food* cards: 12 yellow cards (corn ) ,  
12 green cards (*moquettes* ) including one "1<sup>st</sup> player" card ) ,  
and 12 orange cards (1 *poisoned food*   
+ 11 *carrots* )



### Aim:

Score as many points as possible by gathering a maximum of positive cards and a minimum of negative cards.

The player with the best score after seven rounds wins the game.

### Set up:

In a three-player game, put the yellow cards back in the box.

Take a paper and a pencil to be prepared to write the scores.

### Playing a round:

The game proceeds clockwise.

Shuffle and equally give the cards, one by one. Each player receives 16 cards for 3 players; 15 for 4; 12 for 5; 10 for 6.

After looking at your cards, choose one and place it face down in front of the neighbour on your left.

Take in hand the card you have been given only when you have placed yours on the table.



The player with the "*1<sup>st</sup> player*" card puts it in the middle of the table, face up, to start the first trick: it is the "1 green".

The player on his left must put a card of the same colour, choosing which value if he has several. If he hasn't got any, he can put a card of any other colour.

The next players do the same on their turn.

When each player has played a card, the trick is over. The player who has played the highest value in the colour requested by the first player takes the trick and puts it face down in front of him. Then he starts a new trick playing a card of his choice. This is the new colour requested, and each player on his turn plays a card from his hand. The one with the highest value in the requested colour wins the trick and plays again...  
The value of each card is indicated at the top: from 1 to 12.

### End of the round:

The round ends when the last trick is won - all the players have played their last card.  
Count your own trick points (pts).

- If a player won all the tricks, he scores 3 points per trick: meaning 48 pts for 3 players, 45 pts for 4, 36 pts for 5 and 30 pts for 6; 0 pt for other players.
- If several players won tricks:



The *floods* destroy your *shelters* first and then your *food cards*: organize your cards in pairs: "1 *flood* + 1 *shelter*" and discard them in the middle of the table : 0 pt.




If you have no *shelters* left, *floods* destroy your *food*: "1 *flood* + 1 *food*" and discard them: 0 pt.  
If you still have *floods*, each one is worth **-1 pt.**

If you don't have any *flood* or if you still have *shelters* and *food*: gather 1, 2 or 3 *food(s)* - except for the *poisoned food* - with a *shelter*.

Thus the *food* are worth **+2 pts** and the *shelter* **+1 pt** (for instance: 2 *foods* and 1 *shelter* :  $2 \times 2 + 1 = 5$  pts).

- A *food* without a *shelter* is worth **+1 pt** each.

- A *shelter* without any *food* isn't worth anything: 0 pt.

- The *poisoned food* is worth **- 5 pts.** 

- The player who won the last trick scores **+10 pts.**

Add each player's points to the general score.



**Game end:**

At the end of the 7<sup>th</sup> round, the player with the more points wins.

You can change the number of rounds to play for a more or less long time, or even choose the score you want to reach.

**Variant:**

The n°1 cards of each colour are always the weakest, unless the 12 is played in the same trick. In that case, the 1 prevails over the 12 and takes the trick.

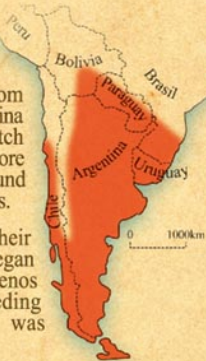
## THE COYPU'S HISTORY

Ragondin is the french name for the coypu.

The coypu is originally native to South America where it lives from South Bolivia to the tip of Argentina and Chile. Different species stretch along this territory, undergoing a more or less harsh climate, living around swamps and marshes, rivers and lakes.

The coypus have been hunted for their fur for a long time. But as they began disappearing, a hat-maker from Buenos Aires, in Argentina, started breeding some in 1830. This business was quickly copied worldwide.

The sub-species *Myocastor coypus bonariensis* coming from North Argentina was the one to be introduced in France at the beginning of the 19<sup>th</sup> century for its fur and for aquatic weed control. In 1929, a big economic crisis led to the ruin of some breeders, the coypus fled and reached the neighbouring streams.







This phenomenon concerned from about ten counties in 1960 to the whole French territory today, except for Corsica and reliefs. In order to stop this invasion, the riverside residents can hunt or trap the coypus, but it has been forbidden to use poisoned baits - the carrots - in France since 2006.

The coypu can live up to 4 or 6 years. It has darkish brown fur, slightly brighter on the belly; small ears, a scaly, round and not too hairy tail; and white moustaches. It can be 70 to 100 cm long - tail included - and it weighs from 5 to 10 kg. But what mostly makes it different from the other rodents are its 7 cm long red-orange incisors that wear down and grow all its life.

In its native country, the coypu is often happy with a terrestrial or floating nest. But in France it digs burrows on the river banks where it lays out a complex system of rooms and corridors stretching over several metres. This is exactly why it is harmful: during the drop of the water level after floods, such banks quickly collapse.

The coypu gets out of its burrows at night in order to feed itself. But it doesn't go further than 200 metres around. Indeed its varied diet adapts to the seasons and allows it to make the most of the nearby resources - moquettes\*, carrots, corn, and also barks, roots...



The coypu doesn't feel comfortable on land where it seems to be massive, and it prefers being in the water: it is a powerful swimmer. Its webbed rear feet propel it in the water while its long-clawed front feet allow it to dig its burrow. We can recognize a coypu thanks to its particular swimming: its shoulders under the surface, its nostrils aligned with its eyes and its ears skimming the water. It can be in apnoea 10 minutes long.

\* The **moquette** is the name of a white bean in the Marais-Poitevin. Already famous among the Aztecs, the white bean was brought in the new world by Spanish explorers in the early 16<sup>th</sup> century.

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For further information on coypus: [www.jeutuil.fr](http://www.jeutuil.fr)

