

## Rise and Shine: Capybara Dilemma

**Objective:** Be the first player to successfully get out of bed by convincing the capybaras that your toes are not delicious cold potatoes.

**Components:** Total Cards: 45 • 20 Capybara Cards Cards: Each card features a quirky capybara with a unique effect that hinders your progress. Varieties include: Sleepy Capybara (makes you skip turn), Hungry Capybara (requires you to collect more 'Potato Cards'), Mischievous Capybara (steals your 'Wake-up Call' Card). • 10 Wake-up Call Cards Cards: These cards allow you to attempt escaping the bed by rolling back one 'Capybara Card' effect. Collecting three allows you to negate all capybara effects and attempt a getaway. • 15 Potato Cards Cards: Used to distract capybaras. Accumulate these cards to trade with hungry capybaras or to protect your toes from being mistaken for potatoes.

**Setup:** Shuffle the deck and deal five cards to each player. The remaining deck forms a draw pile in the center. Determine the first player by mutual agreement or by choosing the sleepiest player.

**Gameplay:** Players take turns drawing one card from the deck and playing one card from their hand. Capybara Cards must be played when drawn, affecting either the player or their opponents based on card instructions. Wake-up Call Cards can be used at any time to negate the effect of one Capybara Card. Potato Cards can be used to satisfy Hungry Capybara Cards or traded in sets of three to draw an extra card. Players must always have five cards at the end of their turn.

**Winning Conditions:** The first player to successfully play three Wake-up Call Cards to negate all capybara effects and draw an 'Escape Card' (hidden randomly in the lower third of the draw pile) wins the game and manages to climb out of bed safely, avoiding having their toes nibbled by capybaras mistaking them for potatoes.