



# BOTÍN IRELAND

Web link: [BOTIN Game - BOTIN games](#)

- This is a reference copy of the rules that you can print in PDF.
- Large print to make it easy to read.
- This can be a useful aid when teaching or learning the game yourself.

*\*\*\*Introducing - BOTIN...Ag tabhairtisteach - BOTIN...*

A game of strategy between cops and robbers.

Cluichestraitéiseidirpóilíníagusrobálaithe.

BOTIN is the fun way to learn about Ireland.

BOTIN isean bealach spráúil le foghlaimfaoi Éire.

BOTÍN is completely bilingual, and the perfect way to improve your Gaelic skills.

Our mission is to make learning the Irish language, fun and interesting.

Tá BOTÍN go hiomlándaheangach, agus an bealach foirfechun do scileannaGàidhlig a fheabhsú.

Is é an miseanataáagainn ná foghlaimna Gaeilge a dhéanamh spráil agus suimiúil.

We have created a totally bilingual board game, where family and friends can chase each other around our beautiful Emerald Isle.

Tá cluiche boird iomlánda theangach cruthaithe againn, áit inar féidir le teaghlaigh agus cairde dul ar thóir a chéile timpeallár n-Oileán lathghlasáilinn.

You will become an important part of the new, and growing, Gaelic resurgence, as you visit many of the interesting places - that are so prevalent - in our magical island.

Beidhtú mar chuid thábhachtach den athbheochan Ghaelach nua agus atá ag fás, agus tú ag tabhairt cuairtear go leor de na háiteanna suimiúla - atá chomh coitianta sin - inár n-oileán draíochta.

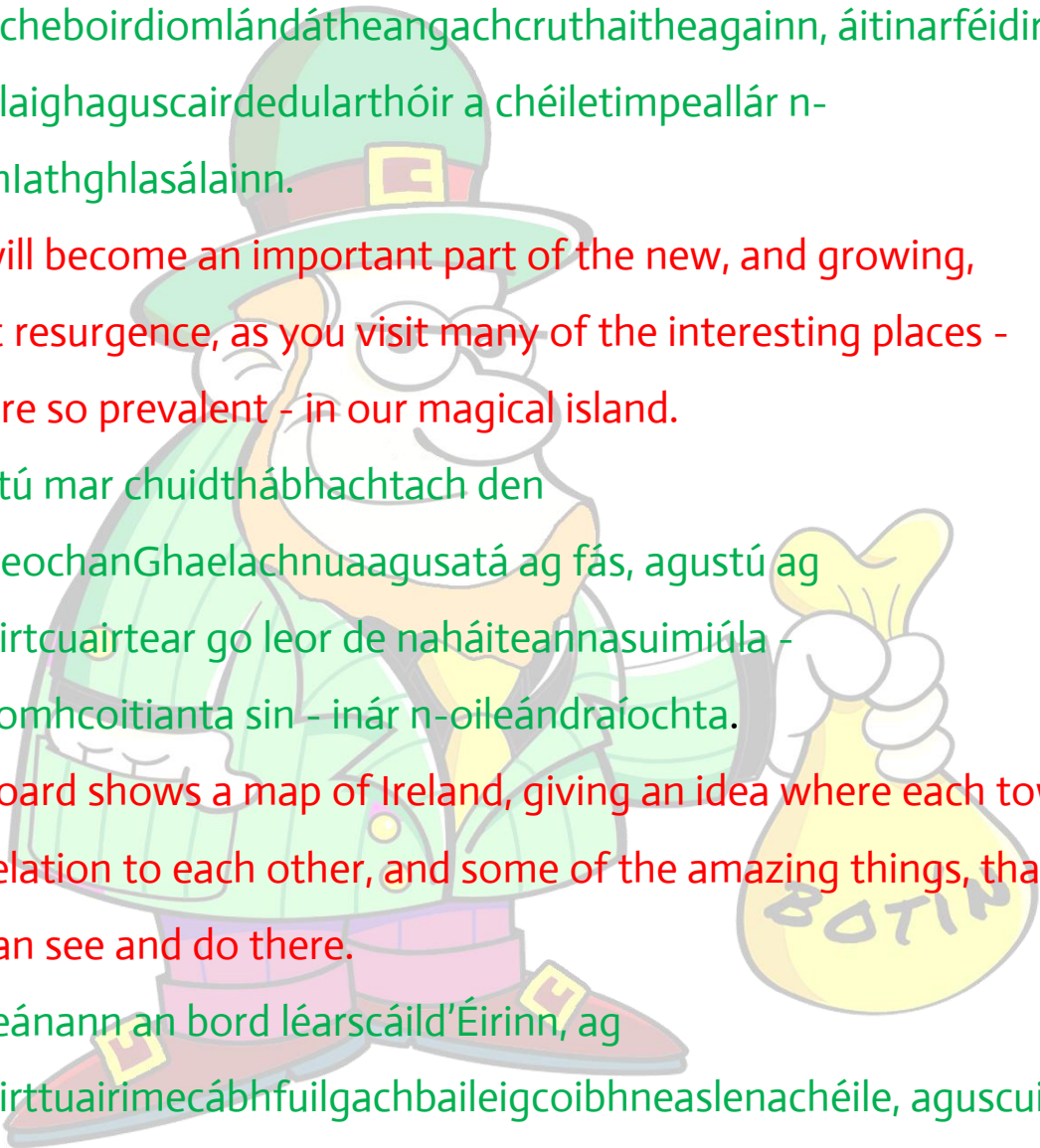
The board shows a map of Ireland, giving an idea where each town is in relation to each other, and some of the amazing things, that you can see and do there.

Taispeánann an bord léarscáil d'Éirinn, ag tabhairt tuairime cá bhfuil gach baile i gcoibhneas lena chéile, agus cuid de na rudaí iontacha, atá le feiceáil agus le déanamh ansin.

As you chase around the island, each card gives a fascinating insight into our towns and villages.

Agus tú atóir ar an oileán,

tugann gach cárta léargas iontach aráir mbailte agus aráir sráid bhailte



You will learn about ancient traditions, language, villages, castles, arts and crafts and read about them in English and your ever-improving Gaelic.

Foghlaimid tu faoi thraidisiúin ársa, faoi theanga, faoi shráidbhailte, faoi chaisleáin, faoi ealaíona agus faoi cheardaíocht agus léifid tu fúthu in Béarla agus in Gaeilge ag déanamh síor fheabhsú ar do chuid Ghaeilge.

### **\*\*\*HOW TO PLAY CONAS A IMIRT**

Choose who will be the POLICE and who will be the ROBBERS.

Roghnaigh cé a bheidh ina PÓILÍNÍ agus cé a bheidh ina ROBÁLAÍ.

One player is the POLICE; all other players are ROBBERS.

Imreoir amháin is ea na PÓILÍNÍ EACHTA; is ROBÁLAÍ iad gach imreoir eile.

BOTÍN is at its most exciting with one POLICE and five ROBBERS.

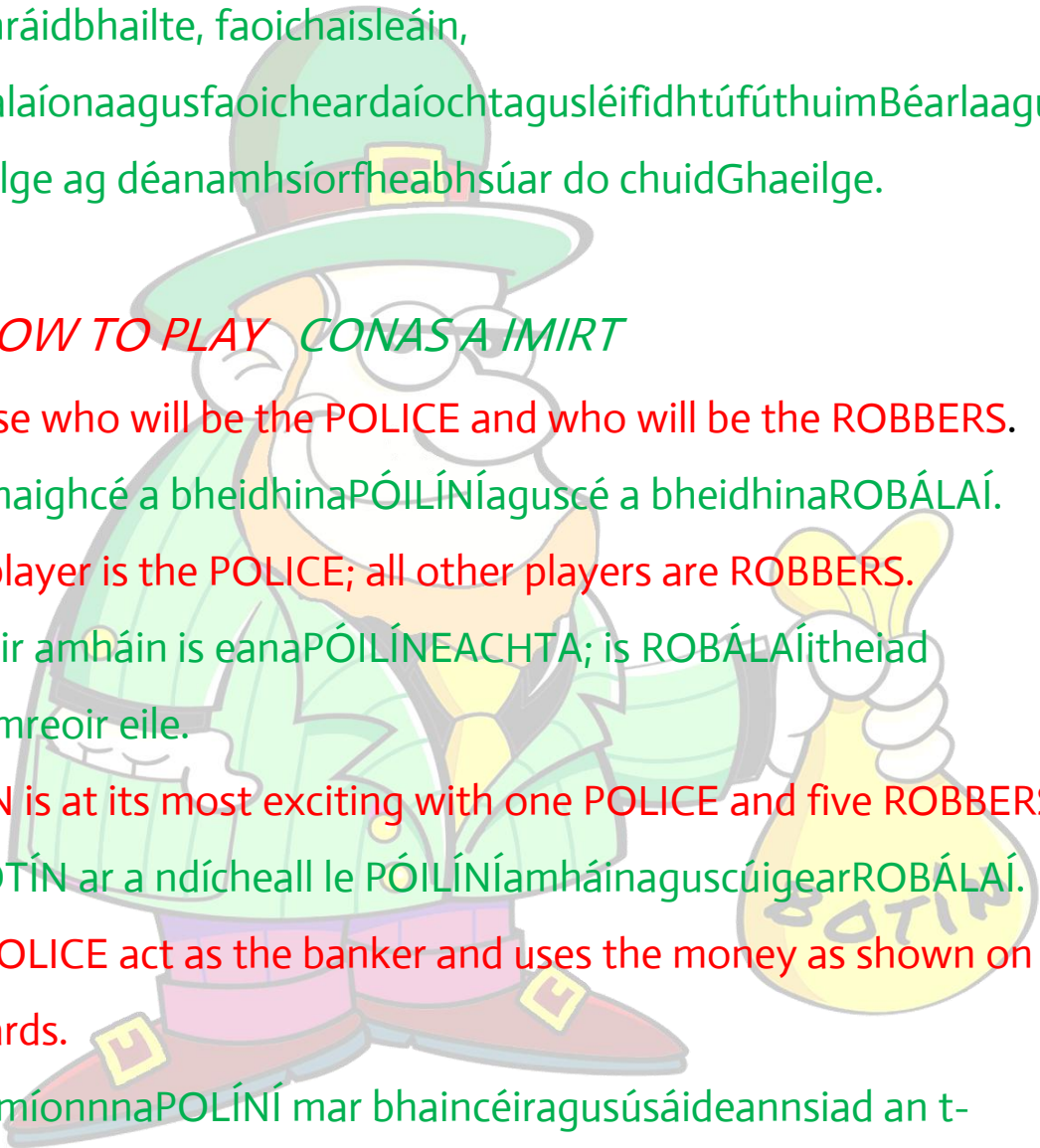
Tá BOTÍN ar a ndícheall le PÓILÍNÍ amháin agus cúigear ROBÁLAÍ.

The POLICE act as the banker and uses the money as shown on the cards.

Feidhmíonn na PÓILÍNÍ mar bhainc éir agus úsáideann siad an t-airgead mar a thaispeántar ar na cártaí.

There can be up to 5 ROBBERS and 1 POLICE – although the POLICE can get 2 extra recruits later.

Is féidir suas le 5 robúlaí agus 1 PÓILÍNÍ a bheith ann – cé gur féidir leis na Póilíní 2 earrach breise a fháil níos déanaí.



NOTE: If there are only three players available, an exciting option is to have one POLICE player and the other two playing two ROBBERS each. Although they are played totally independently, these two ROBBERS can be played as a strategic partnership against the other two ROBBERS and the POLICE.

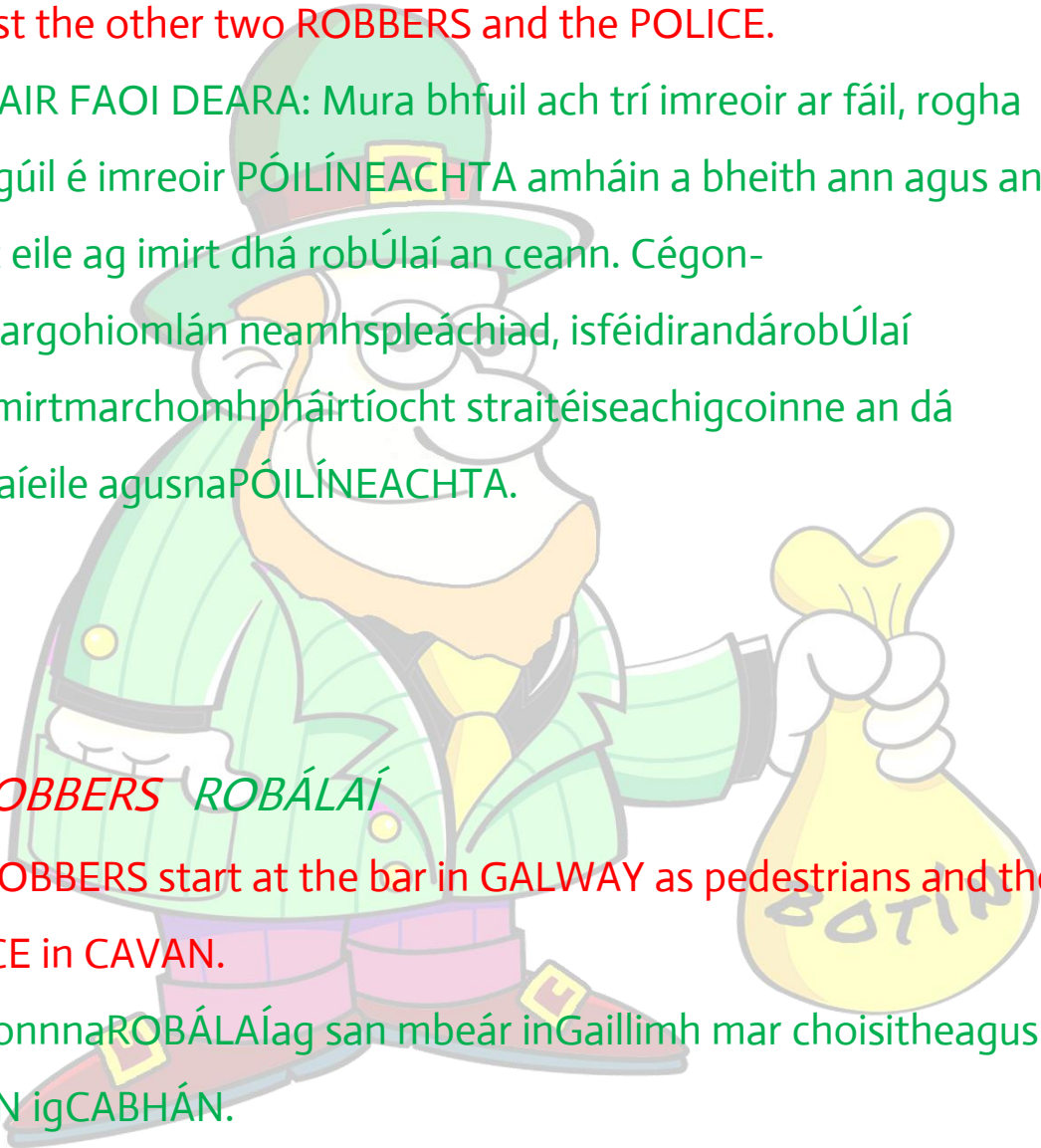
TABHAIR FAOI DEARA: Mura bhfuil ach trí imreoir ar fáil, rogha spreagúil é imreoir PÓILÍNEACHTA amháin a bheith ann agus an bheirt eile ag imirt dhá robÚlaí an ceann. Cégon-imríteargohiomlán neamhspleáchiad, isféidirandárobÚlaí seoaimirtmarchomhpháirtíocht straitéiseachigcoinne an dá robÚlaíeile agusnaPÓILÍNEACHTA.

**\*\*\*ROBBERS ROBÁLAÍ**

The ROBBERS start at the bar in GALWAY as pedestrians and the POLICE in CAVAN.

TosaíonnnaROBÁLAÍag san mbeár inGaillimh mar choisitheagusna PÓILÍN igCABHÁN.

The purpose of being a ROBBER is to accumulate enough cash, to buy the key to the speed-boat moored in the port of CORK, or the harbour in Kilkummin, and escape.





Is é an cuspóiratá le bheithi do ROBÁLAÍ nádóthainairgid a bhailiú, eochair an bhádluaisatáfeistitheigcalafort CHORCAÍ a cheannach, nó i gCuan Chill Chuimín, aguséalú.

Both the POLICE and your fellow ROBBERS, will try to prevent this happening.

DéanfaidhnaPOLÍNÍagus do chomh-robálaithearaoniarrachtosc a chur air seo. Money is obtained by stealing from the houses marked with a red spot.

Faigh tearairgeadtríghoid ó na tithemarcáilte le spotadearg.

A blue spot gives the ROBBER the opportunity to take a trail,use a rowboat on a river or meet the FENCE.

*Tugannspota gorm deis don ROBÁLAÍ turas a dhéanamh, bádrámhaíochta a úsáidarabhainnnóbualadh leis an FENCE*

Only a pedestrian can use a rowboat or take a trail.

(This will be explained later).

Ní féidir ach le coisibádrámhaíochta a úsáidnócosán a dhéanamh.

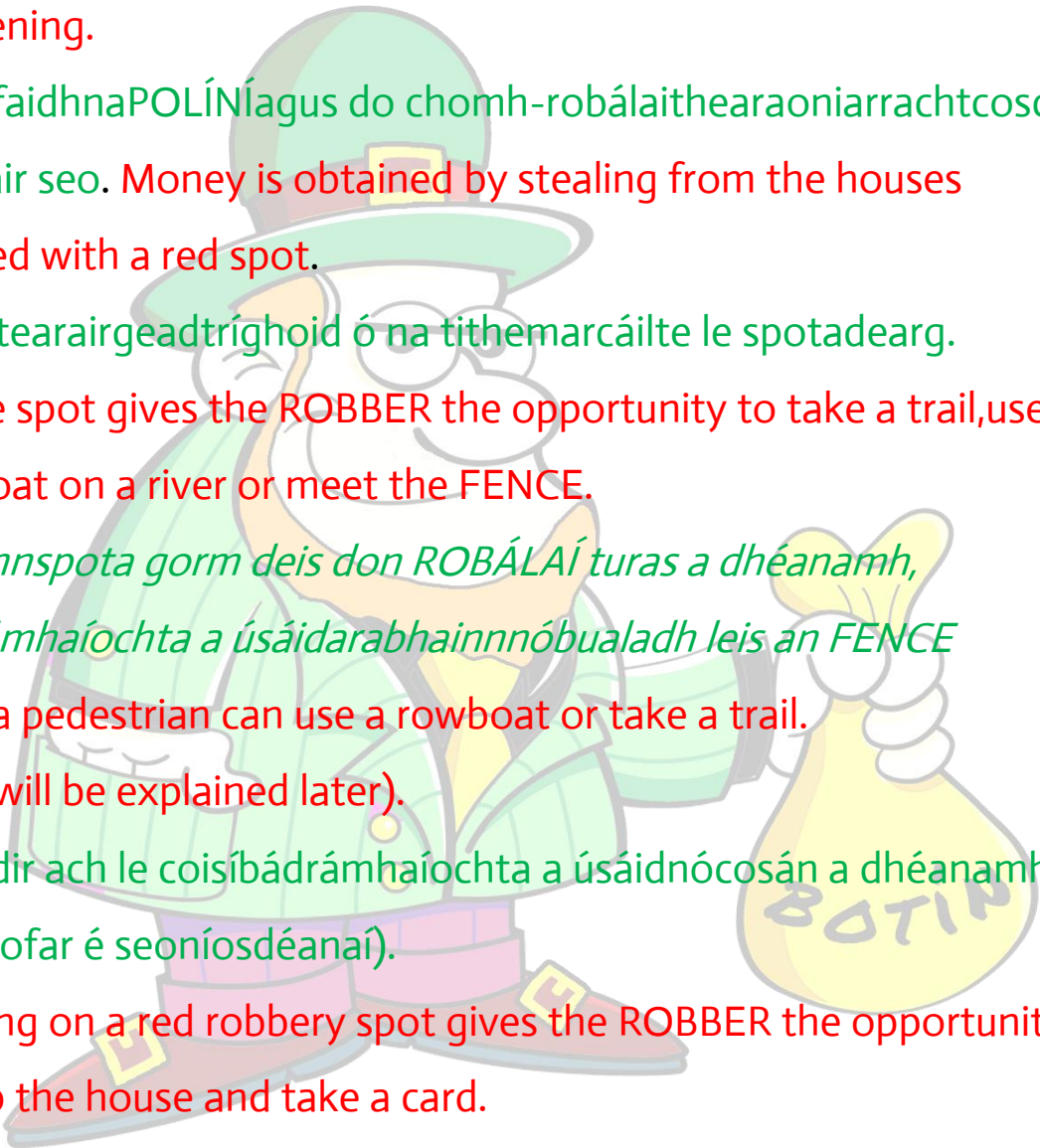
(Míneofar é seoníosdéanaí).

Landing on a red robbery spot gives the ROBBER the opportunity to rob the house and take a card.

Tuganntuirlingtarláthairdeargrobáladeis don robÚlaí an teach a ghoidagus cárta a ghlacadh.

They must then follow the instructions on the CONSEQUENCES card.

Caithfidh siadansinnatreorachaar an gcárta IARMHAIRTÍ a leanúint.



If your ROBBER card shows a 6 on the signpost, you will see two options.

Má thaispeánann do chárta ROBÁLAÍ uimhir 6 ar an gcomhartha, feicfidhtúdhárogha.

If you have to go to the court of DUBLIN, the die is thrown and the ROBBER follows the instructions in the table of CONSEQUENCES.

Má bhíonn ort dul go cúirtBhaileÁtha Cliath, caitear an dísleagusleanann an ROBÁLAÍnatreorachasatábla IARMHARTA.

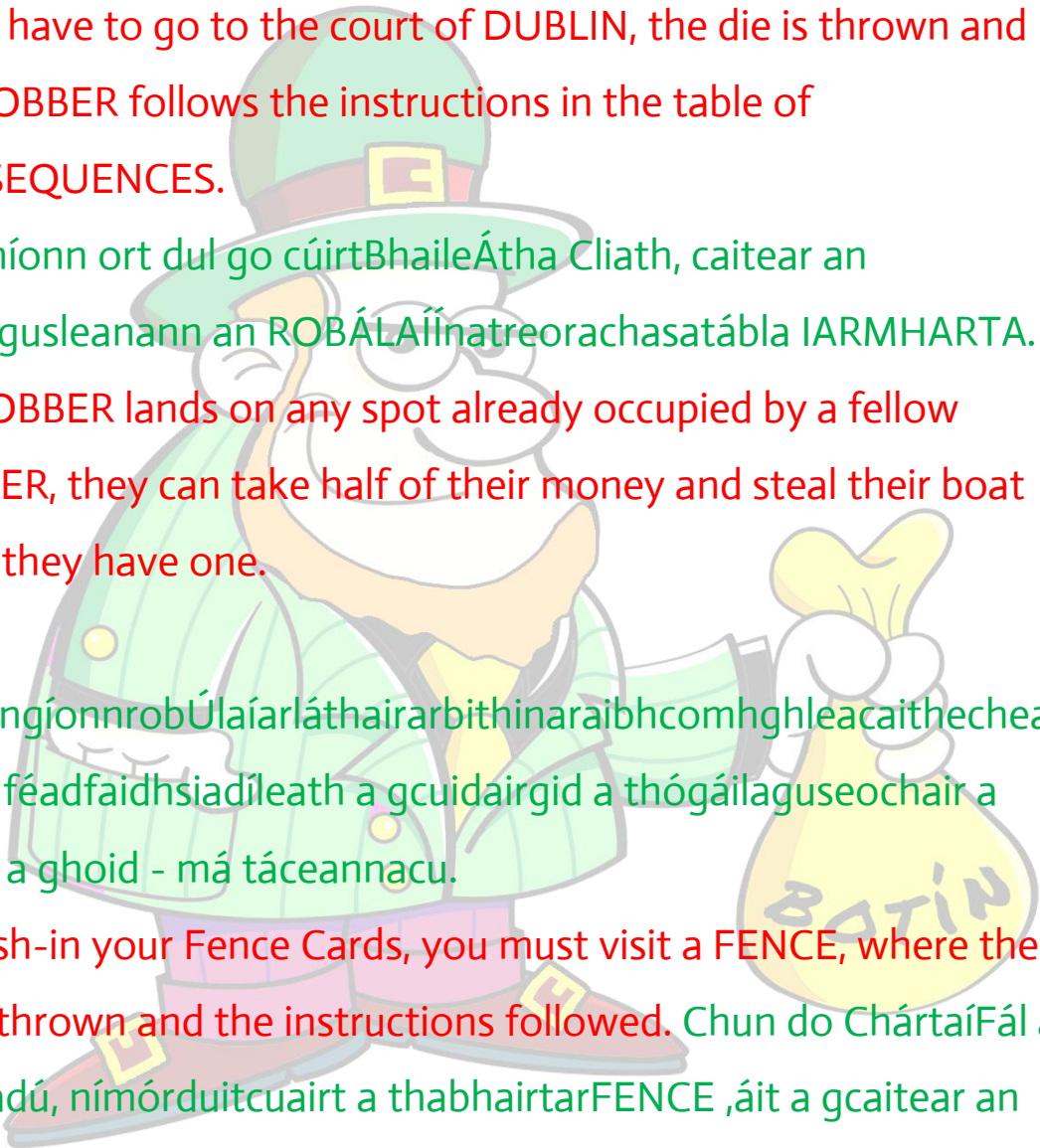
If a ROBBER lands on any spot already occupied by a fellow ROBBER, they can take half of their money and steal their boat key if they have one.

Má thuirlingíonnrobÚlaíarláthairarbithinaraibhcomhghleacaithechean aféin, féadfaidhsiadileath a gcuidairgid a thógáilaguseochair a mbád a ghoid - má táceannacu.

To cash-in your Fence Cards, you must visit a FENCE, where the die is thrown and the instructions followed. Chun do ChártaíFál a airgeadú, nímórduitcuairt a thabhairtarFENCE ,áit a gcaitear an dísle a chaitear an dísleagusnatreoracha a leanúint.

Multiple cards can be cashed at the FENCE at the same time;you must throw a single die separately for each card.

Is féidircártaíolracha a bhriseadh ag an FENCE ag an am céanna; dísleamháin a chaitheamhinaaonardo gachcárta.



The ROBBER can choose to refuse the FENCE offer and take the refused card to a different FENCE and try again.

Féadfaidh an ROBÁLAÍ rogha a dhéanamhdiúltú don tairiscintFENCEagus an cártadiúltaithe a thabhairtchuigFENCEeileagustriaileile a bhaint as.

The FENCE pays you for the things that you have stolen.

Íocann an FENCEtú as narudaí a ghoidtú.

He will also sell you a car for 3000 shamrock.

Díolfaidhsécarrleatfreisinar 3000 seamróg.

You will now, no longer be a pedestrian, which has many advantages

Ní bheidhtú do choisianois, a bhfuil go leorbuntáistí ag baint leis.

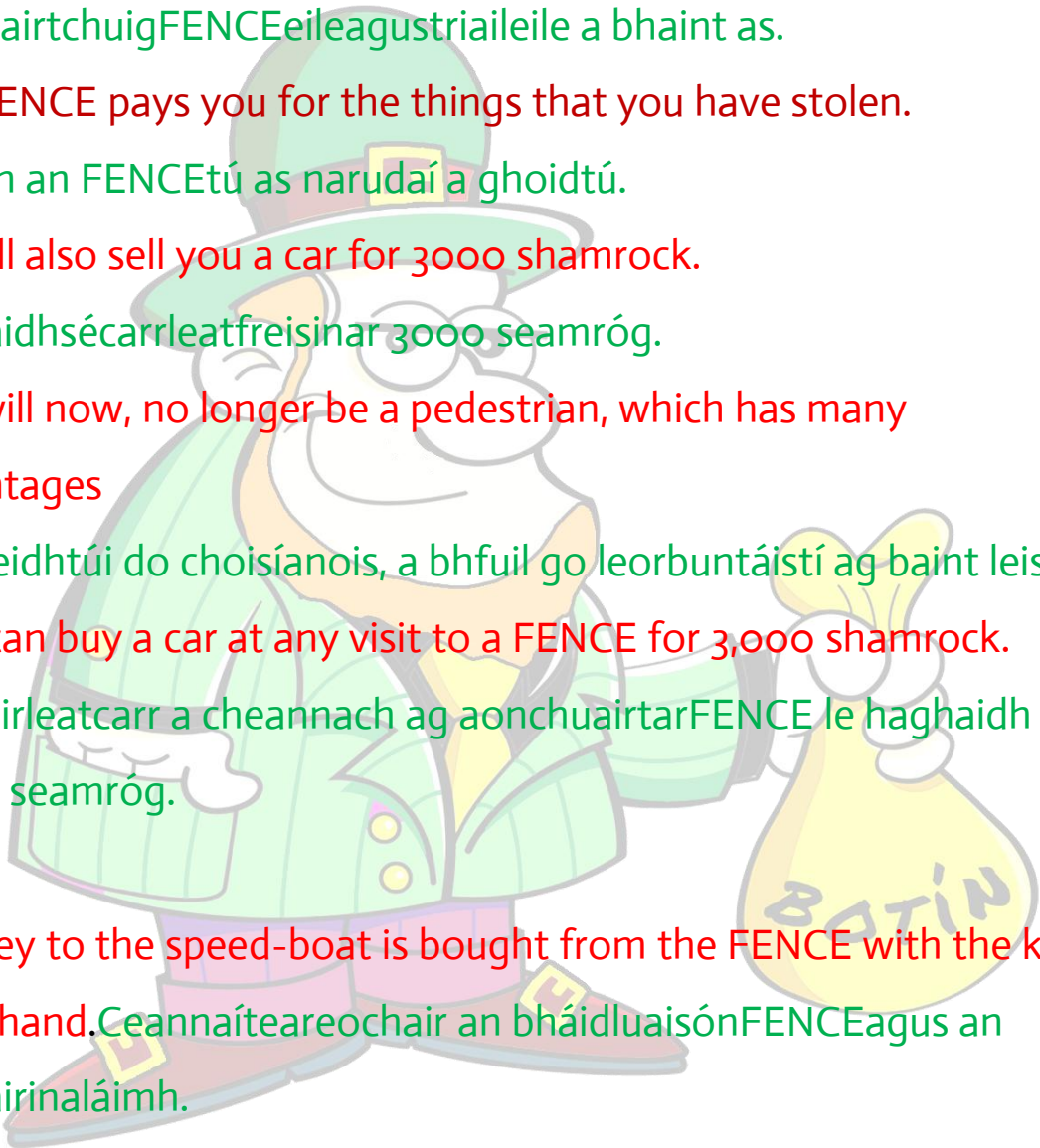
You can buy a car at any visit to a FENCE for 3,000 shamrock.

Is féidirleatcarr a cheannach ag aonchuartarFENCE le haghaidh 3,000 seamróg.

The key to the speed-boat is bought from the FENCE with the key in his hand.Ceannaíteareochair an bháidluaisónFENCEagus an eochairinaláimh.

The escape boat key costs 10.000 shamrock in cash or 5.000 shamrock plus a car in part-exchange.

Cosnaíonneochair an bháidéalaithe 10,000 seamróg in airgeadtirimnó 5.000 seamrógmóidecarribpáirt-mhalartú.



Only use the car in part-exchange, if you are confident in reaching the escape boat jetty, without getting arrested by the POLICE, or having the card stolen by a fellow ROBBER.

Náhúsáidancarr ach ibpáirt-mhalairt, má tátúmuiníneach as lamairne an bháidéalaithe a bhaintamach, gan a bheithgafa ag naPOLÍNÍ, nógan an cárta a bheithgoidte ag ROBÁLAíeile.

Remember - If you have part-exchanged your car, you will be on foot now and can only throw one die.

Cuimhnigh - Má rinne tú páirt-mhalartú ar do charr, beidh tú ar scór anois agus ní féidir leat ach díse amháin a chaitheamh.

(You will learn about this in the “moves” chapter).

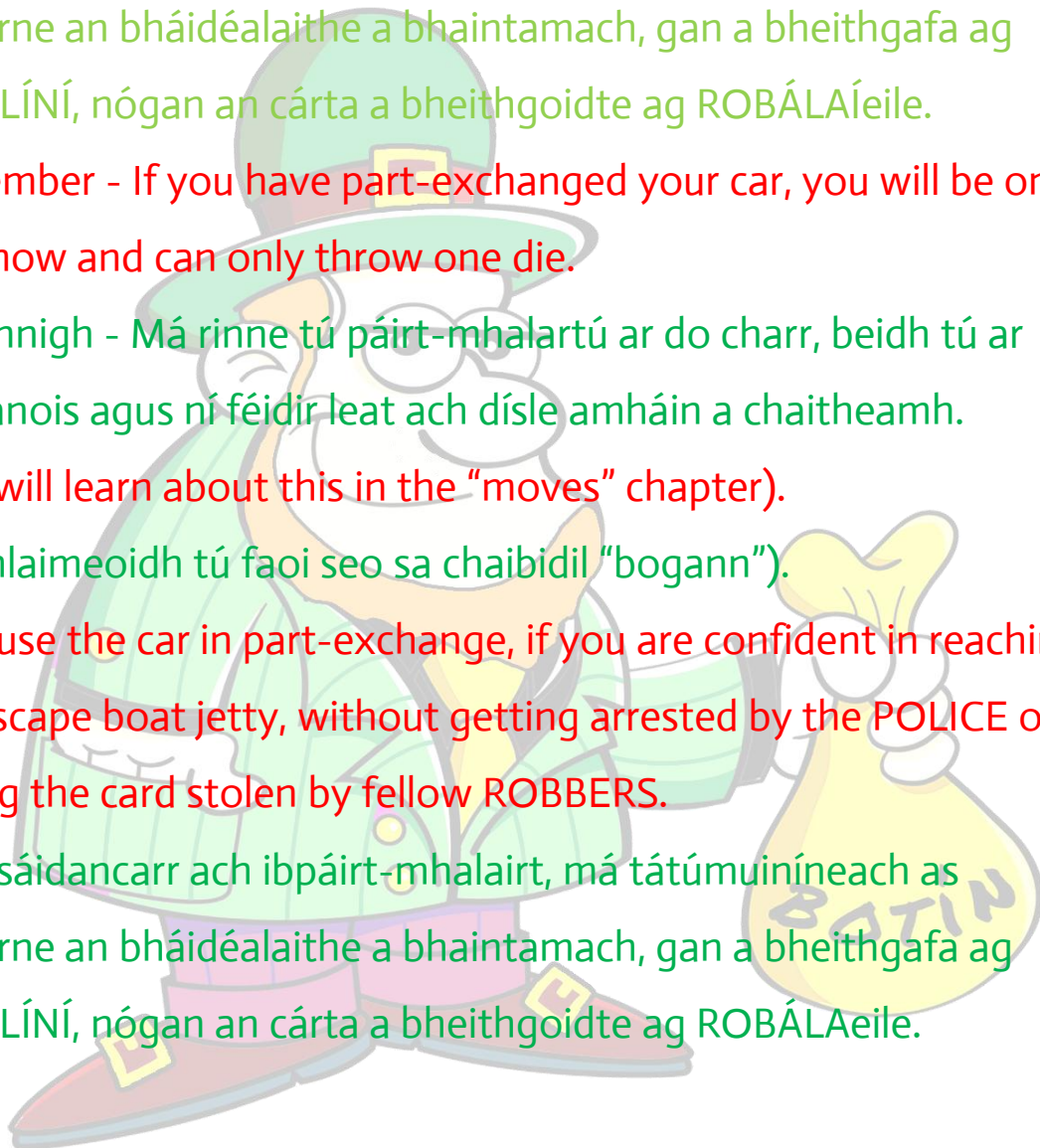
(Foghlaimoidh tú faoi seo sa chaibidil “bogann”).

Only use the car in part-exchange, if you are confident in reaching the escape boat jetty, without getting arrested by the POLICE or having the card stolen by fellow ROBBERS.

Náhúsáidancarr ach ibpáirt-mhalairt, má tátúmuiníneach as lamairne an bháidéalaithe a bhaintamach, gan a bheithgafa ag naPOLÍNÍ, nógan an cárta a bheithgoidte ag ROBÁLAeile.

To escape...The exact number must be thrown to land on the jetty spot.

Chun éalú...Ní mór an uimhirchruinn a chaitheamhchuntuirlingtarláthair an lamairne.





### \*\*\* POLICE POLÍNÍ

The POLICE start in CAVAN and their purpose is to have all the ROBBERS in Castlerea prison at the same time. Tosaíonn na Póilíní sa Chabhán agus is é an cuspóir atá acu ná robáil i the go léir a chur ibpríosún Chaisleáin Riabhaigh ag an am céanna.

The POLICE cannot use the footpaths or the boats as their cars cannot pass.

Ní féidir leis na PÓILÍNEACHTA na cosáin ná na báid a úsáid mar ní féidir lena gcuid carranna dul tharstu.

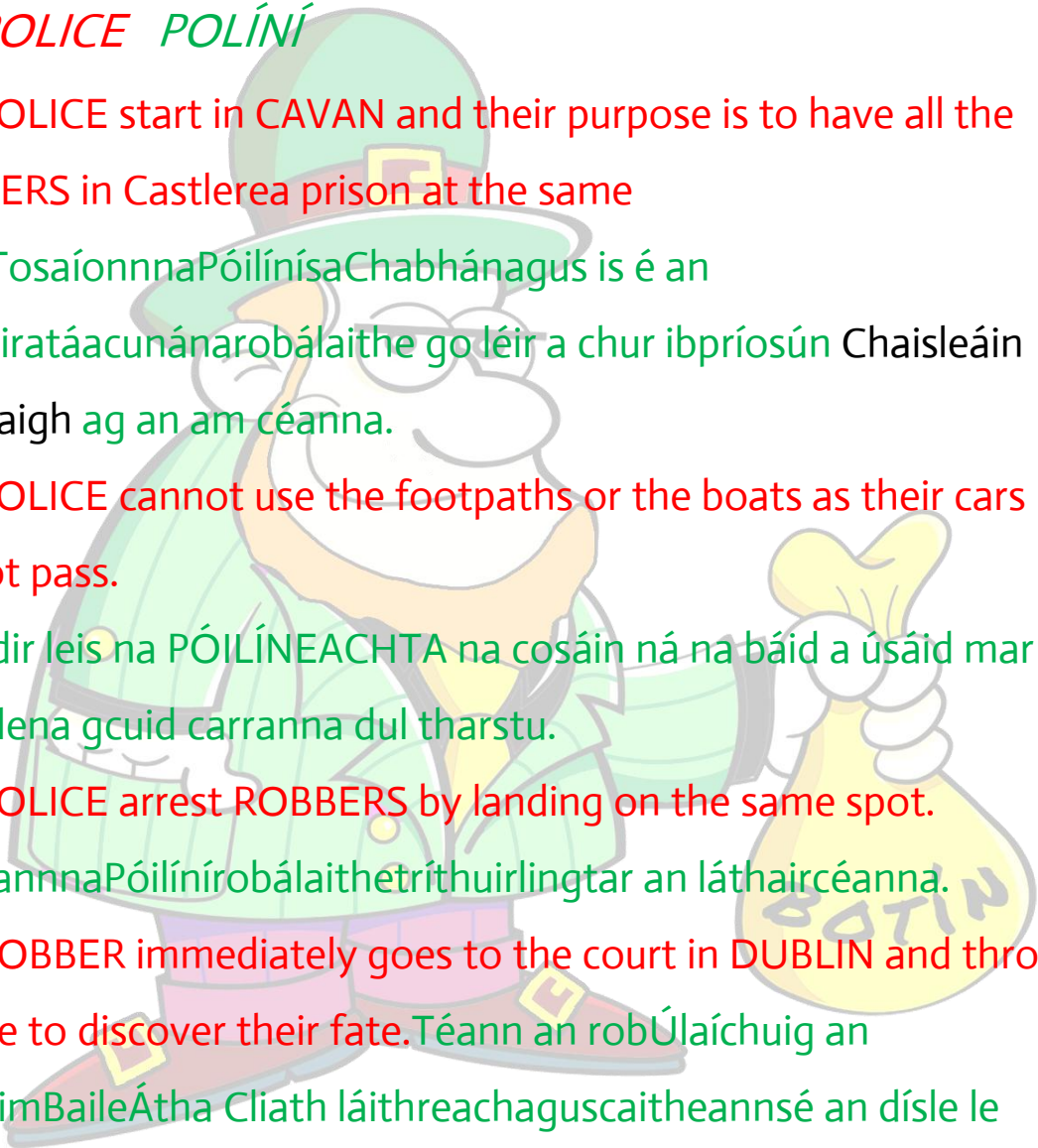
The POLICE arrest ROBBERS by landing on the same spot.

Gabhann na Póilíní robálaí i the trithuirling tar an láthair céanna.

The ROBBER immediately goes to the court in DUBLIN and throws the die to discover their fate. Téann an robálaí chuig an gcúirt i mBaile Átha Cliath láithreach agus caitheann sé an díisle le fáil amach cé cinniúint atá orthu.

When the POLICE lands on a POLICE STATION spot, they can try to throw a SIX.

Nuair a thuirlingíonn na PÓILÍNÍ ar láthair STÁISIÚN PÓILÍNEACHTA, is féidir leo iarracht a dhéanamh SÉ (6) a chaitheamhar an díisle.



Only a single die is thrown. With a six, the ROBBER of choice is taken to the COURTHOUSE in DUBLIN immediately.

Ní chaitear ach dísléamháin. Le seisear, tógtar an ROBÁLAÍ is rogha leis go dtí an COURTHOUSE imBaileÁtha Cliath láithreach.

The ROBBER throws a die to receive the sentence.

Glacann an ROBÁLAÍcártachun an phianbhreith a fháilamach.

The POLICE can remain on the police station spot for a maximum of three single throws, to try and throw a six, or continue to move normally.

Is féidir leis naPóilínífanachtar an láthairstáisiúnpóilíníarftheadhuasmhéid de thríchaitheamhsingil, chuniarracht a dhéanamhagus a chaitheamh, nóleanúintaraghaidh ag gluaiseacht de ghnáth.

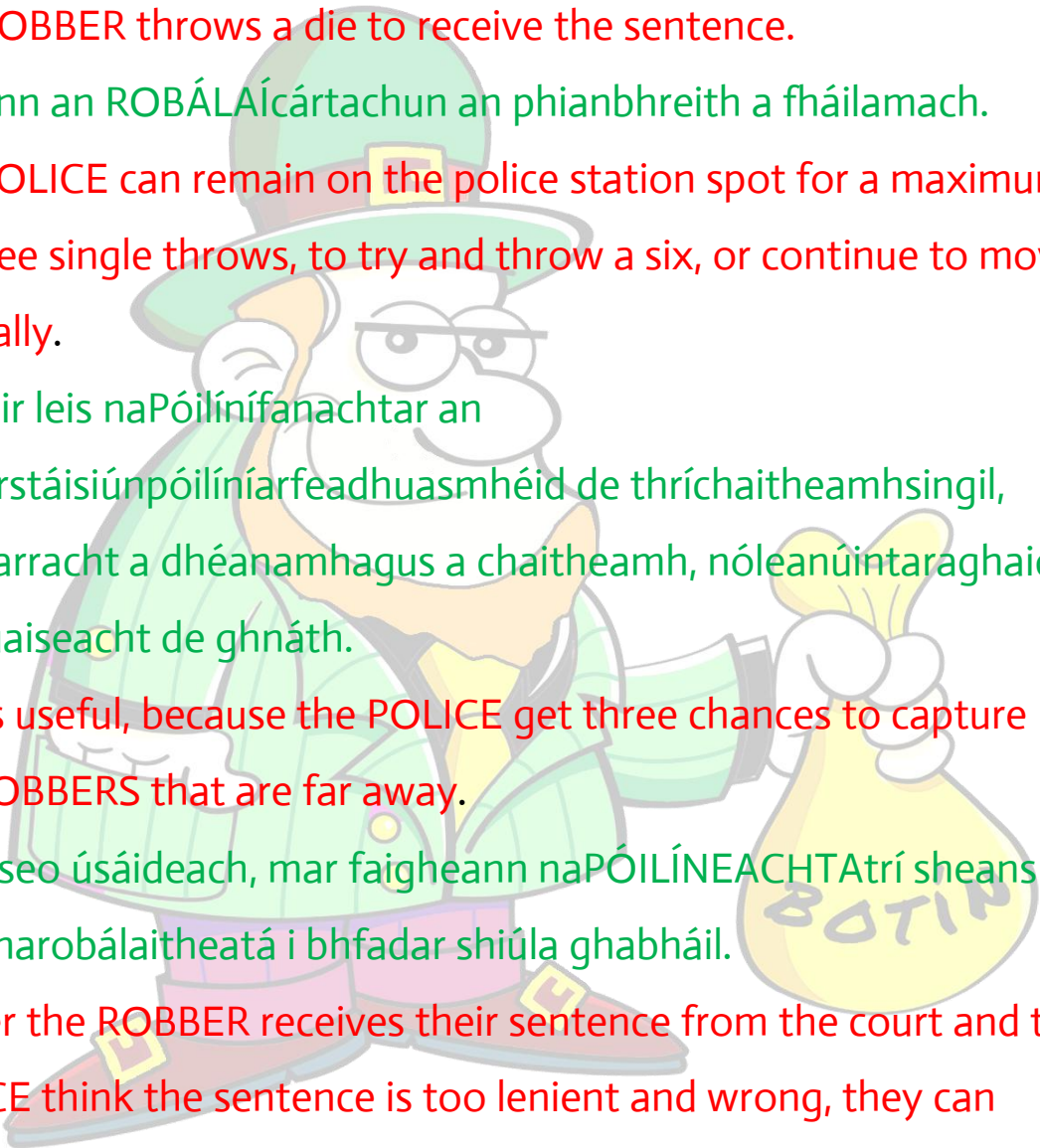
This is useful, because the POLICE get three chances to capture the ROBBERS that are far away.

Tá sé seo úsáideach, mar faigheann naPÓILÍNEACHTAtrí sheans chun narobálaitheatá i bhfadar shiúla ghabháil.

If after the ROBBER receives their sentence from the court and the POLICE think the sentence is too lenient and wrong, they can choose to immediately re-arrest the ROBBER for a different crime and go to the judge again.

Más rud é tar éis don robÚlaí a bpianbhreith a fháilóncúirtagus má cheapannaPOLÍNÍ go bhfuil an phianbhreithró-

thrócaireachagusmícheart, féadfaidhsiad an rogha a dhéanamh an



robÚlaíaathghabháilláithreach le haghaidh coir eile agus dul chuig an mbreitheamharís.

The new sentence is decided by a throw of a single die by the POLICE and the ROBBER concerned.

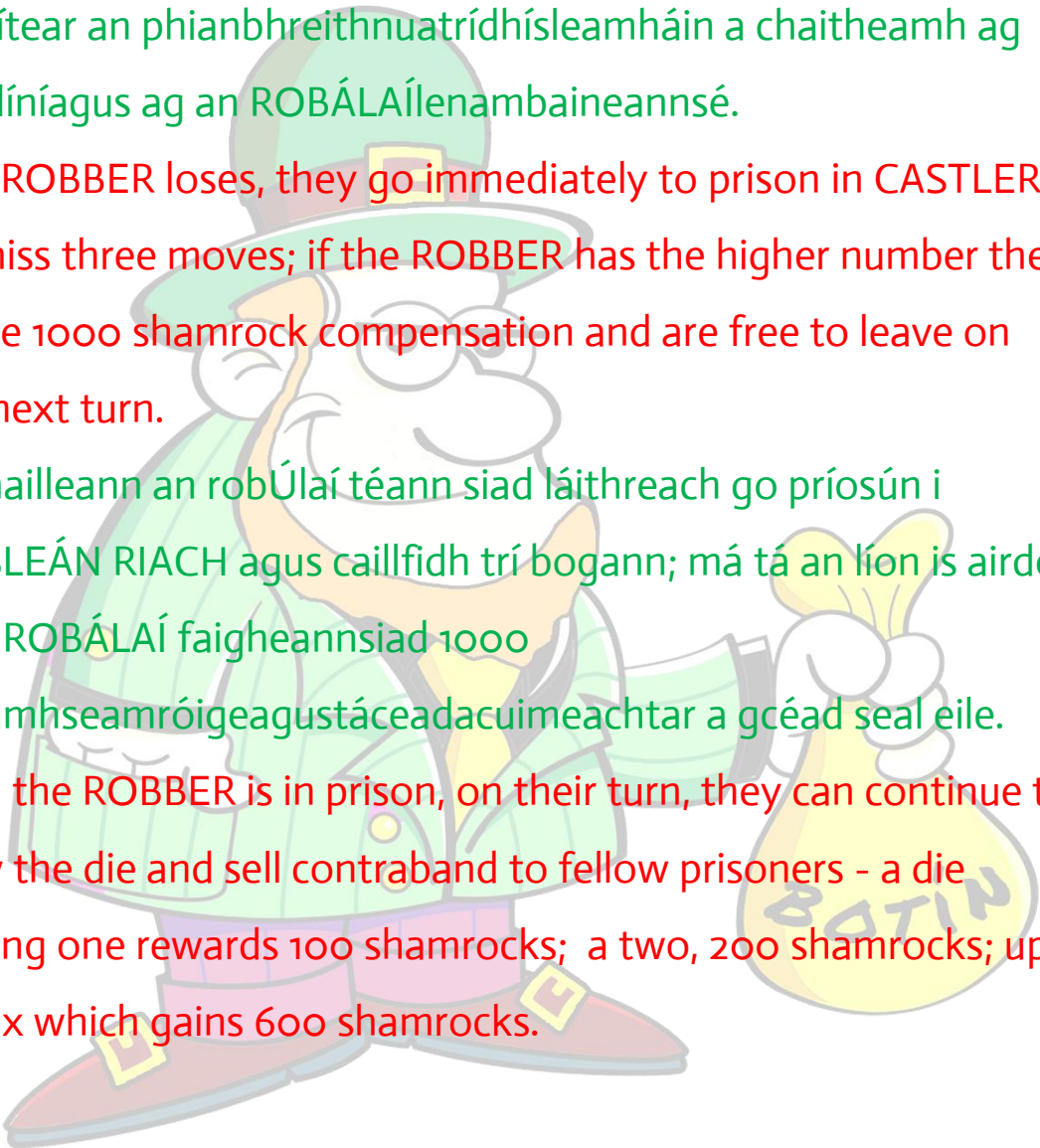
Socraítear an phianbhreith nuair tríd hísleamháin a chaitheamh ag na Póilíní agus ag an ROBÁLAÍ lena baineann sé.

If the ROBBER loses, they go immediately to prison in CASTLEREA, and miss three moves; if the ROBBER has the higher number they receive 1000 shamrock compensation and are free to leave on their next turn.

Má chailleann an robÚlaí téann siad láithreach go príosún i gCAISLEÁN RIACH agus caillfidh trí bogann; má tá an líon is airde ag an ROBÁLAÍ faigheann siad 1000 cúiteamh seamróige agus tá ceada cuimeachtar a gcéad seal eile.

When the ROBBER is in prison, on their turn, they can continue to throw the die and sell contraband to fellow prisoners - a die showing one rewards 100 shamrocks; a two, 200 shamrocks; up to a six which gains 600 shamrocks.

Nuair a bhíonn an ROBÁLAÍ sa príosún, ar a seal, is féidir le oileanúint ar aghaidh a chaitheamh an díse agus contrabhanna a dhíol le comhphríosúnaigh - faigheann díse a thaispeánann "aon" 100 seamróg; a dhá, 200 seamróga; suas le sé a ghnóthaíonn 600 seamróg.



Each time the POLICE has a successful conviction, they receive a POLICE CARD. With three POLICE CARDS, a new recruit joins the force.

Gach uair go mbíonn ciontú rathúil ag na PÓILÍNÍ, faigheann siad CÁRTA PÓILÍNEACHTA.

Le trí Chárta PÓILÍNEACHTA, tagann earcach nua isteach i bhfórsa na PÓILÍNEACHTA.

This second POLICE can start from any police station in the Emerald Isle.

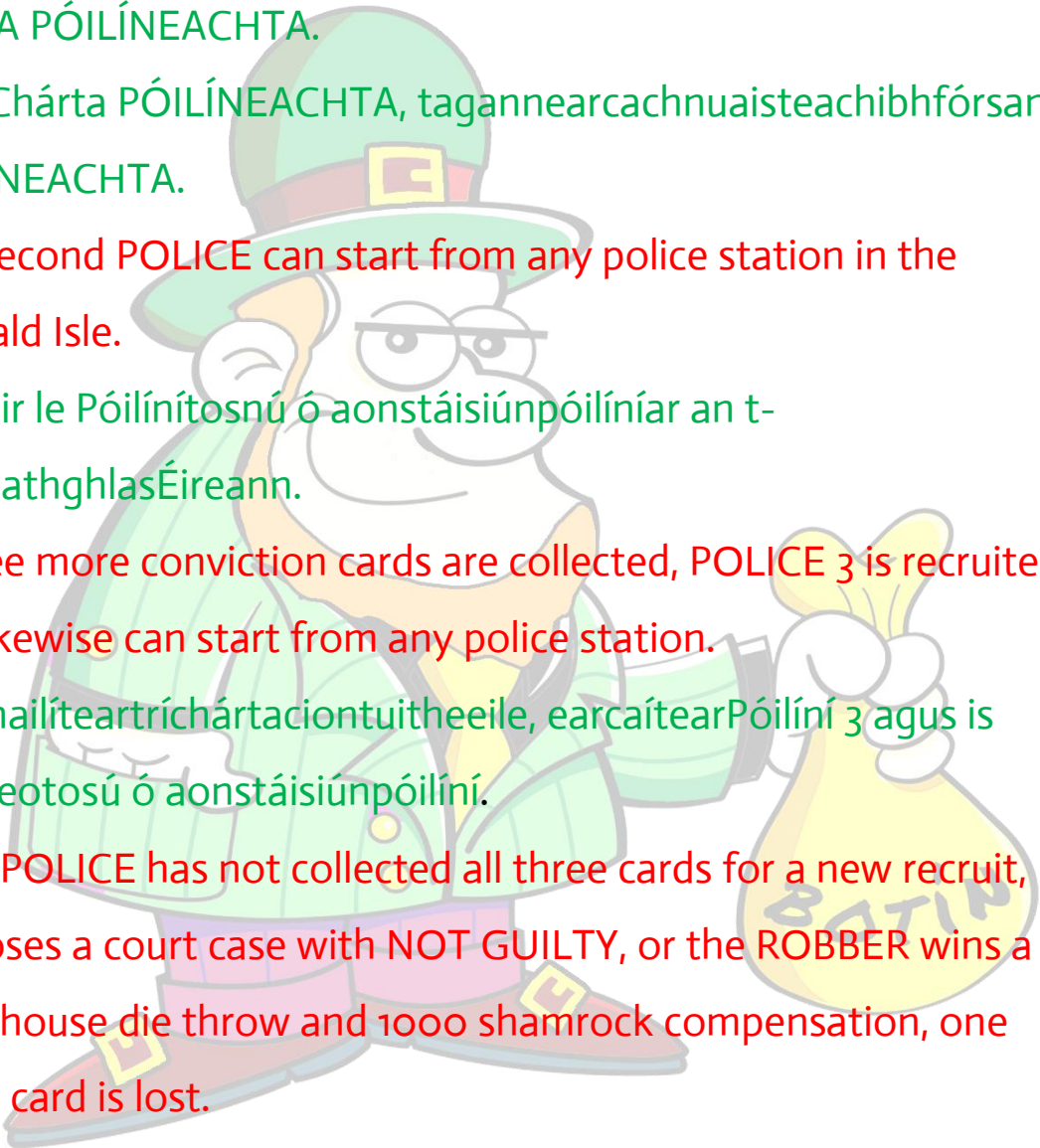
Is féidir le Póilíní tosú ó aon stáisiún póilíní ar an t-Oileán Iathghlas Éireann.

If three more conviction cards are collected, POLICE 3 is recruited and likewise can start from any police station.

Má bhailítear trí chárta ciontuithe eile, earcaítear Póilíní 3 agus is féidir le tosú ó aon stáisiún póilíní.

If the POLICE has not collected all three cards for a new recruit, and loses a court case with NOT GUILTY, or the ROBBER wins a court house die throw and 1000 shamrock compensation, one police card is lost.

Mura bhfuil na trí chárta ar fad bailithe ag na Póilíní d'earcach nua, agus má chailleann siad cáscúirte NÍ CIONTACH, nó má bhuann an rob Úlaídis le caithimhsa teach cúirte agus 1000 cúiteamh seamróige, cailfe ar cárt póilíní amháin.





### \*\*\* MOVES BOGANN

Choose who will be POLICE and who will be ROBBERS.

Roghnaighcé a bheidhinaPÓILÍNÍaguscé a bheidhinaROBÁLAÍ.

One player is the POLICE; all other players are ROBBERS.BOTÍN is at its most exciting with one POLICE and five ROBBERS.

Imreoir amháin is ea na PÓILÍNEACHTA;

Tá BOTÍN ar a mhéid is sceitimíneachnuairatá PÓILÍN amháinaguscúigearrobálaithe.

As I mentioned before, two more POLICE recruits can join after you have secured convictions in the court.

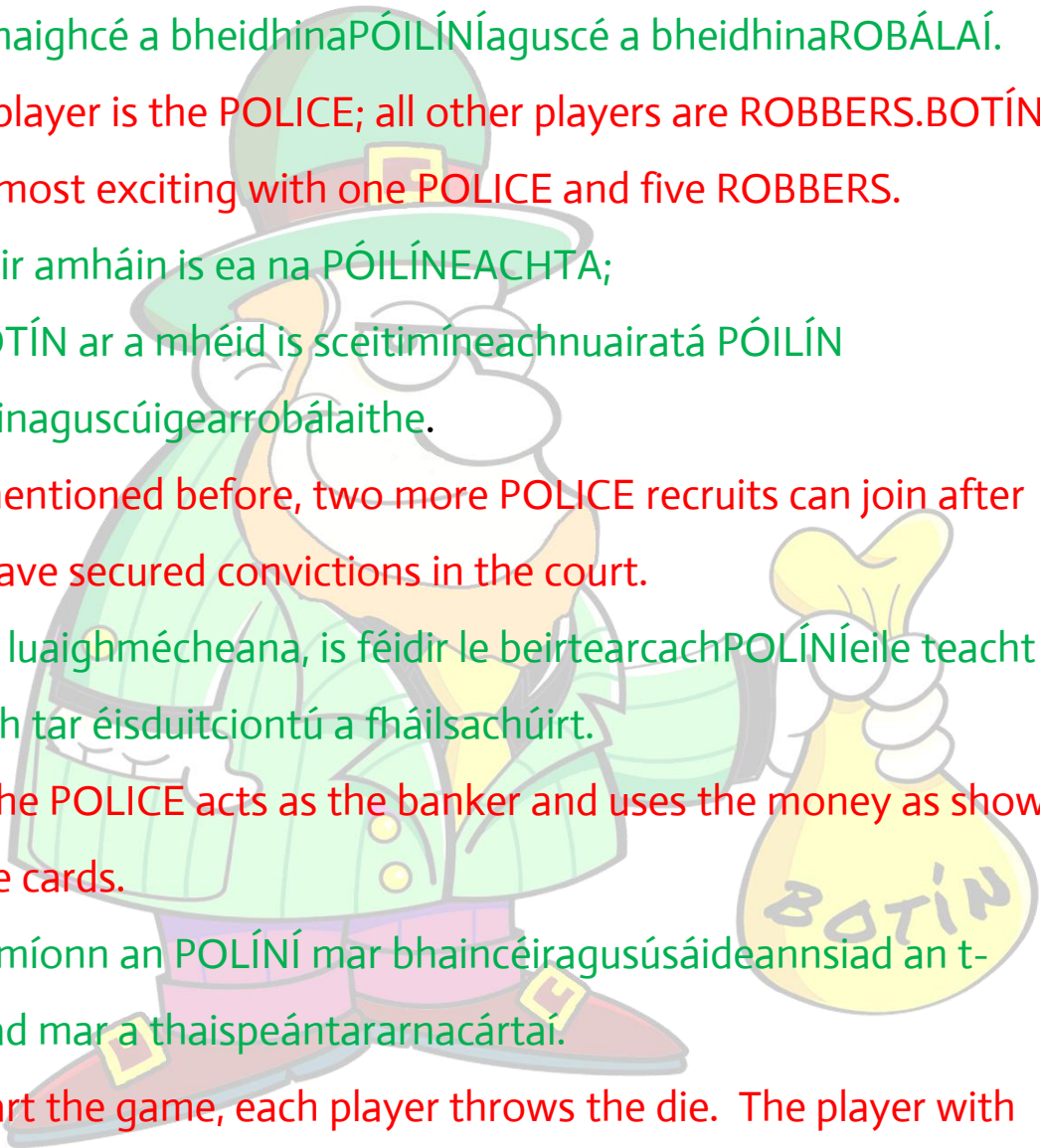
Mar a luaighmécheana, is féidir le beirtearcachPÓILÍNíeile teacht isteach tar éisduitciontú a fháilsachúirt.

+++ The POLICE acts as the banker and uses the money as shown on the cards.

Feidhmíonn an POLÍNÍ mar bhaincéiragusúsáideannsiad an t-airgead mar a thaispeántararnacártaí.

To start the game, each player throws the die. The player with thehighest number throws first and the play moves thereafter in a clockwise direction.

Chun ancluiche a thosú, caitheanngachimreoir an díse. Caitheann an t-imreoir leis an líon is airdeardtúsagusbogann an imirtinadhiaidh sin ar deiseal.



It does not matter where the POLICE sits around the board.

Is cumacábhfuilnaPOLÍNÍinasuítimpeall an bhoird

The POLICE start in the town of CAVAN.

They are in a police car.

TosaíonnnaPóilíníimbaile an Chabháin.

Tásiadigcarrpóilíní.

The ROBBERS start in the PUB in GALWAY. The ROBBER starts the game as a pedestrian.

TosaíonnnaRobálaíthesa teach tábhairneinGaillimh.

Tosaíonn an ROBÁLAÍ anluiche mar choisithe.

The ROBBER throws a single die and can move in either direction as a pedestrian. Only a pedestrian can use the shortcut footpaths or river boats.

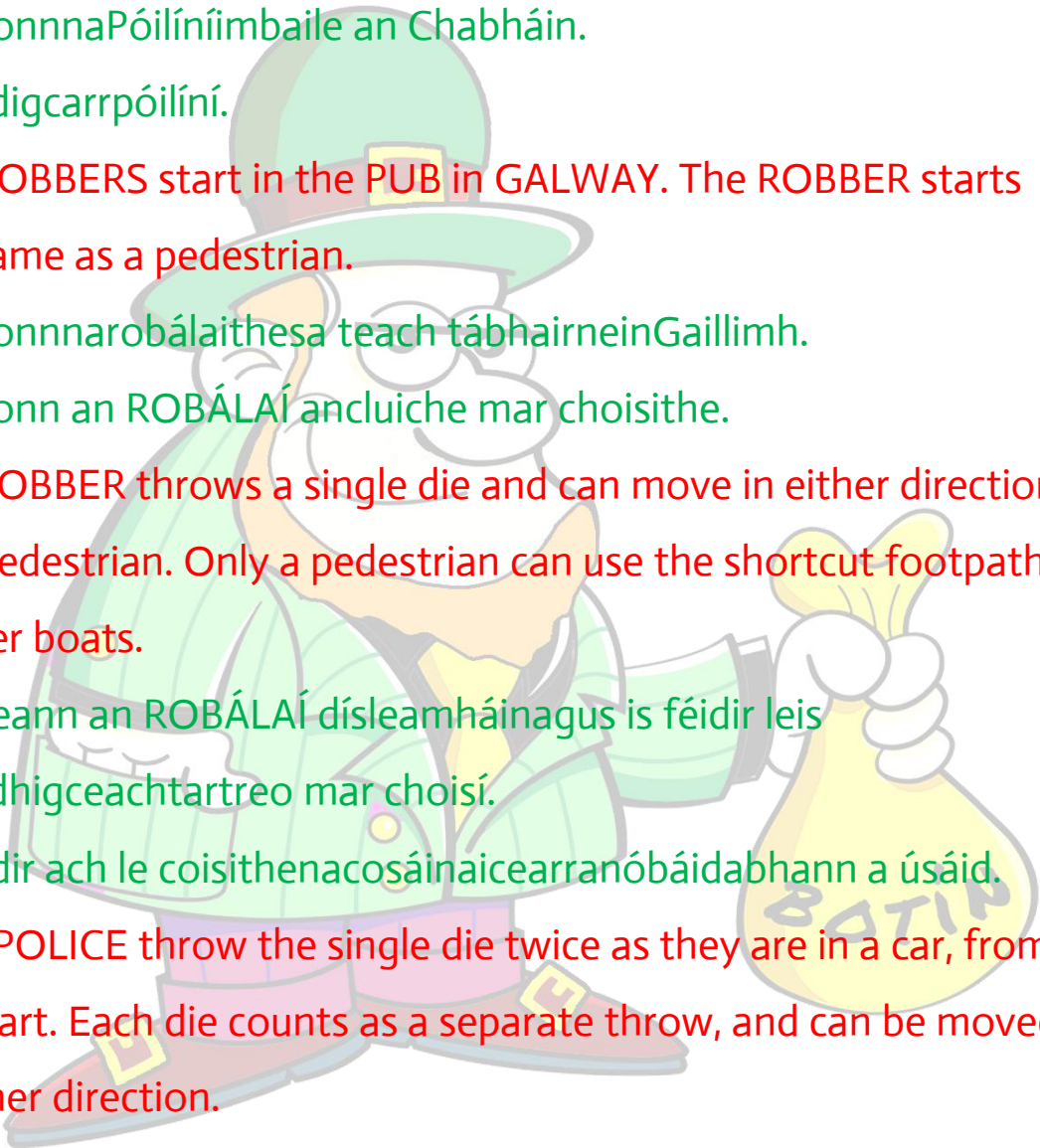
Caitheann an ROBÁLAÍ dísléamháinagus is féidir leis bogadhigceachtartreo mar choisí.

Ní féidir ach le coisithenacosáinaicearranóbáidabhann a úsáid.

The POLICE throw the single die twice as they are in a car, from the start. Each die counts as a separate throw, and can be moved in either direction.

CaitheannaPóilíní an dílesingilfaoidhóagusiadigcarr, óntús.

Áireamhgachdíslé mar chaitheamharleith, agus is féidir é a bhogadhigceachtartreo.



When you have recruited a second POLICE, the two POLICE die throws now apply to either POLICE, thereby making the police force more effective.

Nuair a bhíonn an dara POLÍNÍearcaitheagat, baineann an dádhísle de chuidnabPóilíní leis an cheachtarPOLÍNÍanois, rud a fhágann go mbeidh an fórsaPOLÍNÍ níoséifeachtaí.

Each die counts as a separate throw and is used for either POLICE,and can be moved in either direction.

Áireamhgachdísle mar chaitheamharleithagusúsáidtear é don cheachtarPOLÍNÍ, agus is féidiriad a bhogadhigceachtartreo.

When you have a third recruit, the two POLICE throws then apply to all three POLICE cars.

Nuair a bhíonn an tríúearcachagat, baineann an dáchaitheamhPOLÍNÍ le gachceann de natri charr POLÍNÍ

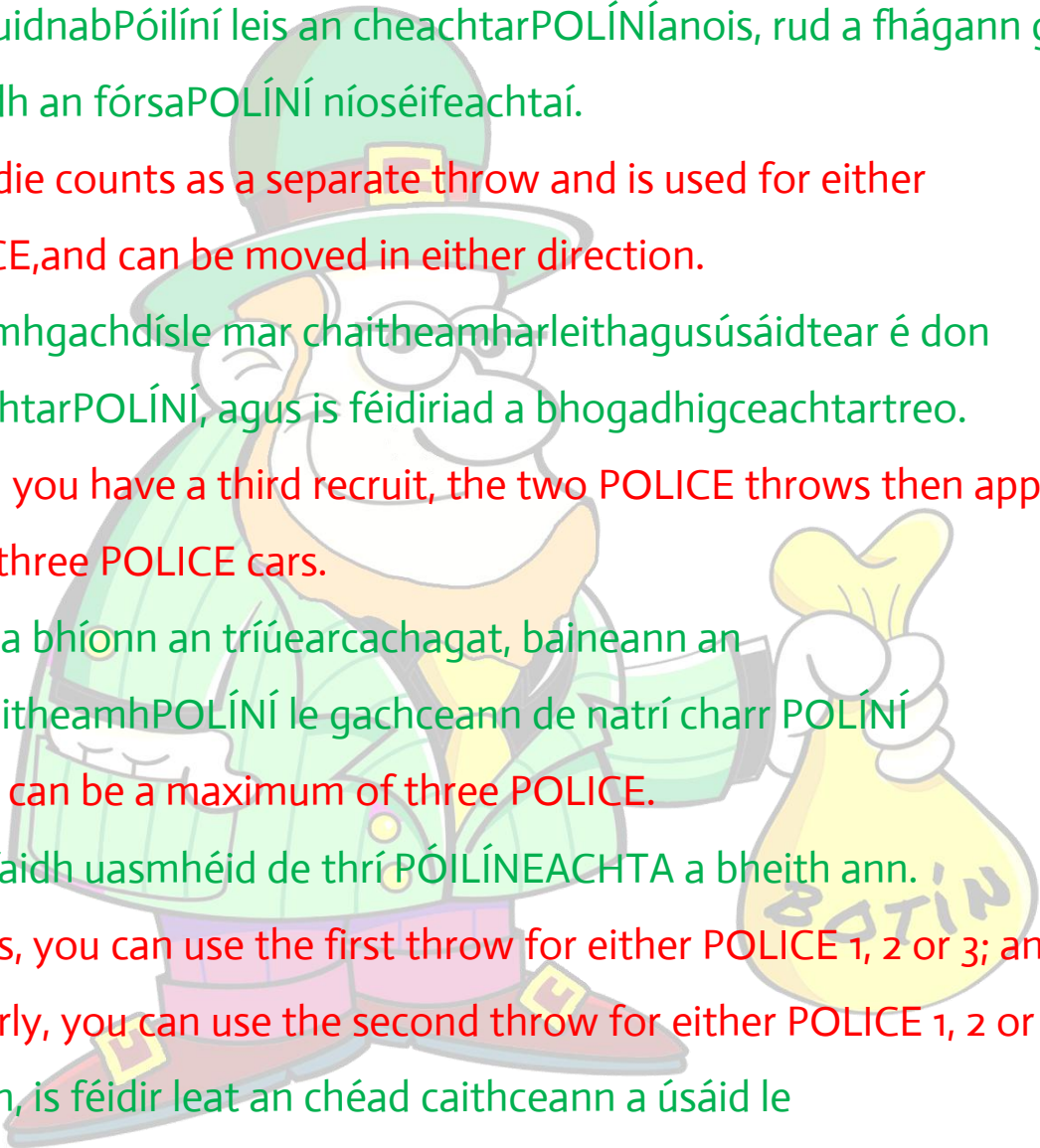
There can be a maximum of three POLICE.

Féadfaidh uasmhéid de thrí PÓILÍNEACHTA a bheith ann.

That is, you can use the first throw for either POLICE 1, 2 or 3; and, similarly, you can use the second throw for either POLICE 1, 2 or 3.

Is é sin, is féidir leat an chéad caithceann a úsáid le haghaidhPÓILÍNÍ 1, 2 nó 3; agus, maran gcaoi chéanna, is féidir leat an dara caith a úsáid le haghaidhPOLÍNÍ 1, 2 nó 3.

Although the ROBBER starts the game as a pedestrian, they can buy a car from the FENCE and have two throws of the die.



Cé go gcuireann an ROBÁLAÍ tús leis angluiche mar choisithe, is féidirleocarr a cheannachónFENCEagusdháchaitheamh den díse a bheithacu.

A car can be bought for 3000 shamrock any time the ROBBER lands on the FENCE spot if they have enough money.

Is féidircarr a cheannachar 3000 seamróg am arbith a thuirlingíonn an ROBÁLAÍ arláthairFENCE má tá a dhóthainairgidacu.

As with the POLICE, each throw counts as a separate throw and the ROBBER car can be moved in either direction.

Cosúil leis naPOLÍNÍ, áiríteargachcaith mar chaitheamharleithagus is féidirancarr ROBÁLAÍ a bhogadhigceachtartreo.

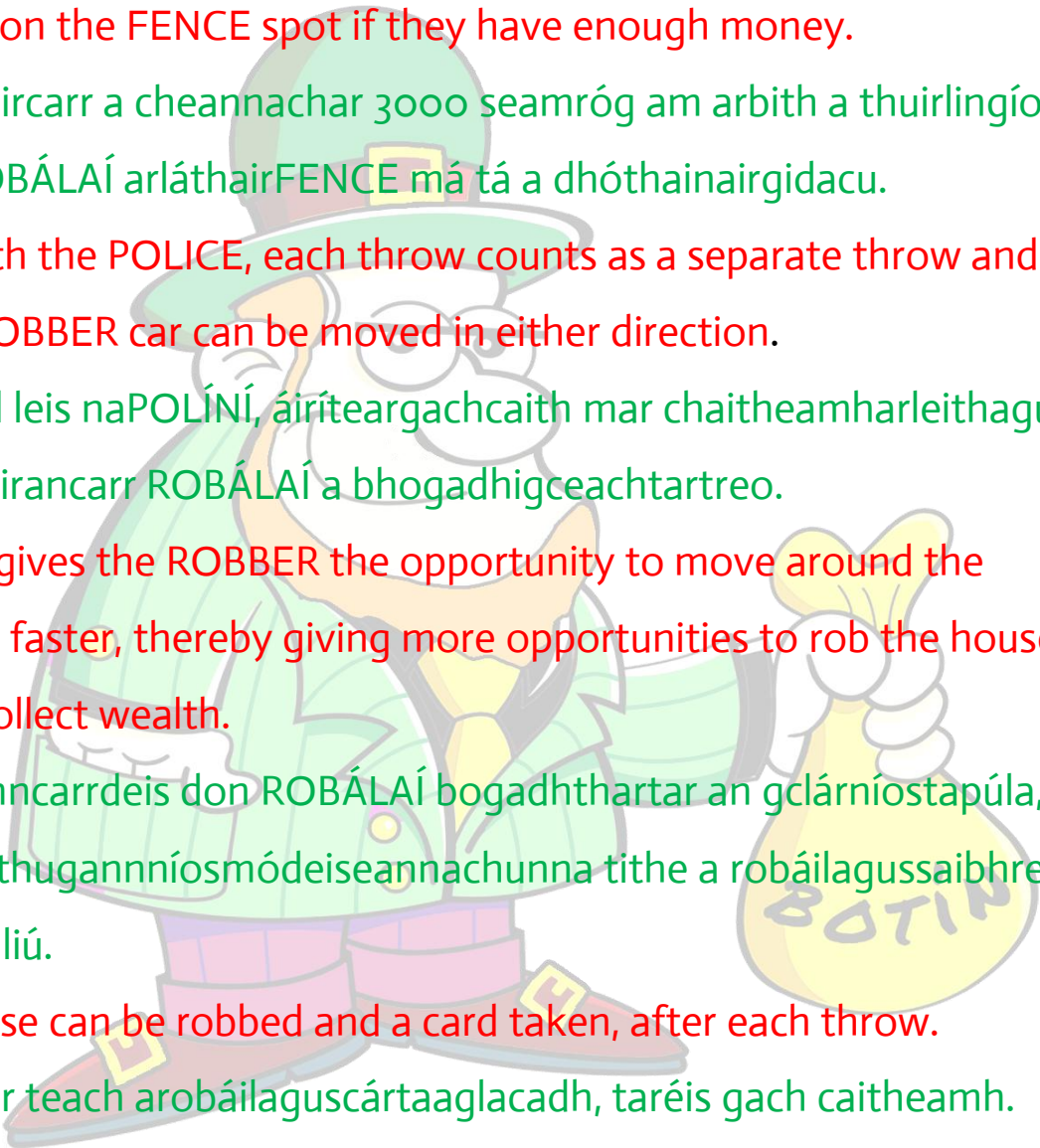
A car gives the ROBBER the opportunity to move around the board faster, thereby giving more opportunities to rob the houses and collect wealth.

Tuganncarrdeis don ROBÁLAÍ bogadhthartar an gclárníostapúla, rud a thugannníosmódeiseannachunna tithe a robáilagus saibhreas a bhailiú.

A house can be robbed and a card taken, after each throw.

Isféidir teach arobáilagus cártaaglacadh, taréis gach caitheamh.

To avoid capture or being mugged, and the ROBBER wants to use a footpath or river boat to escape; the car must be left on the blue entry spot.





Chun gabháil nó robáil a sheachaint, agus an ROBÁLAÍ ag iarraidh cosáinn ó bádabhann a úsáid chunéalú, nímó rancarr a fhágáilar an láthair gorm iontrála.

From the other end of the footpath or river, the ROBBER can continue to move around the board as a pedestrian, but is now reduced to only one throw of the die.

Ó thaobheile an chosáinn ó nahabhann, is féidir leis an ROBÁLAÍ leanúint ar ghaidh ag bogadh thartar an gclár mar choisithe, ach ní sélaghdaitheanois go dtí caithamháin den díse.

If the POLICE land on the blue spot where the car was abandoned, the car is confiscated and leaves the board.

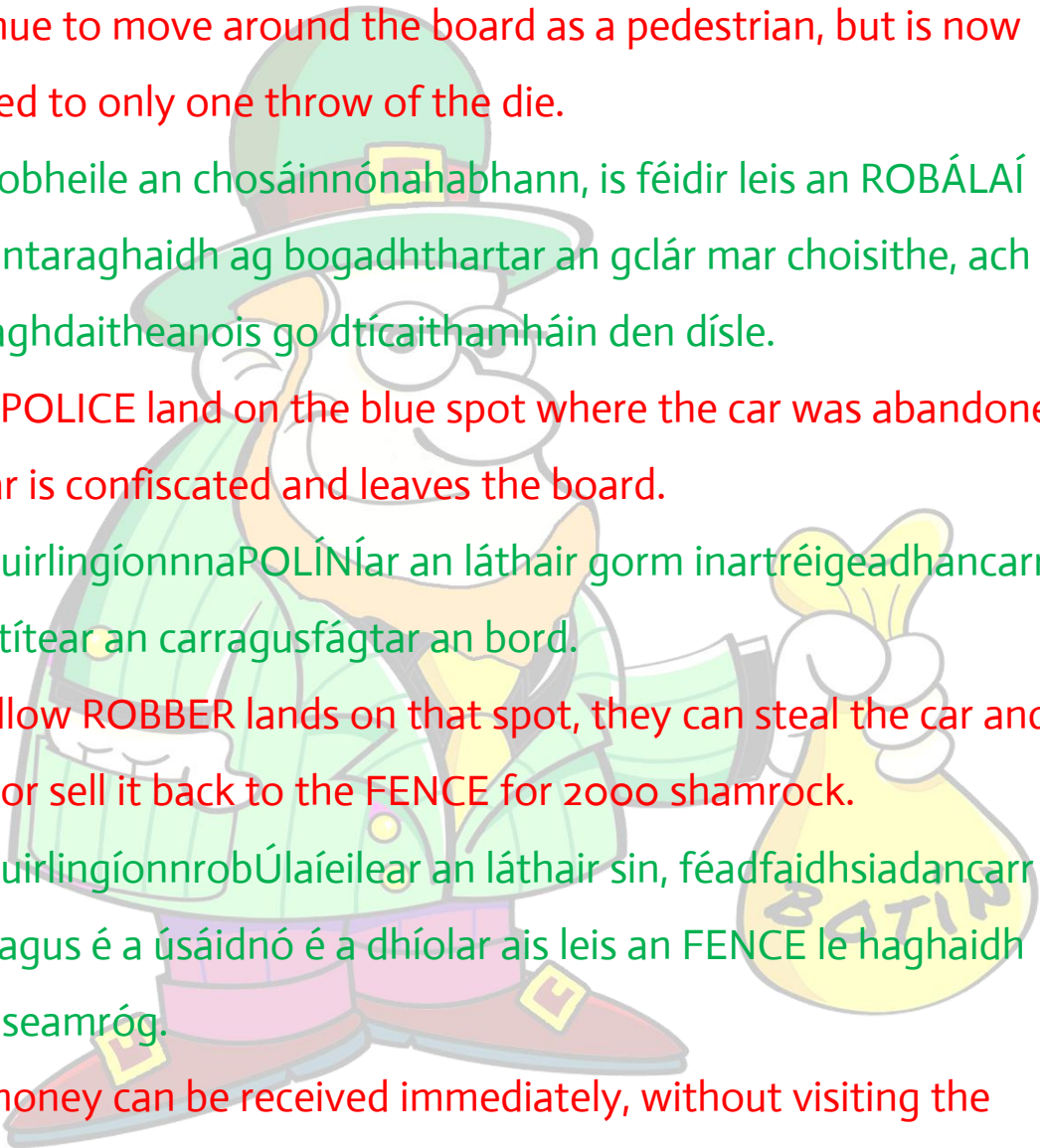
Má thuirlingíonn na POLÍNAÍ ar an láthair gorm in ar réigeadh carr, coigistítear an carr agus fágtar an bord.

If a fellow ROBBER lands on that spot, they can steal the car and use it or sell it back to the FENCE for 2000 shamrock.

Má thuirlingíonn robÚlaí eile ar an láthair sin, féadfaidh siad an carr a ghoid agus é a úsáid nó é a dhíolar ais leis an FENCE le haghaidh 2000 seamróg.

This money can be received immediately, without visiting the FENCE blue spot.

Is féidir an t-airgead seo a fháil láithreach, gan cuairt a thabhairt ar an láthair gorm FENCE.



On the other hand, if that second ROBBER is still a pedestrian, they can exchange their pedestrian piece for the car piece in their colour, and enjoy two throws of the die from that point.

Ar an lámheile, máscoisithefós an dara ROBÁLAÍ sin, is féidirleo a bpíosacoisithe a mhalartúar an bpíosacairrinadhath, agustaitneamh a bhaint as dháchaitheamh den dísléonbpointe sin. From the other end of the footpath or river, the escaping ROBBER continues to move as a pedestrian, but can now have only one throw of the die.

Ó thaobheile an chosáinnónahabhann, leanann an ROBÁLAÍ atá ag éalúaraghaidh ag gluaiseacht mar choisí, ach níféidir leis ach caitheamhamháin den díslé a bheithaigeanois.

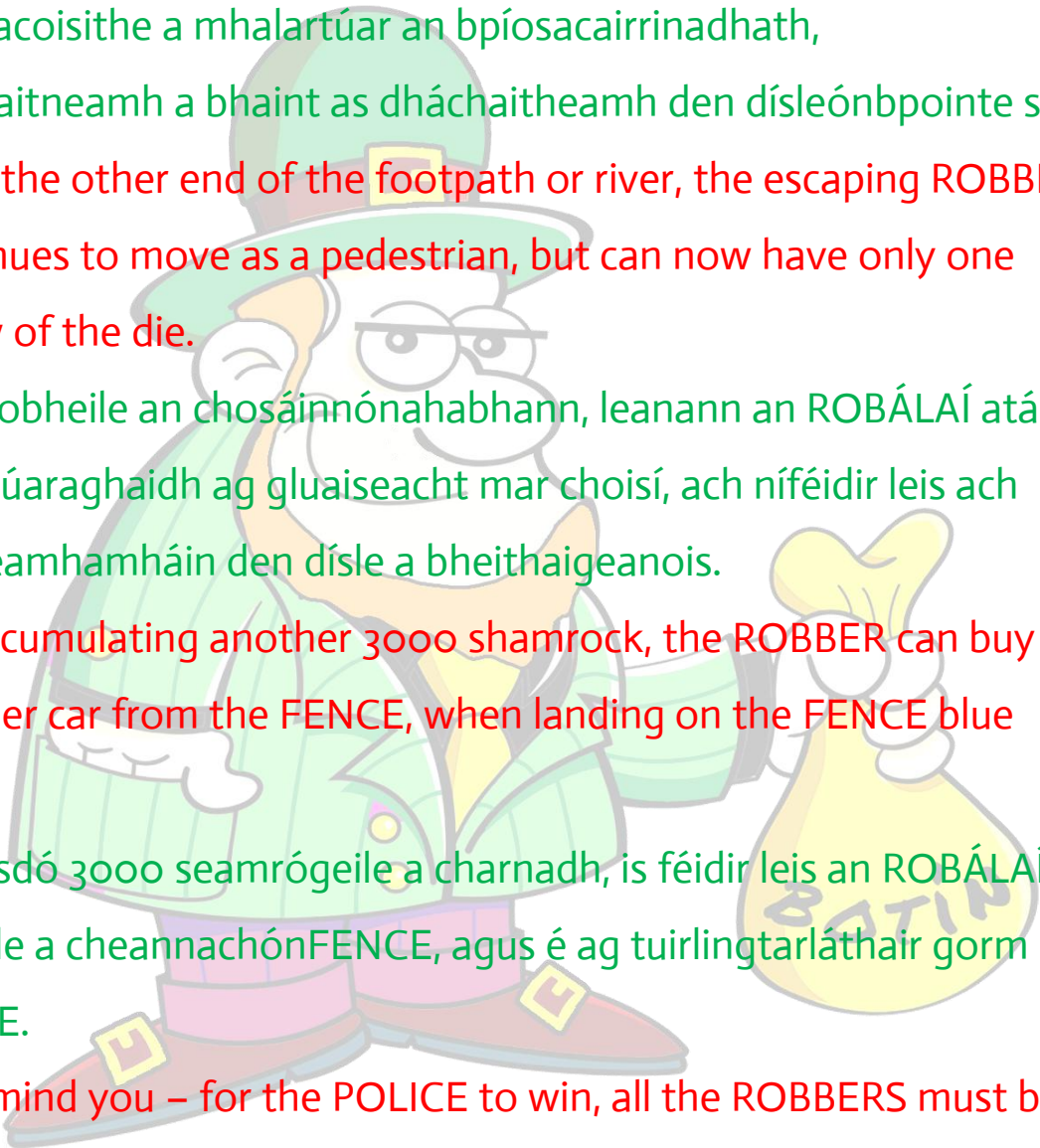
On accumulating another 3000 shamrock, the ROBBER can buy another car from the FENCE, when landing on the FENCE blue spot.

Tar éisdó 3000 seamrógeile a charnadh, is féidir leis an ROBÁLAÍ carreile a cheannachónFENCE, agus é ag tuirlingtarláthair gorm FENCE.

To remind you – for the POLICE to win, all the ROBBERS must be in prison at the same time.

Chun cuimhne a thabhairt – le go mbeidh an bua ag na PÓILÍNÍ, caithfidh narobálaithe go léir a bheithibpríosún ag an am céanna.

For an individual ROBBER to win, they must obtain the BOAT KEY and get to the escape jetty in Cork, or the harbour in Killkummin,



before being mugged by a fellow ROBBER or arrested by the POLICE.

Le go mbeidh an bua ag ROBÁLAíonair, caithfidhsiad an EOCHAIR BÁD a fháil agus dul go dtí an lamairneéalaitheigCorcaigh, nó an cuan i gCillChuíimín sulamugfaidhcomhghleacaitheiadnósulangabhannnaPóilíníid.

Remember...the exact number must be thrown to land on the jetty spot.

Cuimhnigh...caithfear an uimhirchruinn a chaitheamhchuntuirlingtarláthair an lamairne.

GOOD LUCK!

ÁDH MÓR!

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Comments and suggestions welcome...

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