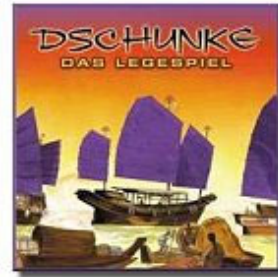




Brett & Board Rules



Free download at:
spiele-aus-timbuktu.de

A tricky placement game for 2 merchants, age 8+.
 Playing time approx. 30 minutes.
 Designed by **Michael Schacht**, *Spiele aus Timbuktu*, 2003.
 Graphics by *Christoph Tisch* & *Joerg Asselborn* (the basics)

The game components:
 42 Goods tiles
 1 "Start" Goods tile
 1 page of rules

Game Idea

The swimming markets of Asia is pulsating with life. The junks are lying close to each other - bursting with exotic goods from all parts of the world.

The two Merchants are putting their goods on display, and will be happy to cover the goods of their adversary in the process. At the end will we see who was the best to present their goods.

Cutting Guide

Print the two graphics on a sheet of paper and glue it to a piece of 2mm cardboard (like the back of a notepad).

Then cut along the fine white lines using a steel ruler and a good cutter.

Preparing the Game

Place the "Start" tile (marked "S") face up in the center of the table. Be sure to have some free space around it. The remaining Goods tiles are mixed face down and kept within reach in one or two piles.

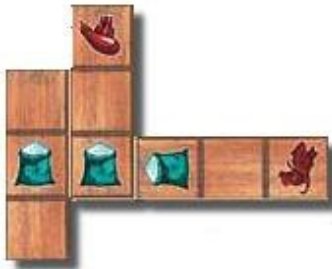
Game Play

The players alternate in taking turns. In his turn a player takes 2 tiles at random and places them both - in any order. Then it is the other player's turn. At the end of the game will one player score the red Goods and Rats and the other player score the green. So the players should decide on a color before the game begins. "Red" player begins.

Important: Only one tile is placed during the first and the last turn. The "red" player will thus begin by placing just one tile, thereafter will each player place two tiles per turn until "green" ends the game by placing the last tile.

Placement Rules

Tiles must touch each other along either the long or the short side - always crate at crate.



They may be placed on top of each other, but never with the same alignment. They must be staggered.



There cannot be any "air" underneath any part of a tile. All parts of a tile must either lie on the table, or all parts must lie on other tiles.

Game end and Scoring

The game ends as soon as the last tile has been placed.

Only Goods symbols which are directly adjacent orthogonally to other symbols of the same type and color are counted. The level does not matter, the only thing of importance is whether the symbol is visible from above. The table show how many points are scored for each group:

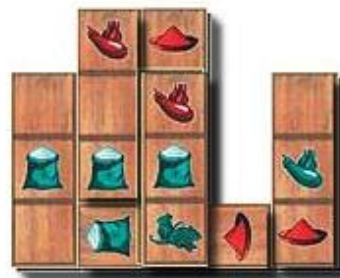
Symbols	Points	Symbols	Points
2	3	7	28
3	6	8	36
4	10	9	45
5	15	10	55
6	21	11	66

No points are given for single Goods symbols.

Each "Rat" symbol reduces the score with -1 point for that player.

The player with most points wins.

Scoring Example



Player "green" receives +10 points for the 4 "Sack" symbols. A single point is deducted for the "Rat" symbol. Player "red" receives +3 points for the two "rice" symbols. No points are given for the two "aubergine" symbols because they are not directly orthogonal to each other.