

Material

1 Gameboard; 25 large round markers as game pieces (5 in each of 5 colors); 5 square chips as bank pieces (one in each color); 20 small round disks as point stones (4 of each color).

Gameboard

The game board is composed of three sectors: on the right is the 5x5 display; underneath lie the 5 bank fields; and on the left is the 4x4 point board.

Preparation

The 25 large round markers should be placed on the 5x5 display on the corresponding colors. The square chips should be placed on the bank. One set of point stones (one of each color) should be placed in the top row of the point board (as shown above).

Players

2 or 4

When four are playing partners should sit opposite each other. Both

partners in a team total their points together.

Goal

Players switch two markers in order to create the figures and thereby to get points. The previously chosen bank stones determine the color of the large markers that may be played in this turn.

Figures

A figure is composed of five large markers of the same color in the display in one of the following patterns:

cross
plus
zig-zag
or line

Picture 1 shows a yellow cross, a blue line and a green plus. Picture 2 shows a brown zig-zag, a green zig-zag and a red line.

The game

The first move

The first player chooses any two stones from the bank. Then he chooses

one large marker of each of the same colors and exchanges their places. (In the first move this exchange cannot create a figure.)

One of the two bank stones is retained for the next turn. In a partnership game the player gives the stone to his partner. The other stone is returned to the bank.

The second move

The next player chooses two chips from the bank and exchanges two large markers of the same colors. He can create the first figure.

The subsequent moves

The first player (or in a partnership game his partner) already has one bank stone. He chooses only one stone from the bank. With his move he may create a figure. In the same way each turn consists of:

1 bank stone is chosen

2 large markers are exchanged

1 bank stone is returned

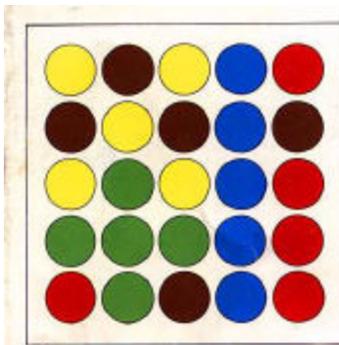


Abb. 1

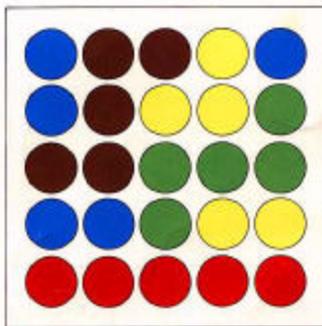


Abb. 2

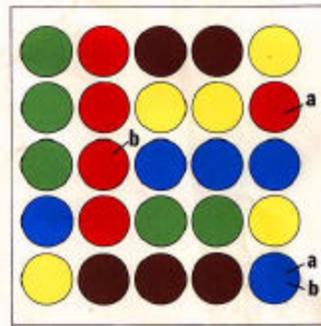


Abb. 3

Forbidden moves

An exchange may not occur if one of the markers arrives in an isolated position except if the other stone forms a connected group with the other four stones of the same color.

A marker is isolated if it not connected to any markers of the same color horizontally, vertically or diagonally.

Example:

The two markers in Picture 3 marked with 'a' cannot be exchanged -- the red marker would become isolated and the blue marker would not form a connected group: the fifth blue marker is not included.

In contrast, the two markers labeled with 'b' can be exchanged -- although a red marker would become isolated, the blue markers would form a connected group.

If a player cannot make a legal exchange with the chosen bank stones, one of the bank stones is

returned and the turn is over.

Scoring

For each figure that is created, the player (or team) receives points. The number of points depends on how frequently the same figure with the same colors has been created.

At the beginning of the game all figures are worth five points: as is indicated in the point field. When a player creates a figure he takes the point stone with the corresponding color, writes down the number of corresponding points, and moves the point stone one place downward.

Example:

It is the first time a yellow cross has been created. The player takes the yellow point stone from the five-point level and moves it to the three-point level. The next yellow cross receives only three points--no matter which player creates the cross. A point stone that reaches the one-point level remains there. Every

figure receives at least one point.

Bank stones

A player who creates a figure must return the corresponding bank stone to the bank and keep the other for his next turn (or for the turn of his partner).

If a player creates two figures in the same turn he can choose which of the two stones to return to the bank.

End of the game

Whoever receives 61 points has won the game. If the victor has a lead of at least 11 points this counts as a double victory.

Tracking the score

A cribbage board is an excellent tool for recording points.

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