CHROMINO® 漢

遊戲設計：Louis Abraham
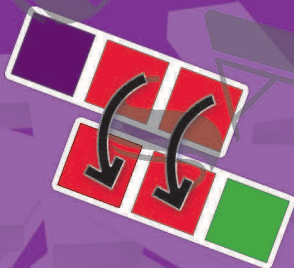版權歸屬於 Week End Games.
遊戲人數：1-8人 適合年齡：6歲以上

遊戲配件

- 75塊骨米諾，每一塊各不相同，由5種顏色構成；
- 5塊百搭骨米諾，兩端為不同顏色，中間為白色且帶有C圖示；
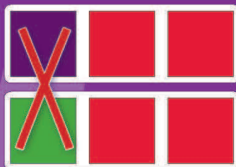- 1個布袋，用於放置和抽取骨米諾；
- 1本遊戲規則手冊。

遊戲目標

遊戲中，你需要將打出的骨米諾，與場上的另外至少2個色塊相鄰，並且相鄰的色塊必須顏色一致。

▶示例1：與2個色塊相鄰，並且顏色相同……

▶示例2：與3個色塊相鄰，但是……

……這個擺放方式是錯誤的，因為每個相鄰的色塊都必須顏色一致(此處紫色和綠色發生衝突)。

除了75個基礎骨米諾，遊戲中還有5個百搭骨米諾。這些骨米諾的中央有個 Ⓒ 圖示，兩端為兩個不同顏色的色塊。

中央的 Ⓒ 色塊，可以與任意一個顏色相鄰。這個色塊甚至可以同時與兩個不同顏色的色塊相鄰！

玩家要努力打出手中所有的骨米諾。

第一位打出所有骨米諾的玩家獲勝！

🌐 遊戲準備

1) 在遊戲開始前，玩家隨機選擇一個百搭骨米諾，將其有顏色的一面朝上，放在桌面中央。這就是遊戲中的第一塊骨米諾。其他骨米諾會圍繞這塊搭建。

2) 將剩餘的骨米諾放進袋中混洗。

3) 接著，每位玩家從袋中隨機抽取8個骨米諾。記住，你的骨米諾只有自己能看，不要展示給其他玩家！

遊戲可以開始了。

🌐 遊戲流程

場上年紀最小的玩家先開始（或者隨機選擇一人開始）。

玩家按照順時針方向輪流進行行動。

當輪到一位玩家行動時，可能會發生兩種情況：

1) 該玩家可以按照至少2個色塊接觸的規則打出骨米諾。則該玩家必須打出1個骨米諾。然後輪到左手邊玩家繼續遊戲。

2) 該玩家無法打出任何骨米諾：如果袋中還有骨米諾剩餘，他必須從袋中抽取1個骨米諾。

- 如果抽出的骨米諾可以打出，則必須立刻打出，然後輪到下一位玩家。

- 如果抽出的骨米諾無法打出，則保留該骨米諾，輪到下一位玩家打牌。

伴隨著遊戲的進行，場上的骨米諾會越來越多，玩家也會更容易打牌。有時候，玩家甚至可以打出同時與3、4、5個色塊相鄰的牌。

🌐 遊戲結束

當玩家手上只剩1塊骨米諾時，他必須展示這塊骨米諾，讓所有玩家都看到。

如果玩家剩餘的最後一塊骨米諾為百搭骨米諾，則他不能打出該骨米諾。必須選擇再抽取1塊骨米諾。

第一位打出手中所有骨米諾的玩家獲勝。此時遊戲並不會結束。其他玩家可以再進行一次行動。如果此時有其他玩家也能獲勝，則這些玩家共同獲勝。

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🌐 變體規則

遊戲中也可以加入一些變體規則，來增加遊戲樂趣。

▶ 抽牌變體

在遊戲開始時，玩家可以在以下3種抽牌方式種選擇一種：

1）按照基礎規則，如果無法出牌則抽取1張新牌；

2）無法出牌時，從袋中抽牌，直到抽出1張可以打出的骨米諾為止；

3）無法出牌時，從袋中抽牌，直到抽出1張可以打出的骨米諾為止，但最多抽取3-5張（玩家自定數值）。

▶ 亮牌變體

在遊戲開始時，玩家可以選擇是否要開牌遊戲：
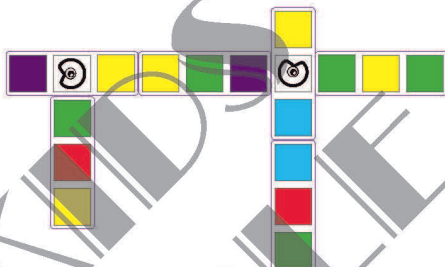
1）按照基礎規則，所有玩家手牌不展示；

2）(特別是玩家人數較多時)所有玩家公開其手牌，玩家可以自由查看相互的手牌。

如果你正在教小朋友如何玩骨米諾，那麼可以進行簡單模式：只需要一個色塊相鄰即可。
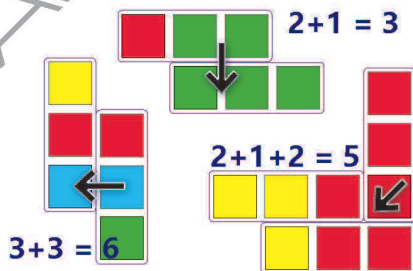
此時，你可以將百搭骨米諾垂直放置，這樣就會令骨米諾出現樹一樣的多個分支。

示例：簡單模式

▶專家模式

如果你已經對基礎規則十分熟悉，我們推薦進行帶有計分的專家模式。在該模式下，玩家根據其骨米諾擺放位置得分。遊戲結束時，得分最高的玩家獲勝。

1）每塊骨米諾的分數，等於該骨米諾的顏色種類(1、2、3分，百搭骨米諾永遠為3分)。

2）當玩家放置骨米諾時，獲得所放置骨米諾的分數，以及該骨米諾所有相鄰骨米諾的分數。

示例：專家模式

2+1 = 3

2+1+2 = 5

3+3 = 6

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該模式下，主要目標為訓練玩家的思考能力。

此時，找出以下謎題中，出現的所有骨米諾。並擺成對應的形狀。左下角的兩個骨米諾，分別有5個（黃紅藍）和7個（綠藍藍）可以擺放的位置，把它們都找到吧！

祝你好運！

14

CHROMINO ®

A game created by Louis Abraham
Under license from Week End Games

Number of players: 1 to 8.
Age: from age 6 upwards.

GAME COMPONENTS

- 75 Chromino tiles, all unique, using combinations of 5 colors;
- 5 Chameleon Chromino tiles, combining 2 different colors and a central square with a ⊛ symbol;
- 1 bag containing all the Chromino tiles and used to draw from;
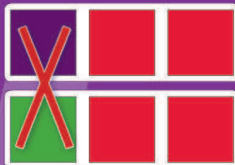- Game instructions and a «Conundrum» (on reverse).

PRINCIPLE AND AIM OF THE GAME

The principle of the game is to play your Chromino tiles next to each other with at least two contacts between identically colored squares.

Figure 1: correct contact between two colors...
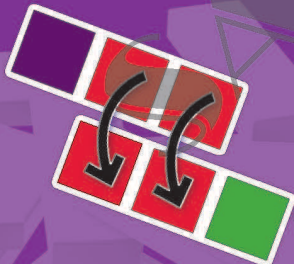
Figure 2: correct contact between two colors, but...

... this position is forbidden because different colors cannot be in contact (in this case, green and purple).

As well as the 75 basic tiles, there are also 5 «Chameleon» Chromino tiles. Their central square with ⊛ symbol is surrounded by 2 normal colored squares.
The central ⊛ square of a Chameleon Chromino can be placed in contact with any other color. This means it can therefore be in contact with one color on one side and a different color on the other!

Each player attempts to be the first to play all the Chromino tiles dealt at the beginning or drawn during the game.

The winner is the first player to play all their Chromino tiles.

SETTING UP THE GAME

1) Before the game begins, the players should look for a Chameleon Chromino tile. This first tile should be placed color-side-up in the center of the table. This Chromino tile will be the base around which the game will be built.
2) All the remaining Chromino tiles are placed in the bag.
3) Next, each player in turn draws eight tiles from the bag at random and places them on the table in front of him without showing them to the other players.

The game can then begin.

PLAYING THE GAME

The youngest player begins (or the first player is randomly picked).
The game is then played clockwise..

When it is a player's turn to play, two situations can occur:
1) The player has a Chromino tile he can place on the table according to the minimum two contacts rule. He plays his Chromino, and the turn passes to the player on his left.
2) The player cannot place any of his Chromino tiles: he must draw another Chromino randomly from the bag (if there are any left).

   • If he can, the player must place the drawn Chromino tile. The turn passes on to the next player.
   • If he can't place the Chromino tile, the player must keep it and pass his turn. The turn passes on to the next player.

16

It should be mentioned that the more the game spreads, the more possibilities you will have for fulfilling the two contact rule. It is in fact often possible to be able to make 3, 4, 5 or even 6 contacts when placing a single Chromino tile.

ENDING THE GAME

As soon as a player is left with only one remaining Chromino, he should place it color-side-up in front of him, so it is visible to all.

A player cannot play a Chameleon Chromino as his last tile. If the last tile he has left is a Chameleon Chromino he will have to draw a new tile.

The first player to place his last Chromino tile wins the game. However, the other players should continue to play until the end of the current turn, and if any other players managed to place their last Chromino during this last turn, they will be declared joint winners.

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🌐 ALTERNATIVE VERSIONS

The rules or alternative version selected at the beginning of the game should be kept for the whole game.

▷ Drawing new Chromino tiles

At the start of the game, players can agree to:
1) follow the basic rule as stated above;
2) or to continue to draw new tiles until the player draws a Chromino tile that can be placed in the game, with no limit to the maximum number of draws in a row;
3) or proceed as above, but limit the number of unsuccessful draws in a row to 3, 4 or 5, for example.

▷ Managing your hand of Chromino tiles

At the start of the game, players can agree to:
1) hide their Chromino tiles (as stated above);
2) or - especially if the game is being played by a large number of players - to place them face up in front of each player, so the others can see what they have left.

▶ Junior Play

If you are playing Chromino with young children, you can teach them to play by playing the game like regular Dominoes, by only making a single contact of identical color between the ends of the tiles.

By placing the Chameleon Chromino tiles perpendicularly (like doubles in the game of Dominoes), the game will be able to spread in several directions, as this is one of the specificities of Chromino.

EX: JUNIOR
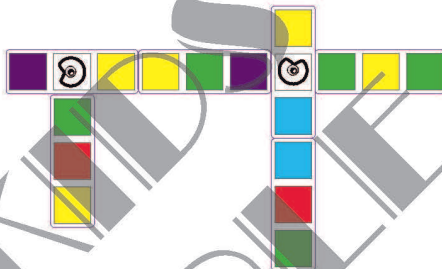
▶ Expert Play

It is possible, and even recommended for regular players, to play Chromino by giving a score to each tile placement, depending on the complexity of the tile itself and the position it is finally placed in.

1) Each Chromino is given a value equal to the number of different colors it is made up of (1, 2 or 3 points - Chameleon Chromino tiles being worth 3 points).

2) As each Chromino tile is placed, add the value of the Chromino being placed to the value of all the tiles it is placed in contact with.
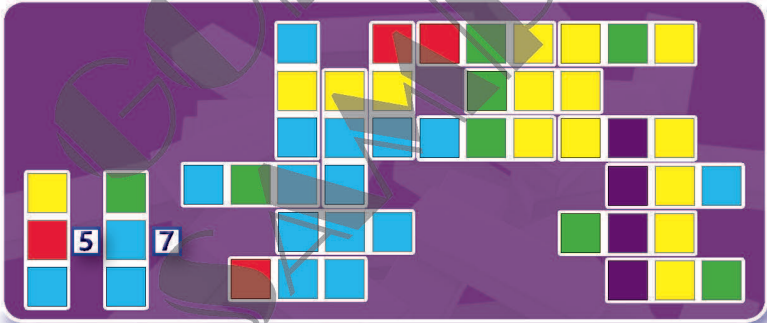
EX: EXPERT

2+1 = 3

2+1+2 = 5

3+3 = 6

19
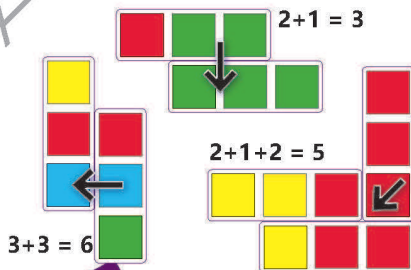
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THE CONUNDRUMS

Conundrums offer a different way to play.

The aim of this excercise is to find all the possible positions for the given Chromino tile or tiles. The number next to each one is the maximum number of different positions that can be found.

Good luck!