

DUE CONGA

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Spielanleitung / Game Instructions

Das knifflige Spiel in vier Mulden

Pfiffiges Spiel für zwei, die sich keinen Moment aus den Augen lassen. Wer Farben und Anzahl der Steine richtig kombiniert, gewinnt.

Spielmaterial

- Spielbrett 14,5 x 14,5 x 2 cm, aus Massivholz geölt
- 24 Spielsteine in drei Farben



A tricky game in four hollows

A clever game for two players, forcing them to constantly keep an eye on each other. The player who combines the colors and the number of pieces in the right way wins.

Game materials

- 14.5 x 14.5 x 2 cm gameboard made from solid wood, treated with protective oils
- 24 playing pieces in three colors



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Set-up and Course of the Game

Set-up

The gameboard starts out empty. Sort the stones by color and place them next to the board.

Determine a starting player.

How the game plays

On your turn, you put one, two or three stones into one of the four hollows of the gameboard. In doing so, you may place stones of the same color or different colors. During each turn, you may put stones in one hollow only; you may not distribute stones among several hollows on the same turn.

Warning! Not suitable for children under 36 months. Choking hazard!

Game Rules

The following rules need to be observed regarding the placement of stones:

1. No hollow may contain **the same number of stones of one color** as any other hollow (see example 1).
2. No hollow may contain the **same overall number of stones**, no matter what color, as any other hollow (see example 2).
3. A hollow may contain **no more than 5 stones of one color**.
4. You may not place stones in the same hollow on two consecutive turns.

The game ends when all stones have been used up or no stone can be placed any more in compliance with the rules

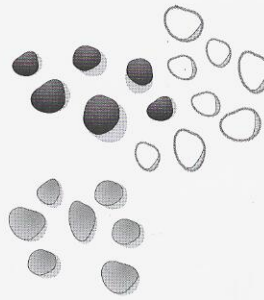
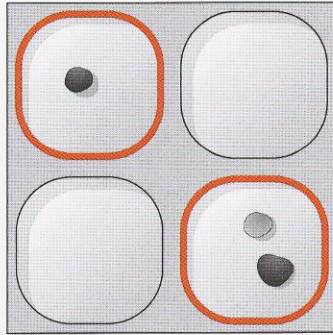
Attention: The con!

You can also make a 'mistake' on purpose. If your opponent does not catch the con, he loses the game immediately. But if he is observant enough to spot it, he wins immediately.

There are several ways to win DUE CONGA:

- You force your opponent to put the last stone into a hollow; in doing this, he loses.
- You choose the stones you are placing on your turn so cleverly that your opponent can no longer place one in compliance with the rules.
- You con the other player by making a 'mistake' and he doesn't catch it; you point it out to him and win.
- You catch your opponent making a mistake.

English translation: Sybille & Bruce Whitehill, "Word for Wort"

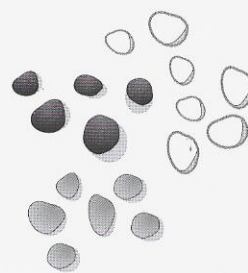
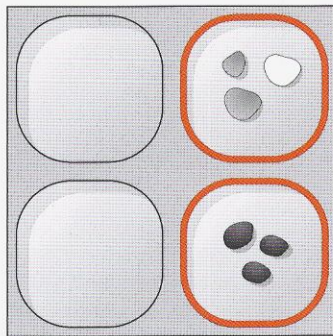


Beispiel 1

In zwei Mulden ist die gleiche Anzahl Steine einer Farbe.

Example 1

Two hollows have the same number of stones of one color.



Beispiel 2

In zwei Mulden sind jeweils drei Steine.

Example 2

Two of the hollows contain three stones each.