



ROLAND & TOBIAS GOSLAR

a game for 2-4 players - 8 years & up
duration 20 minutes

CRONBERG

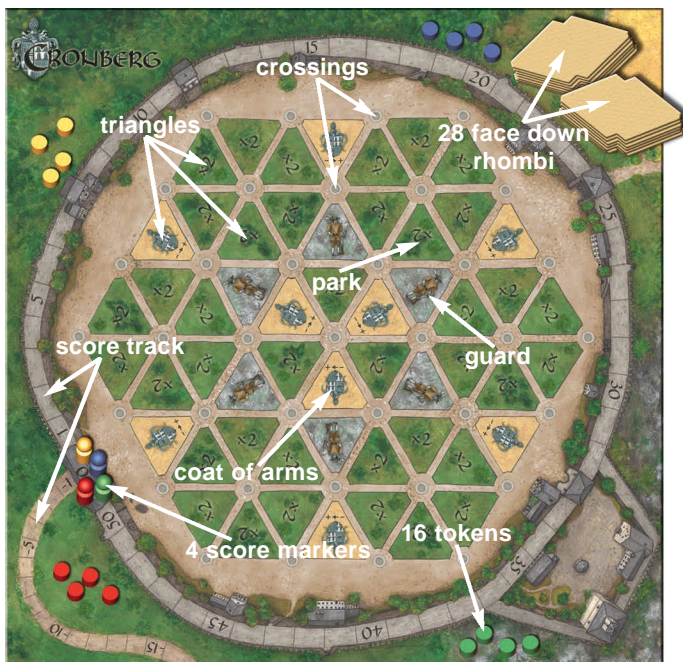
IDEA AND AIM

1726. Cronberg has burned down. Just the walls and the castle remain standing. Your task: Place tokens at the crossings and rebuild the city. Whoever occupies the most valuable crossings will win the game.

GETTING STARTED

Each player takes the four tokens and the score marker of a color. The score markers are placed at the zero on the score track. Shuffle the 28 rhombi and place them face down beside the board.

material and starting positions for 4 players



ONE TURN

The game proceeds clockwise around the table. Youngest player goes first. In his turn a player either must

- A** place a token at a crossing, or
- B** draw a rhomb and place it face up on two adjacent triangles.

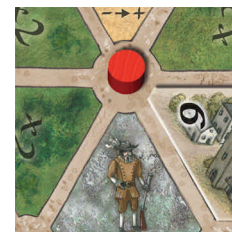
A player must place a token or a rhomb if at all possible. Only if neither is possible may he pass his turn.

A placing a token

A player places one of his tokens at an unoccupied crossing adjacent to at least one free triangle (not yet covered by a rhomb!). A token may not be placed at a crossing adjacent to a guard triangle if this triangle cannot be covered by a rhomb any more.

A token remains at a crossing as long as there is at least one free triangle adjacent to it.

Exception: A token may be driven away by an (activated) guard.



Ulla (red) places a red token at an unoccupied crossing adjacent to five free triangles - including a guard triangle.

B placing a rhomb

A player draws a face down rhomb and places it face up on top of two free triangles. The new rhomb may not overlap with a rhomb already placed on the board. Hereby two things may happen

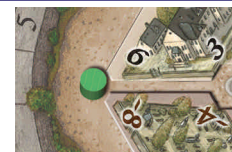
1. **intermediate scoring** and
2. **triangle activation.**



Karl draws a city hall rhomb and places it on top of two parks.

1. intermediate scoring

As soon as all triangles adjacent to a token are covered with rhombi the token is evaluated. Add up the numbers printed on the adjacent rhombi pointing at the token and adjust the score marker of the same color on the score track accordingly. The token itself is taken back by the owning player and must be placed again in a later turn.



Gerd (yellow) places the cemetery rhomb. Karl takes back his green token and loses two points on the score track..

2. triangle activation

If - by placing a rhomb - a triangle is isolated, that means, it cannot be covered by a rhomb any more, the triangle is activated and takes effect.

A **guard** takes effect instantly, while **coat of arms** and **park** will take effect during the final scoring only.

A **guard** drives away all tokens from the three crossings adjacent to it, also prohibiting further placement of tokens there.

Tokens driven away must be taken back and placed in a later turn, if possible.



Gerd (yellow) places the church rhomb and activates the Guard. Karl has to take back his green token

END OF GAME AND WINNING

The game ends as soon as no player is able to place a rhomb or a token any more.

The player who reached the highest position on the score track after the final scoring wins the game.

If playing several games in a row all score markers maintain their positions on the score track for the next game.

final scoring

At the end of the game all tokens occupying a crossing adjacent to an activated **coat of arms** or **park** are evaluated. For each token add up the numbers printed on the adjacent rhombi pointing at the token.

If the token is adjacent to a **coat of arms** convert all negative numbers to positive numbers when adding up.

If the token is adjacent to a **park** double the sum of the numbers. If adjacent to two parks, quadruple the sum and if adjacent to three parks multiply it by eight.

If a token is adjacent to a **coat of arms** and a **park**, convert the numbers to positive numbers first and then double.

For each evaluated token adjust the same colored score marker on the score track.

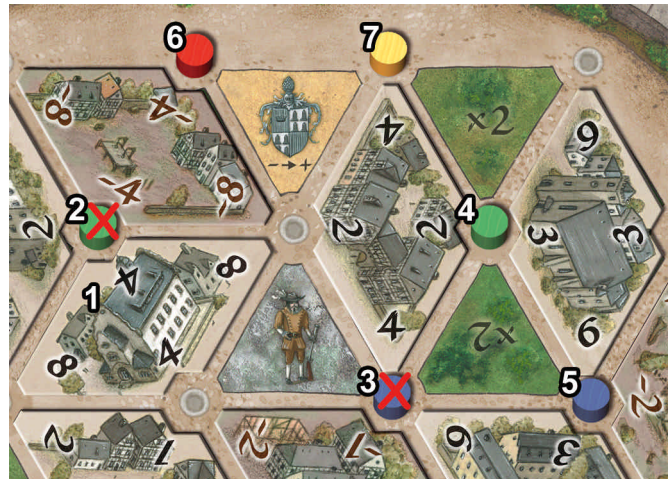


A coat of arms converts all numbers at the three adjacent crossings to positive numbers. Ullas red token counts 17 points.



A park doubles the value of numbers at the three adjacent crossings. Annes blue token counts 6 points.

examples for turns and scorings



The game is nearly finished. Only one more rhomb can be placed.

Karl (green) places the city hall rhomb (1) and thus evaluates his green token (2) by taking it back and scoring two points on the score track.

Anne (blue) has to take back her blue token (3) which is driven away by the activated guard.

Ulla (red) and Gerd (yellow) have to pass their turns because they do not have any tokens left.

*Karl (green) places one token (4).
Anne (blue) places one token (5).*

No player is able to execute a turn. This initiates the final scoring.

Karl's green token (4) gets him 20 points, because the two parks quadruple the adjacent numbers of 2 and 3.

Anne's blue token (5) earns her a total of 14 points $((6+3-2) \times 2 = 14)$.

Ulla's red token (6) is worth 4 points, because the coat of arms converts the negative 4 to a positive 4.

Gerd's yellow token (7) earns him 8 points, because the 4 is doubled by the park.

All points are marked using the four score markers on the score track.

CREDITS

Thanks to our test players, especially Christiane, Johnny, Lennart, Simon and Matthias Goslar, Azra Halak, René Schröder, Christoph Naumann, Johann Hausmann, Jan Ferner, Peter Loop, Martin Jendrian, Francesca Roth and Heinrich Glumpler.

© 2003 **Kronberger Spiele**
Roland & Tobias Goslar GbR
All rights reserved
graphics Harald Lieske
www.return-of-zond.de
PC-game Thomas Rosanski
www.thomas-rosanski.de
contact Goslar, Wendelinsweg 2
D-61476 Kronberg
info@kronberger-spiele.de
www.kronberger-spiele.de

