

DOCKER

Qui sera le meilleur Docker ?

Attention le quai est déjà plein et le hangar va vite être encombré.
Chacun des 4 Dockers devra caser 3 containers dans le hangar où la place manque.
Celui qui trouvera de la place en hauteur prendra forcément un avantage en bloquant les containers de ses concurrents...

Matériel

1 plateau
12 containers (cubes en bois)
1 dé
1 règle du jeu

But du jeu

Être le dernier joueur capable d'effectuer le déplacement d'un container sur le plateau de jeu.

Mise en place

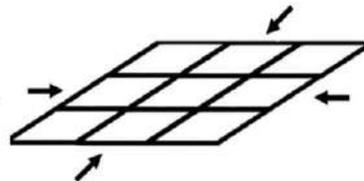
2 joueurs: chaque joueur prend 6 pièces (2 couleurs)

3 ou 4 joueurs: chaque joueur prend une famille de pièce de la couleur de son choix

Comment jouer

A son tour de jeu, chaque joueur lance le dé, et joue:
- soit en introduisant un container sur le plateau
- soit en déplaçant un de ses containers déjà sur le plateau.

Le dé fixe le nombre de déplacements que le joueur doit effectuer avec un des ses containers.



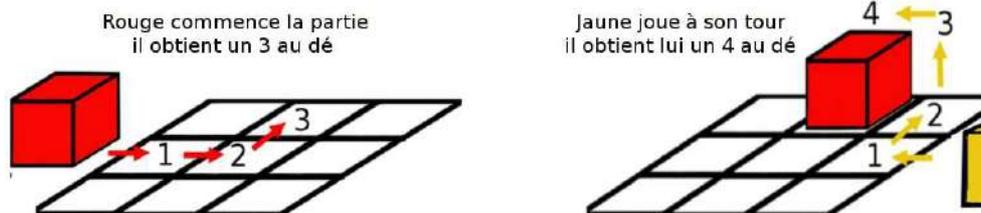
Les pièces sont introduites sur le plateau de jeu par n'importe laquelle des quatres cases centrales du plateau de jeu. Le choix de la case est libre à chaque tour de jeu.

Les pièces se déplacent dans 5 directions: devant derrière, à droite, à gauche, et en hauteur.

Cependant, il est interdit de reculer durant un déplacement.

Introduire une pièce sur le plateau de jeu, ou se déplacer de 1 case sur le plateau de jeu, comptent pour 1 point de déplacement.

exemple: début de partie



Rouge commence la partie
il obtient un 3 au dé

Jaune joue à son tour
il obtient lui un 4 au dé

Lorsqu'un joueur souhaite poser un container sur un ou plusieurs autres, il doit amener son container sur une case adjacente, puis utiliser autant de points de déplacement qu'il y a de containers empilés pour l'élever au niveau souhaité (élever d'un étage: 1 point, 2 étages: 2 points, etc) et 1 point de déplacement supplémentaire pour le poser sur les autres containers.

Descendre un container d'une colonne obéit à la même règle de déplacement.

Lorsque les containers sont placés en hauteur, il est possible de les déplacer sur d'autres colonnes adjacentes, ou de les redescendre, en respectant les mêmes règles de déplacement.

Chaque joueur peut déplacer n'importe lequel de ses containers, sauf:

Lorsqu'un de ses container se trouve sous un ou plusieurs autres containers: dans ce cas, il est immobilisé jusqu'à ce que le/les containers le recouvrant soient déplacés.

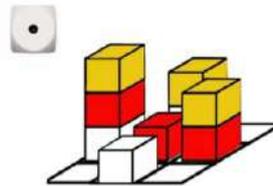
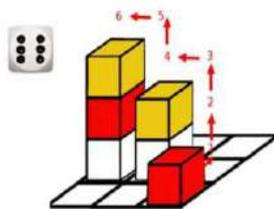
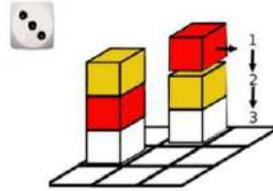
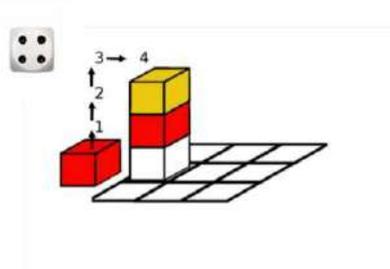
Lorsque le nombre de déplacements fixé par le dé est impossible à réaliser.

Fin de partie

Lorsqu'un joueur ne peut plus déplacer aucun container, il perd la partie.

Dans une partie à 3 ou 4 joueurs, lorsqu'un joueur ne peut plus déplacer de containers, il perd la partie et cesse de jouer, mais ses pièces restent à leur place sur le plateau de jeu jusqu'à la fin de la partie: elles constituent ainsi des obstacles inamovibles pour les joueurs encore en lice.

Exemples de déplacements



Dans cette situation, rouge perd la partie car il ne peut pas jouer.

DOCKER

Who will be the best docker?

The containers are arriving and space is scarce...

Pick your spot and grab the best boxes while trying to keep the competitors out of the game!

Components:

- 1 game board
- 12 playing pieces in four colors
- 1 die
- 1 rule set

Object of the game

The players move according to the die rolls. A player who cannot move is eliminated. This can happen because all three of the player's pieces are blocked or because no move is possible with the number rolled - often, rolling the 1 causes this!

Preparation

The game pitch is laid out between the players. Each player gets the playing pieces of one color. A starting player is determined randomly. The players then take turns clockwise.

New pieces enter the game board on their respective entry squares. The entry squares are the middle squares of the sides facing the respective player.

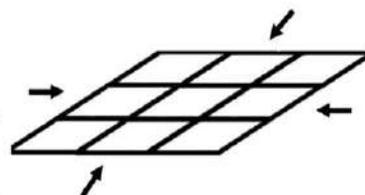
Each move looks like this:

The player whose turn it is rolls the die and moves one of his/her playing pieces according to the result. The following rules apply:

No points can be forfeited.

The full die result has to be moved by a single playing piece.

No square on the pitch can be entered twice by a playing piece in its turn.

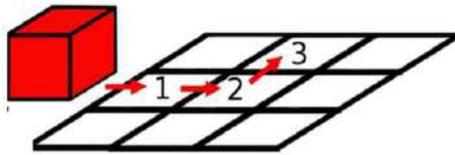


The playing pieces cannot move diagonally.

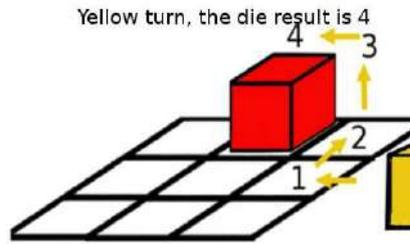
If a player wants to move a playing piece onto another one, he/she has to count the vertical steps as well. Each latitude level (the height of one piece) costs one movement point, irrespective of whether the playing piece is moving up or down.

EXAMPLE:

Red begins the game, the die result is 3



Yellow turn, the die result is 4



A playing piece which is standing on top of another playing piece therefore needs a 2 to move onto an adjacent empty square; as this is one step to the side and one down.

There is no maximum height for a tower. Only the piece at the top can move, however, the others are blocked until all higher pieces have left.

Special rules for the first rounds:

A playing pieces enters the pitch on the entry square of the respective player, with entering that square counting as the first step. As long as a player has less than three pieces on the pitch, he/she can choose whether to move with a piece already on the pitch or to enter a new one.

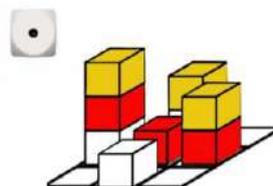
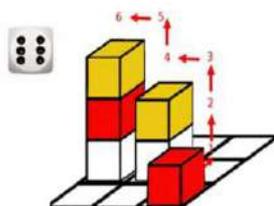
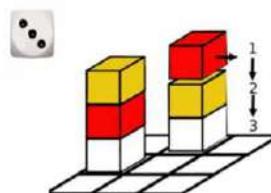
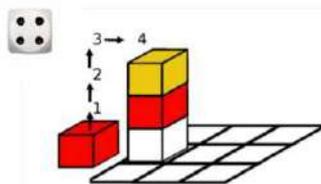
A player who has less than three pieces on the pitch and cannot move or enter a new piece can reroll until a movement or entry is possible. This makes it very valuable to keep at least one piece out as long as possible.

End of the game:

A player who cannot move during his/her turn is eliminated but leaves his/her pieces on the pitch.

The game ends when only one player can move. That player is the winner.

EXEMPLES



In this situation, red cannot play
Red loses.

DOCKER

Das Besondere:

Auf dem kleinen, nur neun felder grossen spielplan treten vier mal drei spielsteine gegeneinander an. Und wird es zu eng?

Nein, denn es wird auch im Raum über dem spielfeld gespielt, wobei die Höhenunterschiede ebenfalls mit Würfelaugen überwunden werden. Ein kurzweiliges räumliches Vergnügen mit oft überraschendem Ausgang. Die Würfel bringen das richtige Quäntchen Glück in Spiel, um es auch für Nichtstrategen spielenswert zu machen.

Spielmaterial:

1 Würfel
12 Spielsteine in vier Farben
ein Spielfeld
und diese Spielanleitung

Spielziel:

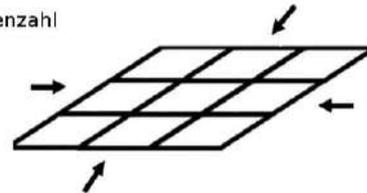
Die Spieler ziehen abwechselnd entsprechend ihren Würfelaugen. Es scheidet aus, wer nicht mehr ziehen kann. Dies kann dadurch kommen, dass alle drei eigenen Steine blockiert sind, oder dass mit der gewürfelten Zahl kein Zug mehr möglich ist - häufig ist die 1 dieser "übeltäter"!

Jeder Spielzug sieht so aus:

Wer an der Reihe ist, würfelt und setzt die gewürfelte Augenzahl mit einem beliebigen seiner freien Spielsteine.

Folgendes ist dabei zu beachten:

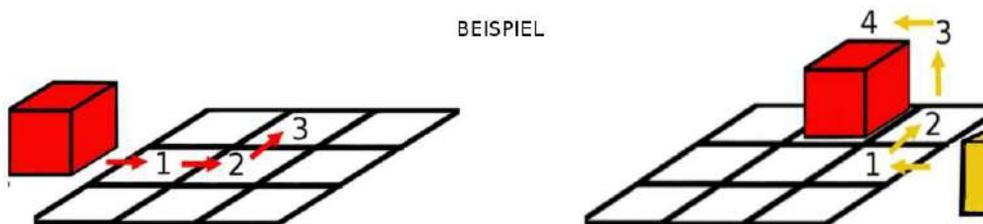
Es dürfen keine Würfelaugen verfallen.
Es ist auch nicht erlaubt, die Würfelaugen auf mehrere Spielsteine zu verteilen.



Kein Feld auf dem Spielplan darf bei einem Zug zweimal werden.

Die Steine ziehen niemals diagonal.

Wer seinen Stein auf einen anderen Spielstein stellen möchte, muss die vertikalen Schritte ebenfalls mitzählen. Dabei gilt: Jedes Würfelauge erlaubt eine vertikale Bewegung genau in Spielsteinhöhe, und zwar auf wie abwärts. Das Gleiche gilt also auch für das Herunterziehen. Ein Stein, der auf einem anderen Stein steht, braucht also eine Zwei, um auf ein benachbartes leeres Feld zu ziehen, denn dies ist ein Schritt zur Seite und einer abwärts.



Ein Turm kann beliebig hoch sein. Nur der oberste Spielstein kann ziehen, die anderen müssen warten, bis die über ihnen stehenden Steine heruntergezogen sind. Sie sind also blockiert.

Besonderheiten in den ersten Runden:

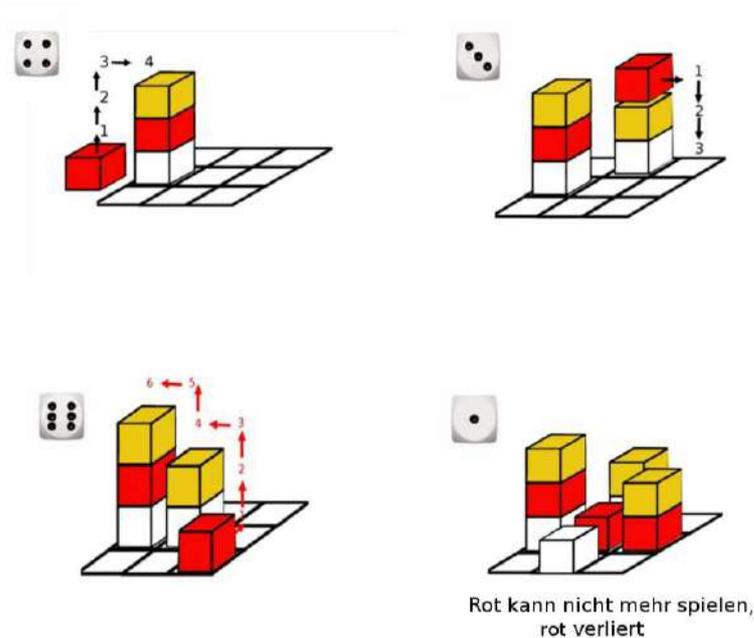
Ein Spielstein betritt den Spielplan über das Starfeld seines Spielers. Solange ein Spieler noch nicht alle drei Spielsteine eingesetzt hat, kann er wählen, ob er einen weiteren Spielstein einsetzt oder mit einem bereits eingesetzten Spielstein zieht.

Wer noch nicht alle Steine auf dem Spielfeld hat und nicht ziehen kann, darf erneut würfeln, bis er ziehen kann (mit einem neuen Spielstein oder auch mit einem schon im Spiel befindlichen!)

Spiel-Ende:

Jeder, der nicht mehr ziehen kann, wenn er an der Reihe ist, scheidet aus, lässt aber seine Steine auf dem Spielfeld stehen. Das Spiel endet, wenn nur noch ein Spieler ziehen kann.

Er hat gewonnen.



DOCKER

Who will be the best docker?

The containers are arriving and space is scarce...

Pick your spot and grab the best boxes while trying to keep the competitors out of the game!

Components:
1 game board
12 playing pieces in four colors
1 die
1 rule set

Object of the game

The players move according to the die rolls. A player who cannot move is eliminated. This can happen because all three of the player's pieces are blocked or because no move is possible with the number rolled - often, rolling the 1 causes this!

Preparation

The game pitch is laid out between the players. Each player gets the playing pieces of one color. A starting player is determined randomly. The players then take turns clockwise.

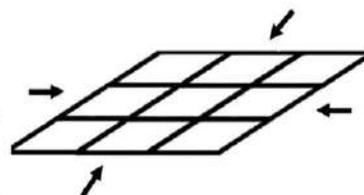
New pieces enter the game board on their respective entry squares. The entry squares are the middle squares of the sides facing the respective player.

Each move looks like this:

The player whose turn it is rolls the die and moves one of his/her playing pieces according to the result. The following rules apply:

No points can be forfeited.
The full die result has to be moved by a single playing piece.

No square on the pitch can be entered twice by a playing piece in its turn.

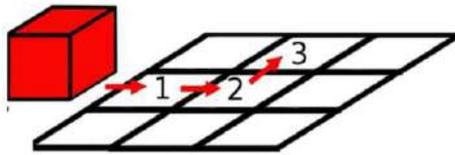


The playing pieces cannot move diagonally.

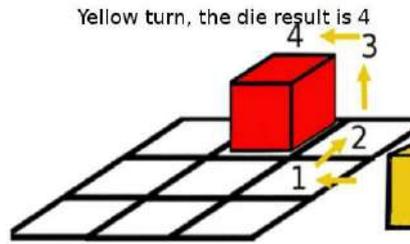
If a player wants to move a playing piece onto another one, he/she has to count the vertical steps as well. Each latitude level (the height of one piece) costs one movement point, irrespective of whether the playing piece is moving up or down.

EXAMPLE:

Red begins the game, the die result is 3



Yellow turn, the die result is 4



A playing piece which is standing on top of another playing piece therefore needs a 2 to move onto an adjacent empty square; as this is one step to the side and one down.

There is no maximum height for a tower. Only the piece at the top can move, however, the others are blocked until all higher pieces have left.

Special rules for the first rounds:

A playing pieces enters the pitch on the entry square of the respective player, with entering that square counting as the first step. As long as a player has less than three pieces on the pitch, he/she can choose whether to move with a piece already on the pitch or to enter a new one.

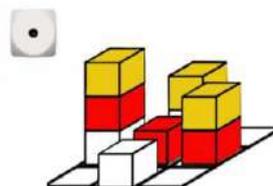
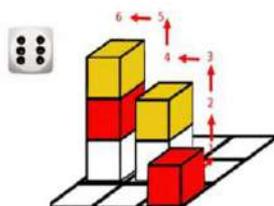
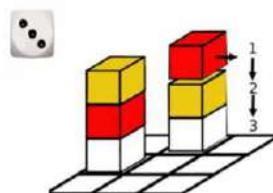
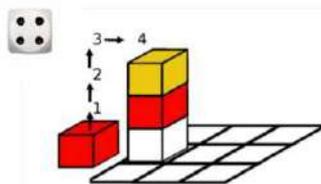
A player who has less than three pieces on the pitch and cannot move or enter a new piece can reroll until a movement or entry is possible. This makes it very valuable to keep at least one piece out as long as possible.

End of the game:

A player who cannot move during his/her turn is eliminated but leaves his/her pieces on the pitch.

The game ends when only one player can move. That player is the winner.

EXEMPLES



In this situation, red cannot play
Red loses.

DOCKER

Chi sarà il camallo migliore?

I container stanno arrivando e le banchine sono stipate.

Ciascuno dei camalli (da 2 a 4) dovrà stoccare i container (da 6 a 3) sulle banchine.

Guadagna spazio andando in altezza e così facendo bloccherai i container degli avversari.

Contenuto:

1 tavoliere
12 container (cubi colorati in legno)
1 dado
1 regolamento

Obiettivo:

Essere l'ultimo giocatore in grado di spostare un container sul tavoliere.

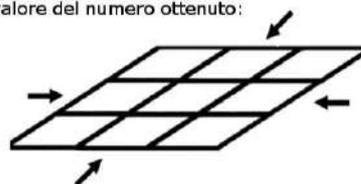
Preparazione

-per 2 giocatori: ciascuno prende 6 container (3+3 di due colori);
-per 3 o 4 giocatori: ciascuno sceglie un set di 3 container dello stesso colore.

Svolgimento di una partita

Al proprio turno ogni giocatore lancia il dado e fa una mossa del valore del numero ottenuto:

- o collocando un container sul tavoliere,



- o spostandone uno già messo in gioco.

Le regole da seguire per il movimento sono:

i valori indicati dal dado devono essere utilizzati totalmente;

i valori del dado devono essere usati solo per un container;

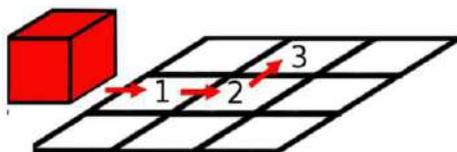
i pezzi si spostano in 5 direzioni : avanti, indietro, a destra, a sinistra e in alto; mai in diagonale;

un pezzo non può entrare due volte nella stessa casella, durante il proprio turno;

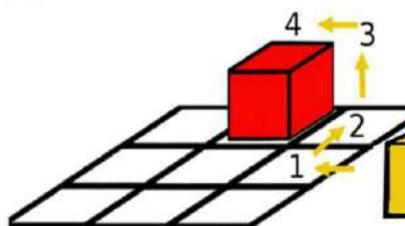
i pezzi vengono collocati sul tavoliere passando da una qualsiasi delle 4 caselle indicate dalla freccia.

Se un giocatore vuole muovere un pezzo sopra un'altro, deve contare anche i passi in verticale. Ogni livello verticale (l'altezza del pezzo) vale un punto movimento, a prescindere che si stia salendo o scendendo.

ESEMPIO



Il Rosso inizia la partita, il risultato del dado è 3



Tocca al Giallo, il risultato del dado è 4

Quando un giocatore intende sovrapporre un container su uno o più degli stessi, deve spostarsi anzitutto

in una casella adiacente e poi utilizzare tanti punti movimento quanti sono i container impilati.

Per far scendere un container da una colonna si seguono le stesse regole della salita.

Non c'è limite all'altezza di una torre. Tuttavia, solo il pezzo in cima può muovere, gli altri sono bloccati fino a quando non diventano il pezzo più in alto.

Ogni giocatore può spostare qualunque suo container eccetto:

quando si trova sotto uno o più container;

quando non è possibile esaurire il numero degli spostamenti indicati dal dado.

Avvertenze:

Un pezzo entra in campo da una delle caselle d'ingresso; la mossa di ingresso conta come il primo passo.

Se il giocatore di turno ha meno di tre pezzi in campo, può scegliere se muovere un pezzo già in campo o farne entrare uno nuovo.

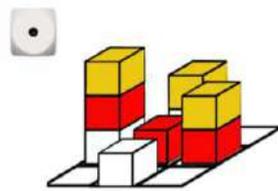
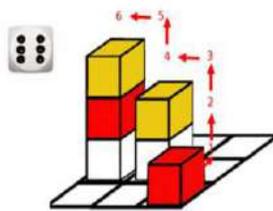
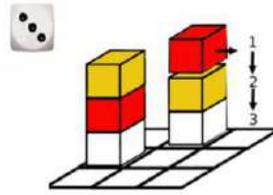
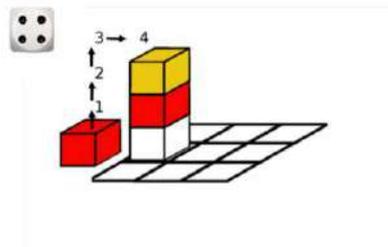
Un giocatore che ha meno di tre pezzi in campo e non può muovere o far entrare un nuovo pezzo può tirare di nuovo fino a quando il risultato non permetta una mossa legale. Per questo motivo è sovente utile tenere almeno un pezzo fuori dal campo il più a lungo possibile.

Fine della partita:

Un giocatore che non può muovere durante il proprio turno è eliminato ma lascia i propri pezzi in campo.

La partita finisce quando solo un giocatore può ancora muovere. Quel giocatore è il vincitore.

Esempi di spostamento



In questa situazione il rosso perde perché non può muovere

