







## Come giocare un turno

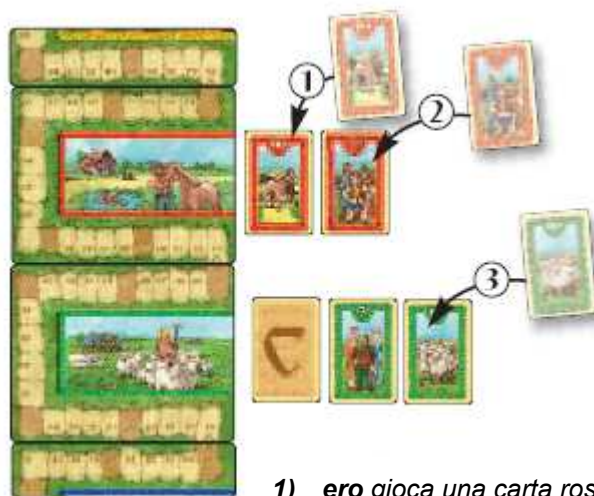
Cardcassonne è giocato in turni. Un turno termina una volta che tutti i giocatori hanno svolto un turno o piazzando una carte o un seguace e conteggiando qualsiasi elemento in modo appropriato. Il gioco prosegue in senso orario. Inizia col giocatore a sinistra del mazziere. Durante il proprio turno, un giocatore può svolgere solo una delle seguenti azioni:

- Giocare una carta.
- Piazzare il proprio grande seguace.

### Giocare una Carta

Il giocatore prende una carte dalla propria mano e la piazza vicino ad uno spazio aperto sul tabellone oppure a destra della ultima carta qui presente. Quando si fa così, bisogna considerare le seguenti:

- La prima carta giocata in ogni turno deve essere giocata coperta.
- Bisogna chiaramente posizionare la propria nuova carta.
- Bisogna mettere la propria carta nell'appropriata fila colorata (tranne per le carte che sono giocate coperta - ved. pag. 6)
- Si può piazzare un Jolly (Animale, Città, Drago o Fatina) su qualsiasi fila.
- Non si può mai posizionare una carta tra carte che sono già state giocate.



1) **ero** gioca una carta rossa e la piazza accanto al tabellone rosso.

2) **Blu** anche gioca una carta rossa e la piazza accanto alla carta rossa che si trova già qui.

3) **Verde** gioca una carta verde e la piazza accanto alla fila verde.

### Piazzare un Grande Seguace

Il giocatore posizione il proprio grande seguace alla fine di una fila. Facendo questo, il giocatore assicura le carte all'interno di quella fila. Comunque, solo quelle carte a sinistra del seguace sono sicure, es. tra il seguace e il tabellone o tra il seguace e un altro seguace.

E' consentito fare i seguenti:

- Una volta che un seguace è stato piazzato, rimane lì fino a quando è conteggiato.
- Diversi seguaci possono essere piazzati nella stessa fila.
- Il giocatore che è l'ultimo a piazzare il proprio seguace diventa il Mazziere per il prossimo turno.
- Il giocatore riceve le carte assicurate una volta che sono state conteggiate.



**ero**, **erde** e **Rosso** piazzano i loro seguaci:

**Black** secures the 4 cards in the Farms row.

**Green** secures the 4 cards in the city row. After further cards are played, **Red** also goes for the City row and secures the 3 cards which are to the right of the **Green** follower.

If a player has taken one of the two available actions, their turn ends and the next player takes their turn.

## Scoring the Cards

Once all players have played their cards and positioned their large followers, each player retrieves the cards which they have secured along with their large follower.

The rows of cards are cleared (from bottom to top). Cards which have not been secured by a player remain where they are. Cards which were placed face down are now turned over.

The cards are scored as follows:



### People cards (1-3)

The numerical values on the cards are added together and multiplied by the number of person cards. The player moved his small follower along the score track this number of spaces. The accounted for person maps come from the play.



Red has the following numerical values:  $3+1+1 = 5$   
Red has 3 person cards, so  $5 \times 3 = 15$  points



### Animal Cards

Each time the player clears any animal cards, they receive points for them. This can be best using the following example:



1) Red clears 2 sheep cards. Red puts them face up before him immediately scored 6 points on the scoreboard. Animal cards remain in the play.



2) At the end of a later round red clears 2 sheep cards and 1 Animal Joker. These are added to the 2 sheep cards already collected, so Red now has 5 sheep cards. They immediately score 14 points on the scoreboard.



If the player gets an Animal Joker, but doesn't have any animal cards in front of them he immediately scores 3 points. As soon as he gains any animal cards, he must assign the Animal Joker.



### City Cards

If a player gets city cards, they put them face down under their chest. These cards are only scored at the end of the game. The player may not look at the cards under its treasure chest during the rest of the game. The City Joker is also placed under the chest until the end of the game.



*Red keeps 1 City Joker and 2 building cards. It puts them under its chest.*



### Joker

The Dragon and Fairy immediately score 10 points each, which the player notes on the scoreboard. The cards are then removed from play.

**Wrongly placed cards - only possible through the placement of face down cards**

If any cards cleared by a player do not match the colour of the row they are in, then they act as follows:

- For each person card of the wrong colour, they immediately score 10 points on the scoreboard and remove the card from play.

For each wrongly placed animal or city card the player has two possibilities:

- They can immediately score 10 points on the scoreboard and remove the card from play.
- or
- They puts the animal card in front of them (and note the appropriate points on the scoreboard) / Put the city card under their treasure chest.

**End of the Round**

The Dealer deals out new cards to each player out (see the table on page 3) and the next round begins.

**End of the Game**

The game ends if no more cards can be drawn. Any remaining cards by the scoreboard are removed from play.

**Final Scoring**

The city cards are scored. Each player removed their city cards from under their treasure chest and forms them into sets.

A set consists of 2 to 4 different city cards. And score the following points:

1 city card	0 points
2 different city cards	5 points
3 different city cards	15 points
4 different city cards	30 points



30 points



30 points



5 Points



0 Points

**Red** receives a total of **65 points** for his City cards.

The City Joker can be used to represent any city card. The player then notes their score on the scoreboard.

The player with most points wins the game. In the case of a draw, the player with the most city cards wins.



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