

TONOCO

F

Matériel :

4 cylindres percés.
4 couvercles.
27 pions : 4 séries de 6 pions de couleurs différentes et 3 pions incolores (jokers).
1 sac.

But du jeu :

Être le premier à avoir récupéré 4 pions de couleurs différentes.

Déroulement du jeu (2 à 6 joueurs) :

Placer les 4 cylindres surmontés de leur couvercles au milieu de la table et mettre les pions dans le sac.

Le premier joueur est tiré au sort, les autres jouent selon le sens des aiguilles d'une montre.

Le joueur doit à son tour :

→ Soit prendre, au hasard, un pion du sac, annoncer sa couleur ou « joker » et le placer dans un des 4 cylindres dans lequel il reste de la place. Le couvercle est alors enlevé puis remis. Si le cylindre est plein, le joueur en choisit un autre.

→ Soit soulever un des 4 cylindres et récupérer les pions qui s'y trouvent :

• À chaque fois qu'il y a au moins 2 pions identiques, le joueur :

- garde devant lui l'un d'eux, sauf s'il en a déjà un de cette couleur.
- garde les jokers, s'il y en a.
- remet dans le sac tous les autres.

• À chaque fois qu'il n'y a aucun pion identique, le joueur :

- remet tous les pions récupérés dans le sac, même les jokers.
- remet dans le sac un pion de son choix parmi ceux placés devant lui, ce qui le pénalise. S'il n'en a pas, les adversaires prennent, chacun à leur tour et au hasard, un pion du sac et le gardent sans s'ils en ont déjà un de cette couleur (ils gardent les jokers).

• À chaque fois qu'il n'y a aucun pion, le joueur est éliminé.

Lorsqu'il n'y a plus de pion dans le sac, le joueur ne peut que soulever un cylindre. Puis ce cylindre est éliminé.

Dès qu'un joueur a récupéré 4 pions de couleurs différentes (un joker remplaçant n'importe quelle couleur) ou qu'il reste le seul en jeu, il a gagné.



TONOCO

GB

Material:

4 pierced cylinders.
4 lids.
27 pieces: 4 different coloured sets of 6 pieces and 3 uncoloured pieces (jokers).
1 bag.

Aim of the game:

To be the first to have 4 pieces of different colours in front of you.

Game rules (2 to 6 players):

Place the 4 cylinders topped by their lids in the center of the table and put the pieces in the bag.

Lids are drawn to choose the first player and the other players continue clockwise.

Each player in his turn:

→ Either draws a piece from the bag without looking, indicates which colour or « joker » he has picked up, and places it in one of the 4 cylinders. The lids are removed and replaced. If the cylinder is full, the player chooses another one.

→ Or he picks up one of the four cylinders and takes the pieces placed in it:

- Each time there are at least 2 identical pieces, the player:
 - Keeps one of them in front of him, unless he already has one of this colour.
 - Keeps the jokers, if there is.
- Each time there are not 2 identical pieces, the player:
 - Replaces all the picked up pieces in the bag, even the jokers.

→ Replaces one of the pieces in front of him, and chosen by him, in the bag, which penalizes him. If he does not have any, his opponents, in turn, pick up a piece from the bag without looking. They keep it they already have one of this colour (they keep the jokers).

- Each time there are no pieces left, the player is eliminated.

When there are no more pieces in the bag, the player can only pick up a cylinder. The cylinder is afterwards withdrawn from the play.

As soon as a player has 4 pieces of different colours in front of him, the joker replacing any colour, or if he is the only remaining player, he is the winner.



TONOCO

D

Spielmaterial:

4 durchgebohrte Holzylinder.
4 Deckel.
27 Stifte: 4 Sätze von 6 verschiedenen Farben und 3 farblosen (Joker).
1 Sack.

Ziel des Spieles:

Steiger ist, wer als erster 4 Stifte unterschiedlicher Farben zusammen hat.

Spielablauf (2 bis 4 Spieler):

4 Zylinder mit ihren Deckeln versehen werden in die Tischmitte gestellt und die Stifte in den Sack gefüllt.

Der erste Spieler wird ausgelost, es wird im Uhrzeigersinn gespielt.

Der erste Spieler fängt an:

→ Er zieht ohne hinzusehen einen Stifte aus dem Sack und gibt entweder die Farbe bekannt, oder dass es sich um einen Joker handelt. Dann steckt er den Stift in ein Loch eines Zylinders. Der Deckel wird abgenommen und wieder aufgesetzt. Wenn der Zylinder voll ist, wählt sich der Spieler einen anderen aus.

→ Oder er nimmt einen der 4 Zylinder und nimmt die enthaltenen Stifte heraus.

- Wenn sich wenigstens 2 identische Stifte im Zylinder befinden:
 - Der Spieler behält einen der gleichfarbigen Stifte, wenn er diese Farbe nicht schon hat.
 - Der Spieler behält den Joker, wenn es einen gibt.
- Alle anderen Stifte legt er in den Sack zurück.

→ Replaces one of the pieces in front of him, and chosen by him, in the bag, which penalizes him. If he does not have any, his opponents, in turn, pick up a piece from the bag without looking. They keep it they already have one of this colour (they keep the jokers).

- Each time there are no pieces left, the player is eliminated.

When there are no more pieces in the bag, the player can only pick up a cylinder. The cylinder is afterwards withdrawn from the play.

As soon as a player has 4 pieces of different colours in front of him, the joker replacing any colour, or if he is the only remaining player, he is the winner.

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As soon as a player has 4 pieces of different colours in front of him, the joker replacing any colour, or if he is the only remaining player, he is the winner.

Sobald ein Spieler 4 Stifte verschiedener Farben hat, der Joker ersetzt irgendeine Farbe, hat er gewonnen. Ein Spieler hat gewonnen, wenn er der letzte und einzig Spieler ist.

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E

Componentes:

4 cilindros perforados.
4 tapas.
27 fichas: 4 series en distintos colores de 6 fichas y 3 fichas incolores (comodines).
1 bolsa.

Objetivo de Juego:

Ser el primero en conseguir 4 fichas de colores diferentes.

Desarrollo del juego (2 a 6 jugadores):

Colocar los 4 cilindros, cada uno cubierto por una tapa, en mitad de la mesa y meter las fichas en la bolsa.

Se sortea quién será el primer jugador.

El sentido de juego es en el sentido de las agujas del reloj.

En su turno, el jugador elige una de estas dos acciones:

→ Tomar una ficha al azar de la bolsa, anunciar su color y colocarla en uno de los 4 cilindros (para ello se retira la tapa y luego se vuelve a cubrir el cilindro). Si el cilindro está lleno, el jugador elige otro.

→ Escoger uno de los 4 cilindros y levantarlo para mostrar las fichas que haya dentro:

- Si hay al menos 2 fichas idénticas, el jugador:
 - coloca en su reserva (frente a él) una de ellas, a no ser que ya tenga una ficha de ese color.
 - coloca también en su reserva los comodines (si los hubiera).
- devuelva a la bolsa el resto de fichas.

→ Replaces one of the pieces in front of him, and chosen by him, in the bag, which penalizes him. If he does not have any, his opponents, in turn, pick up a piece from the bag without looking. They keep it they already have one of this colour (they keep the jokers).

- Each time there are no pieces left, the player is eliminated.

When there are no more pieces in the bag, the player can only pick up a cylinder. The cylinder is afterwards withdrawn from the play.

As soon as a player has 4 pieces of different colours in front of him, the joker replacing any colour, or if he is the only remaining player, he is the winner.

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P

Conteúdo:

4 cilindros perfurados.
4 coberturas.
27 pedras: 4 séries de 6 pedras de cores diferentes e 3 pedras sem cor (jokers).
1 saco.

Objetivo do jogo:

Ser o primeiro a capturar 4 pedras de cores diferentes.

Desenvolver da partida (2 a 6 jogadores):

Colocar-se os 4 cilindros sobre a mesa, tapados com as respectivas coberturas, e põem-se todos os pedras dentro do saco.

Tira-se à sorte o primeiro jogador; de seguida, joga-se no sentido dos ponteiros do relógio.

Na sua vez, um jogador deve escolher uma das seguintes opções:

→ Tirar à sorte um pedra do saco, anunciar a sua cor (ou dizer "joker") e colocá-la num dos 4 cilindros sobre a mesa. Nessa altura, retira-se a cobertura que se volta a colocar depois de introduzido o pedra. Se o cilindro já está cheio, o jogador deve escolher outro cilindro para colocar o pedra.

→ Ou levantar um cilindro e capturar os pedras que lá estão dentro:

- Por cada 2 pedras da mesma cor encontradas, o jogador:
 - captura um dessas pedras, desde que ainda não tenha nenhum pedra dessa cor.
 - captura os jokers que encontrar.
- volta a colocar no saco os restantes pedras.

→ Replaces one of the pieces in front of him, and chosen by him, in the bag, which penalizes him. If he does not have any, his opponents, in turn, pick up a piece from the bag without looking. They keep it they already have one of this colour (they keep the jokers).

- Each time there are no pieces left, the player is eliminated.

When there are no more pieces in the bag, the player can only pick up a cylinder. The cylinder is afterwards withdrawn from the play.

As soon as a player has 4 pieces of different colours in front of him, the joker replacing any colour, or if he is the only remaining player, he is the winner.

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As soon as a player has 4 pieces of different colours in front of him, the joker replacing any colour, or if he is the only remaining player, he is the winner.

Assim que um jogador capturou 4 pedras de cores diferentes (os jokers substituem qualquer cor) ou se permanecer sozinho em jogo, ganha a partida.

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