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# TEN

SPIELREGEL

RULES

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# TEN

A connection game for 2 players aged 8 years

Game authors: Madoka Kitao and Steffen Mühlhäuser

## Game materials

30 square game tiles in two colours and with different score values

5 tiles per colour with a score value of one, 5 two- and 5 three-value tiles.

## Object of the game

The aim of the game is for each player to make a connecting row by placing his/her personal tiles to add up to a total score of 10.

## Preparation

Each player chooses a colour and takes 15 tiles. The tiles are flipped over (the markings should face downwards) and well shuffled. He then keeps his stack of tiles ready for play alongside the game field. The first player is nominated.

## How to play

The first player takes a tile from his stack, flips it over and places it in the middle of the game field. The players now take alternate turns to remove one new tile from their stacks, so expanding the playing field.

At least one side of a newly placed tile must always make contact with a tile already in position. Placing tiles so they only make contact diagonally corner to corner is not allowed.



## **End of Game**

The winner is the first player to place a continuous straight series of personal tiles scoring a total of exactly 10.

The row of tiles can be arranged horizontally, vertically or diagonally. Same colour rows that score a higher value than 10 do not win.

If all the tiles are placed without any player achieving the winning total, the match goes into a second round. The player whose turn it is takes one of his tiles from the field and replaces it in another position. The tile must be manoeuvrable, so at least one side must remain free (making no contact). When removing a single tile, no other tiles may be disconnected from the game field. The object of the game is the same.

## **Version with open tiles**

Unlike the rules above on how to play, the tiles are not taken from a concealed stack (that faces downwards), but an open stack, so leaving less random in the game.

## **Preparation**

After the players blind shuffle their personal tiles, each player arranges his 15 tiles in a straight row in front of him. Then, the players flip over their personal tiles, yet without making any changes to the randomly created sequence. Now both players can see the complete sequence comprising 15 personal and 15 opponent's tiles.

## **How to play**

The basic rules remain unchanged. The player whose turn it is places one of his personal coloured tiles in the field. But the players cannot take any tile from their row, but only one of the two tiles at the far ends of their row sequence. They are free to choose which of the two tiles they opt to move.

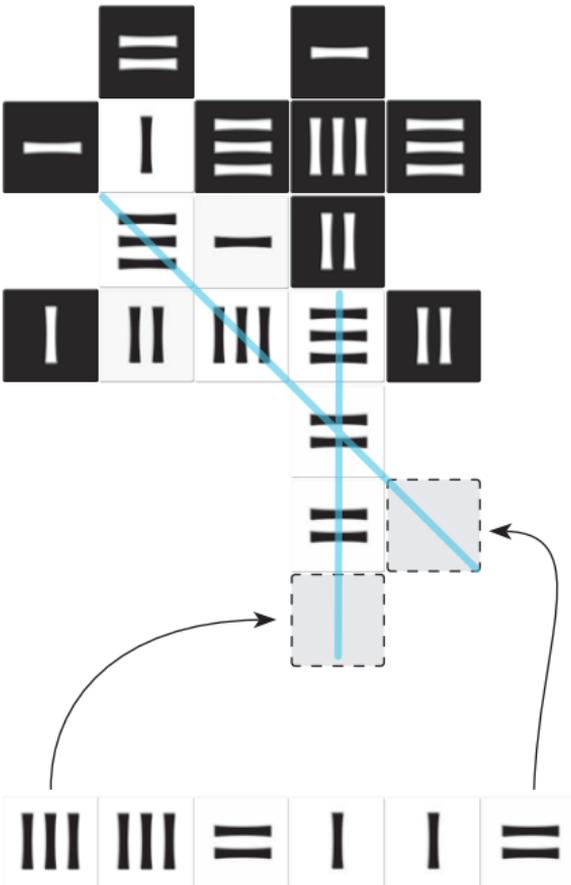
The game ends as before.

### Final situation

Although it is black's turn, he cannot prevent white from winning.

White can complete a diagonal row with his 2-value tile, or a vertical row with his 3-value tile.

### Stack black



### Stack white

Gestaltung:  
Steffen Mühlhäuser  
Grafische Arbeiten:  
Bernhard Kümmelmann  
Spielmaterial: Fa. Weiß  
Fertigung: Ludofact

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© 2015 by Steffen • Spiele  
Zum Spielplatz 2  
56288 Krastel



[www.steffen-spiele.de](http://www.steffen-spiele.de)  
[post@steffen-spiele.de](mailto:post@steffen-spiele.de)