FLÜGELRAD

Autor: Andreas Kuhnekath-Häbler

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8+

Min. 15-20
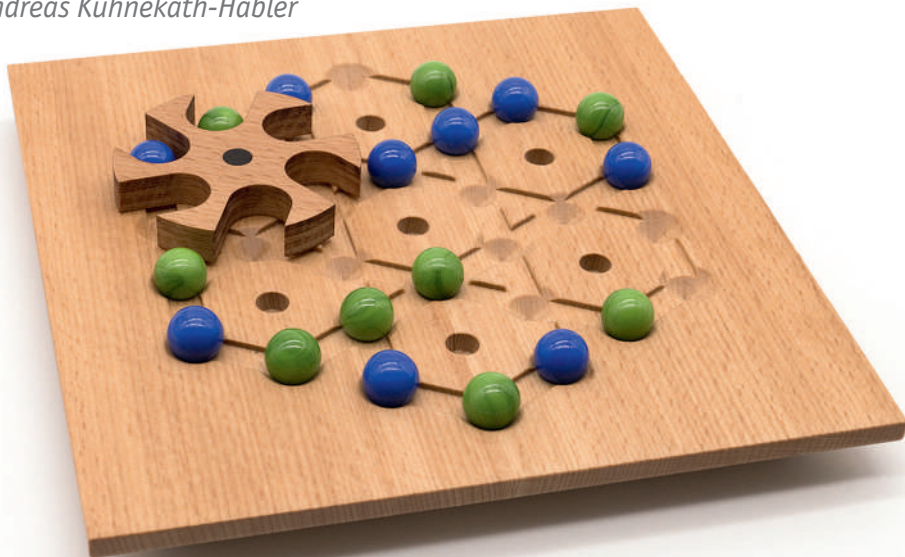
SPIELAUSSTATTUNG:

- *Spielbrett 20 x 20, Buche geölt*
- *18 Murmeln in 2 Farben*
- *1 Flügelrad*

Gerhards
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Wenn zwei am Rad drehen...

GAME SET-UP

The gameboard consists of 7 hexagonal spaces, each of which has a hole in its center for the impeller wheel. Players choose which color each of them will use. For the starting set-up, place the marbles – alternating the colors – in the outer hollows *(see illus. 1)*. Determine the starting player and give him the impeller wheel.
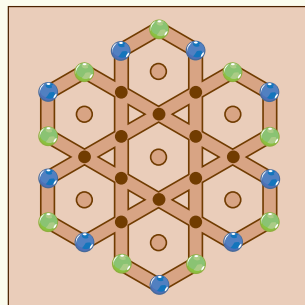
Illus. 1: Starting set-up

OBJECT OF THE GAME

By placing and rotating the impeller wheel, each player tries to form a **contiguous cluster of at least 6 marbles of his own color**.

COURSE OF THE GAME

Now players alternate turns. The active player sets the impeller wheel into one of the 6 unoccupied center holes and rotates it **in a clockwise direction**. The rotation makes the marbles lying in the impeller move with it, so that they end up in different positions *(see illus. 2)*.

The rules for the rotation are:

- Before every move, the impeller wheel **must** be repositioned; you may not put it back in the place just used by the other player.
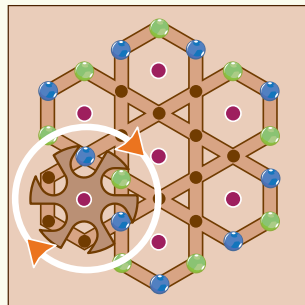
Illus. 2: Game move

- Since players alternate turns, you may use your own previous position again on your next turn, though.
- You may rotate the impeller wheel as far as you like, but not end up in the position you just started from.
- At the end of the move, the transported marbles always need to lie exactly in the hollows.

Note: If, during your turn, you rotate the impeller wheel in such a way that you would accidentally form a cluster of 6 marbles for the other player, but you notice this while you are still rotating the impeller, you are allowed to continue the rotation to a different position.

What counts as a contiguous cluster?

All marbles in a cluster are connected in such a way that each individual one has at least one or more directly neighboring marbles in the same color. The visual shape of a cluster is arbitrary.
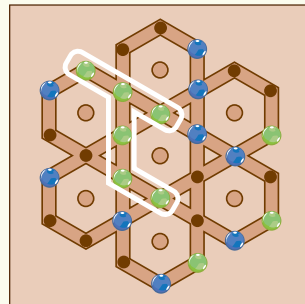
Illus. 3: A contiguous cluster for Green

END OF THE GAME

If, **after the end of his turn**, somebody has formed a cluster of at least 6 marbles in one color, **the player of this color** wins the game. If two equal-sized color clusters of at least 6 marbles have been created, the active player wins (i.e., the player who has completed this combination on his game turn). If two clusters of different sizes have been created, both of which consist of at least 6 marbles, the player with the larger cluster wins.

FLÜGELRAD - IMPELLER WHEEL

Author: Andreas Kuhnekath-Häbler

WHEN TWO PLAYERS TURN THE WHEEL...

Game Materials:

- 20 x 20 cm gameboard made of solid beechwood, treated with protective oils
- 18 marbles (9 in each color)
- 1 impeller wheel

English translation: Sybille & Bruce Whitehill, "Word for Wort"

FLÜGELRAD - LA ROUE À GODETS

Auteur : Andreas Kuhnekath-Häbler

QUAND IL Y A DEUX MAÎTRES À BORD

Matériel de jeu :

- Un plateau de jeu de 20 x 20 cm, en hêtre massif, huilé
- 18 billes en deux couleurs
- Une roue à godets

Traduction française: Patricia Kerres

ACHTUNG! *Nicht für Kinder unter drei Jahren geeignet. Kleinteile können verschluckt werden! /* **WARNING!** *Not suitable for children under 36 months. Choking hazard! /* **ATTENTION !** *Ne convient pas aux enfants de moins de 36 mois. Risque d'étouffement !*

Gerhards
Spiel und Design