

RAUF!en

By Patrick Ehnis, Gerald Schropp, 2016



Each of the playing fields may only be occupied by pieces of one color and a maximum of three of them. Only when all fields in a row are occupied with at least one figure may be drawn into the next higher one. The players alternate on the move and then have the opportunity to either reinsert their own character or to move already used to a next level.

A new figure can be reinserted to an empty or a field occupied with a maximum of two own figures in the lowest level.

Moving to an empty field of a next higher level costs the player his own character, which he takes back into his stock. Therefore, drawing up a single figure to an empty field is not possible. It is different if a figure comes to a field already occupied by its own figures, then this tax is not applied.

Salt in the *RAUF soup! en* is the beating of foreign figures. However, more of your own figures have to move to a foreign-occupied field than are present there. Then an opponent is removed for each own figure, so that in the end only their own character is left on this field and takes possession of it. And it is important here too that only upwards can be drawn into a new level.

In the penultimate level, there is no need for all fields to be occupied before being drawn into the finish field. Anyone who moves a figure into the finish field does not need to give up his own figure, but still remove it and instead receives a winning point marker. So the top field is always empty. And who has three of these markers first wins.

[Spieletest [description](#)]

The peculiar title is a programme in this game, which was released by Gerhard's game and design. RAUF! The players want to use their characters to the sixth level of a field pyramid, but on the way there, RIGHLING with the opposing player for coveted fields does not remain.

In the base area of the pyramid are six fields, upwards it becomes ever narrower. A maximum of three figures of one color are allowed in a field, for foreign figures is an occupied field on the same level. Up to the fifth level, only higher may be drawn if all fields are occupied below the current highest level. For the target field, this rule is removed.

All new figures start over the base plane, if you want to move higher to an empty field, it costs a character. So you have to have at least two figures in the level below to climb up. If there are already own figures, the upholstery is free. The rise comes into play the confrontation. Fields occupied by the opponent may be attacked if the attacker brings more figures upwards. However, this always costs the number of attacked figures. If there are two enemy cones, you have to attack this field with three figures, so that at the end there only one's own figure remains. One is therefore only safe when three of your own figures are on a field. Since everyone has to do with ten cones, it is not so easy. Then the last jump from level five to the target sector is quite simple, it costs nothing and the level underneath does not have to be fully occupied. For each figure at the top there is a victory point, the character comes immediately back to your own stock, who reaches the first three points, wins the RAUF after 20 to 30 minutes! EN duel.

Depending on the willingness of the opponents to suffer, the game between the two newcomers of the authors can drag on quite a bit. This starts in the first and second levels when tripartite constellations are formed to attack groups of two. It's more peaceful when players split up the right and left ascent sides and don't care about the opponent so much. The rule is that the top level must always be occupied in order for a further ascent. This is often overlooked at the beginning. The play material is usually high quality, even the small "fir trees" are reasonably stable. I personally like the other novelties of Gerhards like [TINTAS](#) or [TOILE](#) better. RAUF! EN is a rather lengthy build-up game, in which new chains have to grow backwards to fill gaps above in the medium term. The annoying or RAUFEN is ultimately only a retarding component, but one does not manage without it. A proper, but not an outstanding duel competition from Ransbach-Baumbach in the Westerwald.

Ref <https://mit80.de/index.php?/archives/222-RAUF!EN.html>