

PONTE DEL DIAVOLO

2007	2 Players	20 Mins	Abstract / Territory Building
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Object

Each player is building “islands” on the board out of tiles. As the number of their islands grow they will also be connecting these islands with bridges. The more islands connected by bridges, the more points are earned. The player who has the most points by the end of the game will be the winner!

Setup

- Place the board in the middle of the table.
- Make a supply of all the tiles. Keep the bridges in a separate pile.
- Each player chooses to be one colour.
- Before the game begins, the oldest player places two of their tiles anywhere on the board. Then the second player decides whether this is okay or they must replace those two tiles with two tiles of their own colour. (This is known as the “pie” rule.) If the tiles do not switch, then the second player now places two tiles of their colour anywhere on the board. If the tiles do switch, then the first player places two tiles of their colour anywhere on the board. As such, the board will start with two tiles from each player (4 tiles in total).
- The game begins with player who didn't just place the 3rd and 4th tiles on the board.

Rules of Play

- On a player's turn they may either: a) place 2 tiles on the board; or b) connect two tiles with a bridge.

Action A: Place 2 tiles on the board

- The player places 2 tiles on the board. Groups of 1-3 adjacent like-coloured tiles are known as a “sand bank”. A group of 4 adjacent like-coloured tiles is known as an “island”. There can never be a group of tiles of one colour that totals more than 4.
- The current player may place each tile on any empty space, following these rules:
- --- An island can never touch another island or sand bank of the same colour, even diagonally;
- --- Sandbanks of the same colour can touch other sandbanks;
- --- Tiles can fill in sandbanks so that they become one island;
- --- Tiles of different colours can always touch (it does not matter if it is an island);
- --- The configuration of the island isn't limited. As long as the four tiles are touching by at least one edge of each tile, this is considered an island.

Action B: Place a bridge on two tiles

- The current player places a bridge so that each end of the bridge is resting on two tiles of the same colour. These tiles can be part of either a sand bank or island.
- The spaces for tiles underneath must be empty of tiles. (You cannot build a bridge over tiles.)
- Tiles cannot be placed under bridges. These spaces are blocked!
- Note: A bridge spans over one tile space when the tiles are two columns apart. It spans over two tile spaces when the tiles are one column apart. Of course, it spans over one tile space if the bridge is placed in the same column on both ends.
- Each tile can only hold one bridge.

Game End and Scoring

- If the first player can no longer place 2 tiles, they must either place a bridge or call the end of the game. The second player then takes their turn as normal and then the game ends.
- If the second player can no longer place 2 tiles, they must either place a bridge or call the end of the game. The game will end immediately (so that all players had equal turns).
- Each player now counts the number of islands they have, both solitary and connected.

- Each island that is not connected to another island is worth 1 point.
- Each player now looks for groups of their islands connected by bridges. The more islands that are connected by bridges in a larger group, the more points that are earned. Note that a player might score for several separate groups.
- Use the score track below:

Island groups connected by bridges	2	3	4	5	6	7	8
Score	3	6	10	15	21	28	36

- The player with the most points is the winner. Ties are broken by the player with the most islands, then bridges.

Uploaded by “freechinanow” to boardgamegeek.com – August 2017