

BAMBOLEO



RULES



Contents:

- 1 wooden plate;
- ca.25 wooden playing pieces;
- 1 base;
- 1 cork ball;
- these rules.

Idea:

The idea of the game is to remove wooden pieces from the plate resting on a cork ball, without causing the plate to slip and fall. The player who collects the most pieces wins.

Preparation:

The players place the wooden pieces on the plate, in any desired combination, and pieces may be stacked on top of each other. It is probably better not to put pieces right at the centre of the plate, since they are a bit too easy to remove. Then you place the cork ball into the hollow in the base. Then, one player takes the plate and places it on top of the ball. Done carefully, this is nowhere near as difficult as it looks, and after a couple of tries you'll easily get the hang of it.

TIP: It is even easier to balance the plate if you slide the wooden pieces gently around until they are roughly balanced around the plate.

Course of game:

Play proceeds clockwise. The player with the shakiest hand starts. He now attempts to remove a piece from the wooden plate without touching the plate itself. If the player wishes, he may attempt to remove two pieces on top of each other in one go (he needs to declare he is going for this move). The pieces should be removed very carefully, or the plate will tip and all the pieces fall off. A player has only one go before the next player takes his turn.

The player places the removed pieces in front of him – these will be counted at the end.

Failed Attempt:

If a player has to break off his attempt, because the plate will obviously tip over, he can replace the piece on the plate, and give up one of the pieces that he has already taken, placing it next to the base. Then the next player has his turn.

If pieces fall off the plate, or the plate tips over, the round is over.

Passing:

If a player doesn't think that he can safely remove a piece, he may pass. He must then give a piece to the next player that successfully removes a piece. If several players have passed, they must all give a piece to the next successful player. If all the players pass in succession, the round is over.

End of a round:

A round is over when:

- The plate tips over, or a piece falls from it.
- All the players have passed in succession.
- All pieces have been removed from the plate.

Once the round is over, the players record their scores.

Scoring:

Players score one point for every wooden piece that they have collected. If a player has caused the plate to tip over, he has to give back 4 pieces before scoring. This may mean getting a minus score for the round. All scores are noted and the next round can commence.

Winning the game:

Once the scores have been recorded, the next round can begin. The player to the left of the player who started the last round begins. Play continues until a player has 20 points or more. This player is the winner. If two or more players have over 20 points, the player with the most points wins.

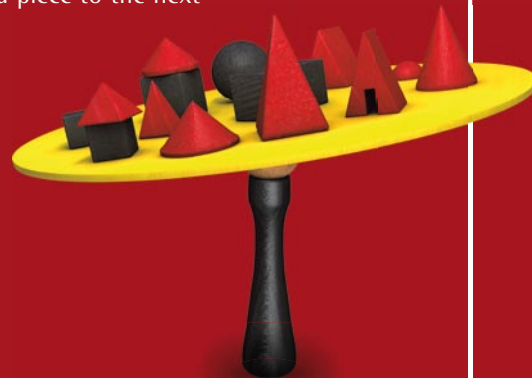
VARIANTS:

Weight and craziness:

You will need a set of scales for this game. When the players are scoring, instead of counting their pieces, they weigh them. The player with the heaviest set of pieces wins the round. This too should be played over several rounds, until a player has achieved a total weight, 200 grams for example. A player who causes the plate to tip over must remove 40g from their total score.

Bamboleo – Synchronic:

In this variant, players play in pairs. The two partners each remove a piece at the same time. The first pair to score 20 points or 200g wins.



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This translation: John Webley