

„Die Tafelrunde 2“. For 2 to 4 players, 10+ years, duration: 30 to 45 minutes.
Illustrations of the beggars made by Hans-Jörg Brehm

After the big razzia just a few members of Dracos gang of thieves were able to flee to the nearby woods. The „Tafelrunde“ may be destroyed forever.
 At first they fought for themselves for surviving.
 But soon more and more of the evaders get together again to attack stage coaches and passengers.
 But one hasn't changed: If it's about the money everyone fights for himself.
 Each player has a group of 3 beggars with different preferences for gems.
 Therefore the players have to choose carefully so that they can get the most gems.

MATERIAL: 65 cards, 24 chests (with value 2, 3 and 4)

PREPARATION

- Choose a player to start. He gets the starting player card that he places face up in front of him.



starting player card

- Each player gets a set of 16 cards with the same colour on the back.
 Each player shuffles his cards and places them as a face down draw pile in front of him.
 Each player draws 5 cards from his pile, picks them up and keeps them secret.

- Shuffle the 24 chests and place them as face down draw pile in the middle.

GAMEPLAY

The game is cut in several preys.
 Each prey contains 6 phases,
 which have to be played one after another:

- 1) Refill chests
- 2) Play cards
- 3) Split up chests (scoring)
- 4) Hide chest
- 5) Draw cards
- 6) Pass starting player card

Next prey.

1) Refill chests

Draw from the chests draw pile and place them face up in the middle until all 3 gem colours are on the table.

Important: Later in the game face up chests also lie in front of the player - these count as well!

Example: Andy has a face up red chest lying in front of him (from the last prey). Now chests get refilled. The first one is a blue one, then another blue one and then a yellow one. Now all 3 gem colours lie on the table and the 2nd phase begins.

Comment: Often in the game no chests have to be refilled because all 3 gem colours already lie on the table. Then skip phase 1).

2) Play cards

The players play clockwise cards from the hand until every player backed out. The starting player begins. He has to play a card and places it face up in front of him.

The other players follow one after another and may play a card and places it face up in front of them or back out.

Player that back out are out of the actual prey and get skipped in the 2nd phase.
Comment: The starting player only has to play the first card, later he can of course back out.

Most cards have two colours. If you play such a card, only the colour of the upper bar counts (showing to the middle of the table).
 The small crest with number is only for the overview. It shows the value and colour of the opposite bar.
 If there are several cards lying in front of a player he should sort them by colour. For that you overlap the cards of the same colour so that the upper bar can be seen (see pic).



Comment: It is not allowed to turn around a card lying in front of a player later

3) Split up chests

If all players have backed out the chests will be split up.

For that you score one colour after another.

The player who has the biggest sum in a colour with his cards lying in front of him gets all gems of that colour („most powerful“). That means also the chests in that colour lying in front of other players.

Then he places the caught chests face up in front of him. And the cards of that colour on the discard pile*.

The players with a lower sum in that colour get their cards of that colour back on their hand.

Power bonus:

Chests lying face up in front of a player rise the motivation of his beggars to fight for that colour.

If you score a colour the most valuable chest lying face up in front of a player counts as a bonus for that player for that colour.

Example: In the left picture Andy has played a blue 7 and a blue 5.

And he has chests with 2 and 3 blue gems lying in front of him.

The sum in blue for him is $(7+5)+3=15$.

Tie:

In case of a tie put all chests of the colour into the middle. The players get the played cards of that colour back on their hands.

Continue with the 4th phase after all 3 colours are scored.

4) Hide chest

Now every player hides one chest (if he has chests). For that he turns the chest face down.

Important: Face down chests are taboo until the game end and can't be stolen by other players.

5) Draw cards

Every player draws 2 cards from the draw pile.

6) Pass starting player card

Pass the starting player card to the next player left.

Now the next prey begins with phase 1).

Game end

If in phase 1) the chest pile is gone and there are only 1 or 2 gem colours lying face up on the table then the game ends immediately.

At first put all the face up chests from the middle and from the players back in the box, because they are worthless at the end.

Now everyone counts the gems on his face down chests.

Comment: Now the colour of the gems makes no difference.

The player with the most gems wins.
 In case of a tie the player with more cards on his hands wins.

The 4 special cards

Each player has 3 types of beggars and also a special card.

The special card is played the same way as the others.

But the special card has a special function that works only in the actual prey.



„Closing time“

No further cards are allowed to play. Continue immediately with phase 3).

This card is not allowed to be played as the very first card in phase 2).

Put the card after phase 3) on the discard pile.



„Last warning“

The player places the card near his chests of one colour.

These chests can't be stolen by others in this prey.

Put the card after phase 3) on the discard pile.



„Revitalization“

Choose a card from the discard pile and take it on your hand.

Put the card after phase 3) on the discard pile.



„Zork“

Hide chests with an amount of a maximum of 6 gems.

F. e. 3 chests with 2 gems.

But not a chest with 4 and a chest with 3 gems.

Put the card after phase 4) on the discard pile.

Discard pile*

For a better overview you should handle it like that:

If you have to discard cards put them face up underneath your draw pile.

Draw pile gone

If you draw the last face down card from the draw pile then shuffle the rest and build up a new face down draw pile.