

"Six-Pack" a game by Dietmar Bockelmann, Munich 1.11.2014

Age 10 or older, 2-8 players, about 30-45 minutes.

Material:

48 beverage cards (16 each on both sides). 5 of them each have a pink border

(Front side a bottle, back side the mixed drink, which does not contain the content of the bottle.)

54 dominoes, each with bottle and mixed drink, 9 different in 6 colors

6 screens in 6 colors (not essential)

Aim of the game:

On the game table come bottles and mixed drinks gradually. Anyone who finds the right pattern on the table for his six-pack gets a point. He may determine the arrangement in his six-pack from three dominoes.

The course consists of 4 phases:

1. Place any beverage on the table or remove one

2. As a host add further beverages

3. All players check if they find their six-pack in the card display to score with. You can change your own six-pack from three dominoes at any time.

Once a player has 7 points, the game ends.

Preparation:

Each player receives a screen and the 9 dominoes in the same color. He puts them in front of his screen and mixes it. He takes 3 stones and covers them behind his screen. The dominoes are to be put into a six-pack in 18 variations. This allows the player to reorder the 3 dominoes at any time to have a pattern that he finds on the table.

At the beginning, a bottle and a mixed drink are placed next to each other in the center of the table.

The rest of the drinks come as stock. They are divided into three groups according to type. 5 cards each with the pink border from the piles are laid separately as reserve. If they have to be used in phase 2, the table is partly cleared.

(Pink as with the receipt paper runs out)

Anyone who has mixed a drink last will begin. Then continue clockwise.

Who is the turn, leads his turn in 4 phases:

Phase 1:

Take any beverage from the store and put it on the card display or take a beverage from the lay and put it back to the store. The following rules must be followed.

Create (Rule 1):

Bottles may only be used on mixed drinks and mixed drinks only on bottles. And only edge to edge. This creates a checkerboard pattern from bottles and mixed drinks.

Proportion (Rule 2):

The card display must not be too narrow. It may be twice as wide as it is long and twice as long as it is wide.

Example: If 2 x 4 cards are placed on the table, it must not be placed on the short side, otherwise the display would be 2 x 5 cards large.

Remove (Rule 3)

Instead of adding a beverage, a beverage can also be removed (back to the store) if it is not a mixed drink, which is only touched by bottles of the same kind.

Phase 2:

As a host, the player fills up the card display:

By applying or removing a beverage, free angles (corners) or gaps can arise, to which two drinks or more are adjacent.

Where two different bottles are adjacent, the right mixed drink is added from the stock. If there are more than 2 bottles at the gap, the player may choose 2 to create a mix drink and lay it. Only when there are only the same bottles at the gap, no beverage is added.

For the mixed drinks, a common "bottle" is placed. If there are more than two mixed drinks at the gap, the player may choose 2. Same mix drinks have two "bottle" in common, of which the player has to select one and lay.

Adding cards can create new angles and gaps. These are also filled. This is continued until there are neither angles nor gaps that can be filled.

Phase 3:**Found SixPack?**

The own three dominoes can be changed at any time and also rotated. You just need to present a 2 x 3 pattern of glasses and bottles.

Now, all players check their patterns. When it is visible in the card display, it is shown to all the players who check this.

From the successful "pattern" a dominoe is placed as a point with itself. The other two come face down in front of the screen are mixed with the available. After this, 3 new ones are revealed behind the screen.

Phase 4:

Before the next player's turn, it is checked whether the table has to be cleared.

Clear table:

If from one kind of cards is less than 5 cards in reserve, if at least one pink-edged card is needed, a clearing-up takes place. To do this, the player selects a column or a row (may also be at the edge). This must divide the card display so that the largest adjacent area of beverages respects the required proportion.

The complete column or row is returned to the stock together with the smaller adjacent area. If cards with pink borders are still in the card display, they are replaced by the same without a pink border.

End of the game:

Once a player has 7 points, the game is over.