

REINER KNIZIA

CRAMEL

The pursuit of Jerome Castle Treasures

2-5 Players, Age 5+, 15 min.

There is a treasure hidden in Jerome Castle: three magic rings that are passed down in the family from generation to generation. These are the rings that Uncle Arthur Jerome left to El-El, Gol and Roby.

Mrs. Bloom, the cunning housekeeper will do anything to win this treasure. Will you be able to get there first and save Cramel, El-El, Gol, Roby, Helena and Jane from Mrs. Bloom's hands? Watch out, Mrs. Bloom is walking around the castle. If she catches you - you will have to start all over again!

Contents

49 Tiles in the following division:

4 Gol, 4 Jane, 4 Helena, 6 El-El, 8 Ring Boxes, 8 Roby, 3 Mrs. Bloom, 12 Cramel.



Rules of the game briefly

Cramel - The pursuit of Gerom Castle Treasures is a sophisticated memory game in which each player tries to collect the largest number of tiles. At the beginning, all tiles are arranged face down, in a square of seven by seven. Each player in turn reveals as many tiles as he wants until he decides to stop or is forced to stop. If the player stops voluntarily, he is allowed to collect sets

of tiles according to the tile winning rules (see below). But there are two special tiles - the Cramel tile and the Mrs Bloom tile - that may force him to end his turn without collecting anything. The game ends when the only tiles left are the Mrs. Bloom's tiles. The player with the largest number of tiles wins.

Purpose of the game

Win the highest number of tiles.

Game preparation

Turn the tiles face down, mix well and arrange them in a square of seven rows and seven columns.

How to win tiles?

Each tile has an image, and below it a black circle with a number of white dots. The number of dots is the number of tiles that make up a the set.

For example, to win a set of Helena tiles, we need to uncover two tiles of this type. To win a ring box tile set, we must reveal four tiles of this type, since the black circle on the ring box tiles has four white dots.

If we have exposed more than the number of tiles we need in order to assemble a set of a certain type, we can collect the set leaving the extra tiles in place, face down.

For example, if we exposed three Helena tiles, we would collect two of them, leaving the third one in place. Roby and Cramel tiles are the only ones that can be won one by one. The only tile that cannot be won at all is that of Mrs. Bloom. At the end of the game 3 tiles of Mrs. Bloom will be left on the table.

Game Play

The youngest player starts, and the game proceeds clockwise. Each player in turn reveals any number of tiles until he decides to stop or until he encounters a tile that requires him to stop (see the explanation of Mrs. Bloom and Cramel tiles).

If the player decides to stop turning tiles and finish his turn, he may collect tiles according to the winning rules listed earlier. The uncollected tile must be put back face down.

For example, in the following illustration the player turned 9 tiles and decided to stop.



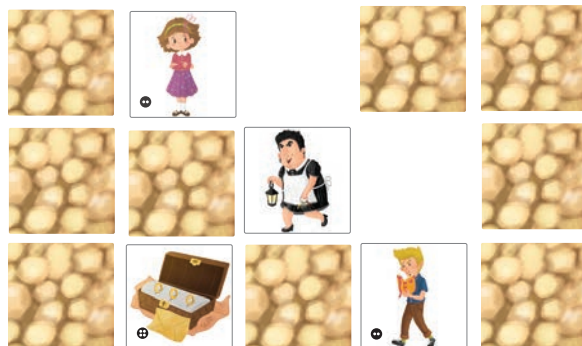
The player will collect one Roby tile, three El-El tiles and two Jane tiles. Note that one Jane tile will not be collected since two Jane tiles make up a set, so the third Jane tile must be left on the table. The player will not collect the two ring box tiles either, as he does not have a full set of four ring boxes. All the tiles that the player has revealed but not collected will stay in the game, face down.

Special Tiles

Mrs. Bloom - If a player turns over a Mrs. Bloom tile, he must immediately end his turn and flip back all the tiles he has uncovered without collecting any of them.

The player can place Mrs. Bloom in any free space inside the 7x7 square.

At the end of the game there will be 3 Mrs. Bloom tiles left without being collected.



Cramel - The Cramel tiles can only be collected if they are the only tiles uncovered during that turn.

If a Cramel tile is revealed after the player has uncovered other tiles, his turn ends and he can't collect any of the tiles.



Example A: if a player uncovers a Cramel tile as the first tile of his turn, he can choose to collect it or to continue to expose more tiles. If he exposes only Cramel tiles he can collect all of them.

But if, in addition to Cramel, he uncovers any other tile, he must end his turn without collecting any tiles.

Example B: a player first uncovers Jane and Ruby and then a Cramel tile. He must end his turn without collecting any tiles.

Game End

The game ends when the only tiles left on the table are the three Mrs. Bloom tiles.

Whoever has collected the greatest number of Cramel tiles takes the Mrs. Bloom tiles. If 2 or more players collect the most Cramel tiles at the same time, no one gets the 3 Mrs. Bloom tiles.

The player who collects the greatest number of tiles, is the winner. In case of a tie, the player who has more Cramel tiles, wins.