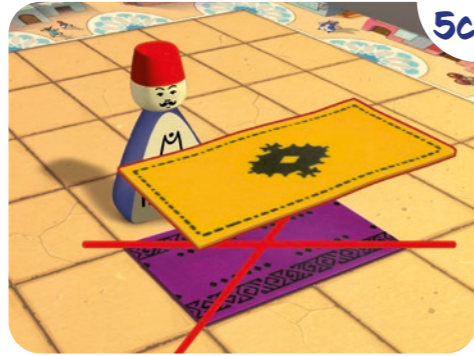
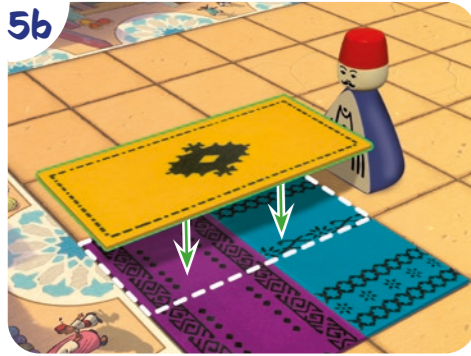
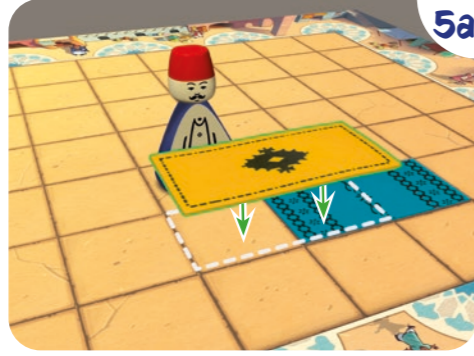
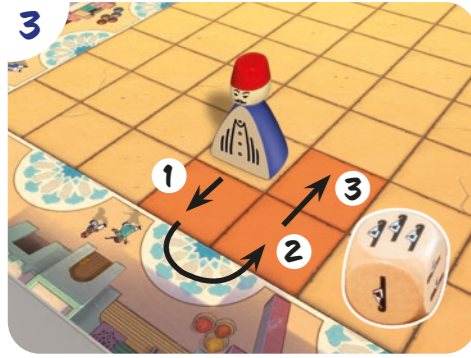
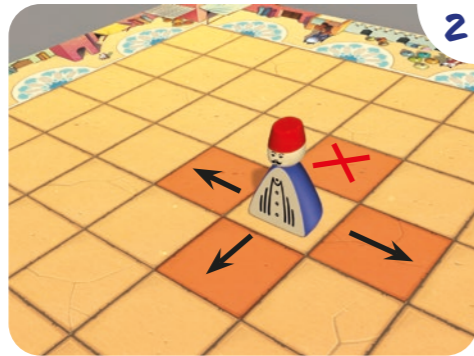


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地毯商人 Marrakech®

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地毯商人 Marrakech®

遊戲目標

市集內的地毯商販正在屏息以待，因為誰是「最佳地毯商人」的結果快要揭曉了！每名商人施展渾身解數，除了需要盡可能在版圖上留下最多的可見地毯，還要盡量積聚錢財。遊戲結束時，擁有最多財富（可見地毯數量與手中錢幣價值的加總）的玩家便是贏家。

遊戲配件

地毯市集(版圖)、60塊布地毯(一套15塊，共4套)、21枚《1》迪拉姆錢幣、21枚《5》迪拉姆錢幣、1枚「市集主人阿參姆」木棋子、1顆木骰子、1個布袋。

遊戲設置

把阿參姆放在市集中央(見圖1)。每名玩家均獲得30迪拉姆(錢幣單位)，即5枚《1》迪拉姆錢幣和5枚《5》迪拉姆錢幣。三人遊戲時，每名玩家拿取15塊相同顏色的地毯並放在自己面前。四人遊戲時，則每人拿取12塊相同顏色的地毯。接著，選出起始玩家，並按順時針方向輪流進行遊戲。

進行遊戲

玩家輪流進行以下三個步驟：

1. 移動阿參姆；
2. 必要時，向對手付款；
3. 然後放下一塊自己顏色的地毯。

1. 移動阿參姆

擲骰子前，玩家須決定阿參姆的移動方向。阿參姆可以照原來的方向，或向左/右轉90度(但不可轉180度)來前進(見圖2)。

接著，玩家投擲骰子：骰子上顯示的拖鞋數目決定阿參姆的移動格數。阿參姆按原先選定的方向以直線移動(不可走對角線)。如果阿參姆的移動使其離開市集，便須沿著馬賽克花磚轉向180度返回市集(走過的馬賽克花磚不計入移動格數之內)(見圖3)。

2. 商人之間的付款

如果阿參姆的最後一步停在對手的地毯上，玩家便要向該地毯主人付款。支付總額為阿參姆所在方格周圍被同色地毯覆蓋的方格總數：覆蓋的方格數量等於應支付的金額；同色方格必須相鄰，位於對角線的方格則不作計算。阿參姆所處的方格亦要收費(見圖4)。

如果阿參姆的最後一步停在空格或玩家自己的地毯上，則毋須付款。若玩家沒有足夠的錢幣付款時，須在盡量繳款之後退出遊戲，其手上未使用的地毯亦要放回遊戲盒中，已經放置的地毯則繼續留在市集，但會視為無主人的物件看待；其他玩家在接下來的遊戲中，踏上這些地毯時不須付款。

3. 放置地毯

接著，玩家要在阿參姆停留之處的相鄰方格上放上一塊地毯，地毯的一邊必須與阿參姆所處方格的其中一邊相接(見圖5)。

一塊地毯可以覆蓋：

- 兩個空格；
- 一個空格和半塊地毯(任意顏色均可)；
- 兩塊地毯各一格的面積。

放置地毯時，不能完全覆蓋對手的一塊地毯(只有使用兩塊地毯，才能完全覆蓋)。(見圖5a、5b、5c)

遊戲結束

當最後一塊地毯放置在版圖上時，遊戲結束。每半塊可見地毯和每《1》迪拉姆各得1分，分數最高的玩家獲勝。若最高分遇平手，則持有較多迪拉姆的玩家勝出。

二人遊戲的規則

每名玩家獲取30迪拉姆和兩種顏色地毯共24塊；地毯洗勻後堆疊。遊戲中，玩家要按照該地毯堆的順序放置地毯。遊戲按照上述三人或四人遊戲模式進行。

變體玩法

玩家每回合順序執行下列行動：

- 1) 投擲骰子
- 2) 移動阿參姆
- 3) 接著向對手繳付罰金(有必要時)
- 4) 放置一塊屬於自己的地毯
- 5) 把阿參姆轉動90度

下一名玩家移動阿參姆時，必須按阿參姆當刻朝著的方向移動。

地毯商人 Marrakech®

OBJECT OF THE GAME

The rug market in Marrakesh square is in suspense: the best merchant will soon be named. Each merchant tries to have the highest number of rugs visible at the end of the game while also amassing the biggest fortune. The player with the biggest fortune (worked out by adding together the number of visible rugs and the amount of money held by each salesperson) wins.

CONTENTS

The Rug Market square (board), 60 cloth rugs (4 sets of 15), 21 value 1 coins, 21 value 5 coins, Assam the market owner and one wooden die.

PREPARATION

Place Assam in the centre of the market square (see fig.1). Each player receives 30 Dirhams (5 «1» pieces and 5 «5» pieces). If there are 3 players, each receives 15 rugs of the same color which they place in front of them. If there are 4 players, each receives 12 rugs of the same color. Decide who plays first. Play continues in a clockwise direction with each player taking their turn.

PLAYING THE GAME

In turn, players make the following three moves:

1. They move Assam;
2. If necessary, they pay their opponent;
3. They then lay one of their own rugs.

1. MOVING ASSAM

The player chooses in which direction they want to move Assam **before throwing the die**. Assam can be left alone or turned 90° left or right (he cannot turn 180°) (see fig. 2).

The player then throws the die: the number of slippers indicated on the die determines how many squares Assam is moved. Assam moves in a straight line (not diagonally) in the direction initially selected. If Assam leaves the market, he follows the about-turn signalled by the mosaics (the mosaics do not count as a move) (see fig. 3).

2. PAYMENTS BETWEEN SALESPeOPLE

If Assam ends his move on an opposing player's rug, the player must make a payment to the rug's owner. The amount owed is equal to the number of squares adjoining the square that Assam has landed on which are covered by rugs of the same colour: the player must pay the same amount as the number of squares covered. The sides of the squares must be touching; it does not count if they only touch diagonally; Assam's square counts towards the payment (see fig.4).

The player makes no payment if Assam ends his move on an empty square or on one of the player's own rugs.

If a player runs out of money, they pay what they can and are out of the game. Their unplaced carpets are put back in the game box. The carpets they have played remain on the market, and become neutral; the other players do not pay when they land on them.

3. LAYING RUGS

The player then lays one of their rugs next to the square where Assam has finished: an edge of the rug must be placed against one of the 4 sides of this square. (See fig. 5)

A rug can be placed on:

- two empty squares;
- an empty square and half a rug (whatever its colour);
- two halves of different rugs.

An opponent's rug cannot be entirely covered in one go (it can only be covered completely by two rugs). (See fig. 5a, 5b, 5c)

END OF THE GAME

The game ends once the last rug is laid. Each half of a rug visible and each Dirham counts as one point. The player with the most points wins the game. In the case of a tie, the player with the most Dirhams wins.

TWO PLAYER RULES

Each player receives 30 Dirhams and 24 rugs of 2 different colours; they should be mixed together in a pile. The rugs are then laid in order from the pile.

Play proceeds following the 3 or 4 player version indicated above.

VARIANT

Players take the following actions in order each turn:

- 1) they throw the die
- 2) they move Assam
- 3) they pay a fine to an opponent (if necessary)
- 4) they lay one of their own rugs
- 5) they rotate Assam a quarter turn

The next player is forced to move Assam in the direction he is now facing.

