# ROLAND & TOBIAS GOSLAR

# BONOBO BEACH

a game for
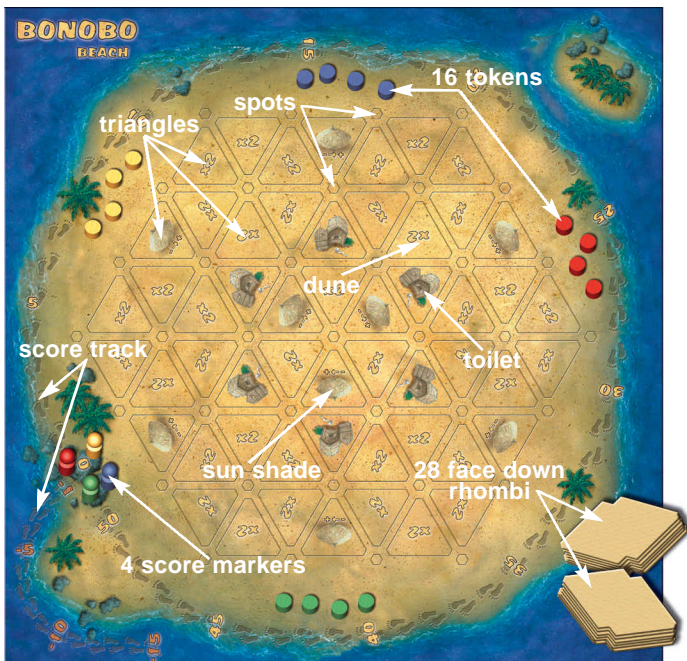2-4 sun worshippers
8 years & up
duration 20 minutes

## IDEA AND AIM

October 2003, 149° West, 17° South. A small island on the horizon: Bonobo. A paradise? Explore the island with your gang and try to snatch away the best beach spots. Whoever occupies the most valuable spots, will win this game.

## GETTING STARTED

Each player takes the four tokens and the score marker of a color. The score markers are placed at the zero on the score track. Shuffle the 28 rhombi and place them face down beside the board.

### material and starting positions for 4 players



BONOBO BEACH

16 tokens

spots

triangles

dune

toilet

score track

sun shade

28 face down rhombi

4 score markers

## ONE TURN

The game proceeds clockwise around the table. Youngest player goes first. In his turn a player either must

**A** **place a token at a spot, or**
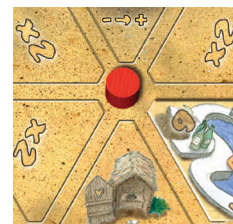**B** **draw a rhomb and place it face up on two adjacent triangles.**

A player must place a token or a rhomb if at all possible. Only if neither is possible may he pass his turn.

## A  placing a token

A player places one of his tokens at an unoccupied spot adjacent to at least one free triangle (not yet covered by a rhomb!). A token may not be placed at a spot adjacent to a toilet triangle if this triangle cannot be covered by a rhomb any more.

A token remains at a spot as long as there is at least one free triangle adjacent to it.

Exception: A token may be driven away by an (activated) toilet.



*Scarlet (red) places a red token at an unoccupied spot adjacent to five free triangles - including a toilet triangle.*

## B  placing a rhomb

A player draws a face down rhomb and places it face up on top of two free triangles. The new rhomb may not overlap with a rhomb already placed on the board. Hereby two things may happen

**1.** **intermediate scoring** and
**2.** **triangle activation**.
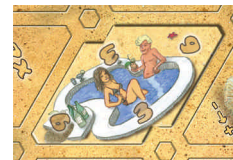


*Luigi draws a pool rhomb and places it on top of two dunes.*

### 1.  intermediate scoring

As soon as all triangles adjacent to a token are covered with rhombi the token is evaluated. Add up the numbers printed on the adjacent rhombi pointing at the token and adjust the score marker of the same color on the score track accordingly. The token itself is taken back by the owning player and must be placed again in a later turn.
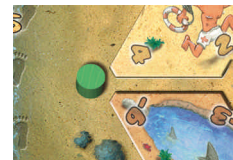


*Gerard (yellow) places the bodybuilder rhomb. Luigi takes back his green token and loses two points on the score track..*

## 2. triangle activation

If - by placing a rhomb - a triangle is isolated, that means, it cannot be covered by a rhomb any more, the triangle is activated and takes effect.

A **toilet** takes effect instantly, while **sun shade** and **dune** will take effect during the final scoring only.

A **toilet** drives away all tokens from the three crossings adjacent to it, also prohibiting further placement of tokens there.

Tokens driven away must be taken back and placed in a later turn, if possible.
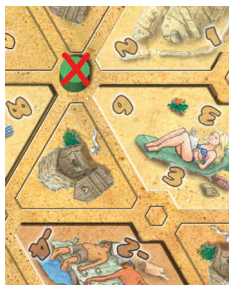


*Gerard (yellow) places the blondes rhomb and activates the toilet. Luigi has to take back his green token.*

## END OF GAME AND WINNING

The game ends as soon as no player is able to place a rhomb or a token any more.

The player who reached the highest position on the score track after the final scoring wins the game.

If playing several games in a row all score markers maintain their positions on the score track for the next game.

## final scoring

At the end of the game all tokens occupying a spot adjacent to an activated **sun shade** or **dune** are evaluated.

For each token add up the numbers printed on the adjacent rhombi pointing at the token.

If the token is adjacent to a **sun shade** convert all negative numbers to positive numbers when adding up.

If the token is adjacent to a **dune** double the sum of the numbers. If adjacent to two parks, quadruple the sum and if adjacent to three parks multiply it by eight.

If the token is adjacent to a **sun shade and a dune**, convert the numbers to positive numbers first and then double.

For each evaluated token adjust the same colored score marker on the score track.



*A **sun shade** converts all numbers at the three adjacent spots to positive numbers. Scarlet´s red token counts 17 points.*
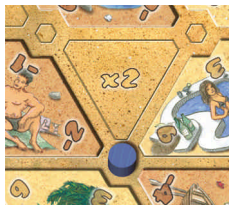


*A **dune** doubles the value of numbers at the three adjacent spots. Hilal´s blue token counts 6 points.*

*The game is nearly finished. Only one more rhomb can be placed.*

*Luigi (green) places the spring rhomb (1) and thus evaluates his green token (2) by taking it back and scoring one point on the score track.*

*Hilal (blue) has to take back her blue token (3) which is driven away by the activated toilet.*

*Scarlet (red) and Gerard (yellow) have to pass their turns because they do not have any tokens left.*

*Luigi (green) places one token (4). Hilal (blue) places one token (5).*

*No player is able to execute a turn. This initiates the **final scoring**.*

*Luigi´s green token (4) gets him 20 points, because the two dunes quadruple the adjacent numbers of 2 and 3.*

*Hilal´s blue token (5) earns her a total of 14 points ((6+3-2)x2=14).*

*Scarlet´s red token (6) is worth 4 points, because the sun shade converts the negative 4 to a positive 4.*

*Gerard´s yellow token (7) earns him 8 points, because the 4 is doubled by the dune.*

*All points are marked using the four score markers on the score track.*

## CREDITS