

TM

O



Z



I



M



O



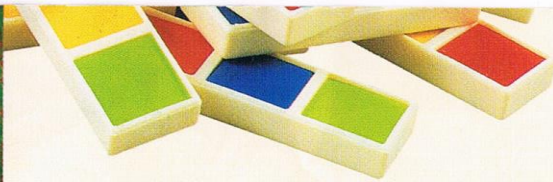
R



C



H



Number of players: 2 to 5.

Age: from 5 to 105.

Parts:

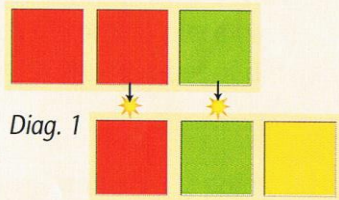
- 75 different Chromino pieces in combinations of five basic colours.
- 1 Chromino bag.
- 8 stands.

The object of the game:

- The object of the game is for each player to lay down all their Chromino pieces, making sure at least two matching colours are touching (*Diagram 1 and 2*).
- The first player to lay down all his or her Chromino pieces is the winner.

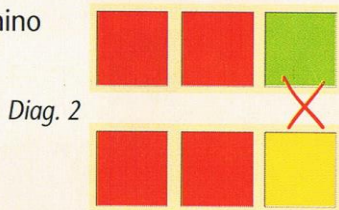
To start the game:

- Each player is given a stand.
- All the Chromino pieces are placed in the bag.
- Each player draws 8 Chromino pieces from the bag and puts them on the stand facing him or her.



Diag. 1

Correct



Diag. 2

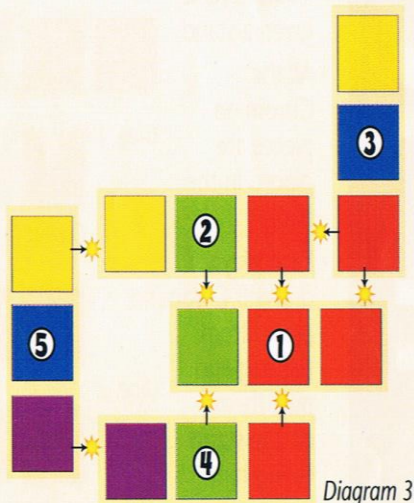
Incorrect



- To decide who will start the game, each player draws an extra piece. The first one to pick a piece with 3 different colours puts it in the centre of the table and then starts the game by trying to match one of his Chromino pieces, or if he cannot, by drawing another piece.
- The other Chromino pieces drawn by the other players must be put back into the bag.

The game:

- The game proceeds clockwise. In order to play a Chromino piece, it must be placed so that it makes at least two contacts with matching colours on the Chromino pieces that have already been laid down (*Diagram 3*).
- Squares of different colours must not touch each other.
- If a player cannot match any colours then he draws a Chromino piece from the bag and play continues with the next player.

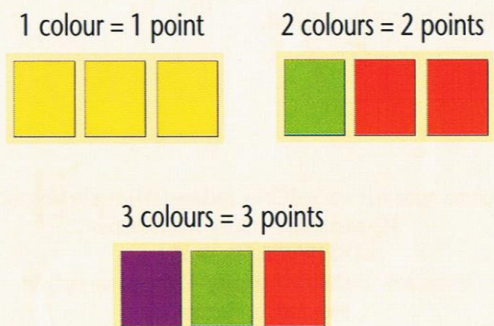


End of the game:

- As soon as one player has laid down his second last Chromino piece, he advises the other players by saying "Chromino", and shows them his last remaining piece.
- When his turn comes again, he either lays down his last Chromino piece and wins the game or draws another piece from the bag.
- However, if another player can show where the last Chromino piece could have been played, the player must draw two more pieces.
- The game will then continue until one player gets rid of all his Chromino pieces.
- NB. If the player forgets to say «Chromino», but someone else spots that he has only one piece remaining, then the player must draw another piece.
- When a player has shown his last Chromino piece to the others, they may prefer to draw an extra piece themselves rather than put down a piece which will allow the first player to win.

Scoring:

Chromino can either be played as above, or for a more strategic game, by scoring. Each Chromino piece has a certain points value, depending on the number of different colours on its face:





Each move is awarded a score by adding together the points value of each of the Chromino pieces for every contact made, as in the example below (Diagram 4):

Value of contacts:

Arrow 1: $3 + 2 = 5$ points

Arrow 2: $3 + 3 = 6$ points

Arrow 3: $3 + 3 = 6$ points

makes a total of 17 points.

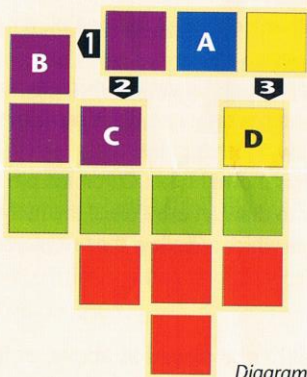


Diagram 4

As in the standard game, play finishes when one player has laid down all his Chromino pieces. However the winner is the person who has gained the highest score, regardless of how many pieces he has left.

Components made in France and China, packaged in France by Meccano S.A. :
363 avenue Saint-Exupéry, F-62100 Calais
© 10/1998, Meccano S.A.

® Meccano - The Nomad Company - Chromino are exclusive trademarks of Meccano S.A.
All rights reserved.

A game by Louis Abraham, under licence to Week End Games.