

AS-KIMBLE



18 +



4n



15 +

Game rules

Materials: 1 Kimble board, 16 game pieces (4 of each colour), an adequate amount of game supplies.

Players: 4n

All disputes that are not covered by these rules shall be settled by the referee if needed

The Goal of the Game

In Kimble the goal of a team is to get all four of their pieces once around the board and finally to the goal. Over the course of the game the teams try to eat game pieces from the opposing teams.

Game Preparations

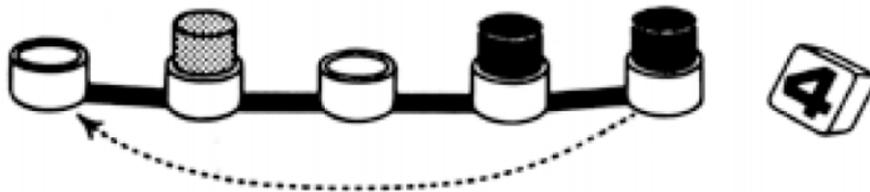
All 16 game pieces are placed in their own home bases according to their colour. The Kimble Dome aka. the Pop-o-matic aka. the Naksu needs to be reset by popping it multiple times, at least thrice. The players position themselves around the game board so that all the players of a team are on the same side of the board. It is also good to check that there are enough game supplies available. The team that starts as well as the team colours are decided by each team popping once. The team that pops the lowest gets to pick their team colour and the team with the highest number starts. The remaining colours are determined by the seating of the remaining teams. If two or more teams get the same number, there is a tie-breaker pop between those teams. This is repeated until the order is clear.

Starting the Game

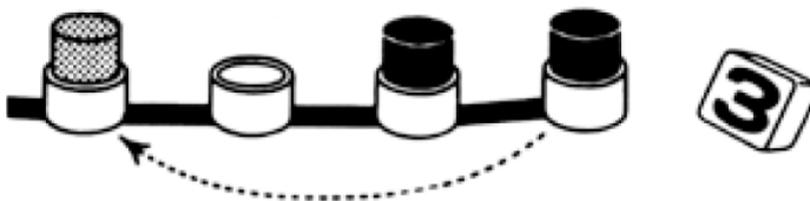
Each team pops on their turn, and turns rotate clockwise. A team has to get a six (6) before a game piece can be moved from the home base into the starting grid, aka. the minefield. If all the game pieces of a team are in the home base or in the goal area, so that they cannot be moved with any pop of the die, aka. there is no margin of adjustment, the team can pop three (3) times while attempting to get a six. Once a team manages to pop a six and has moved a game piece into the starting grid, they must then pop again and move a game piece forward on the board equal to the number of the pop. On a six one must always pop again.

Moving

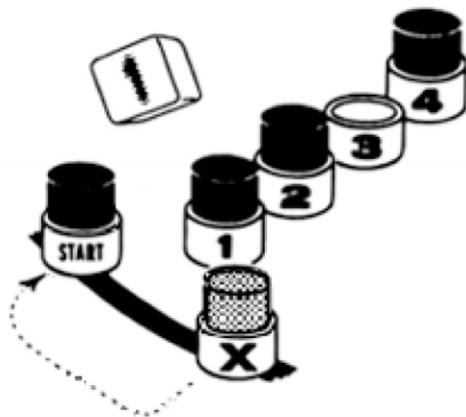
After popping a team must move one of their game pieces forward on the board into an unoccupied grid or into a grid with a piece of an opposing team in it, if it is possible. All grids are counted, unoccupied or not. The team can move any of their pieces on the board, if it is possible to move. A move must be made, unless there are no legal moves. A move is considered completed once a player lets go of a game piece and the piece has been moved a number of grids equal to the pop of the die. After this the move cannot be cancelled.



A piece is moved forward equal to the pop of the die. Grids with a piece in them are passed, but still counted.



When a piece ends its move in a grid with an opposing piece, the opposing piece gets eaten, unless the piece is in its own minefield.



The dark piece is in its own minefield, meaning that the light piece gets eaten when it moves into the same grid.



You cannot move into a grid that has your own game piece in it. In this case the player would have to move the piece in front instead.

On a six, a team can either move a new piece from the home base to the starting grid or move a piece already on the board. A team must also always pop again after a six. Once a piece has made it around the board, it enters the goal area with the numbers 1, 2, 3, and 4 printed onto them. As with other moves, the pieces can only enter the goal area with an exact pop. Pieces can also be moved forward while they are inside the goal area, if possible.

Eating

When a team moves a game piece into a grid that already has a game piece of an opposing team, that piece is moved back into their home base. Additionally that team gets (a) penalt(y/ies) added into their game supply buffer. The number of penalties is determined by multiplying the multipliers of the two pieces together. These multipliers are determined in the section “**Doubling, Tripling and Quadrupling**”. The only exception to this rule is each team’s own minefield. When a game piece is in its own minefield it cannot be eaten, and any piece that moves into its grid gets eaten instead. A team can only drive into a mine if there are no other legal moves. If all the pieces of a team end up in their home base because of getting eaten or because of a **raise**, that team must say the words “**Jag bor i hembo**” or “**Vi bor i hembo**” depending on whether there are one or more players in the team. If the team doesn’t remember to say this sentence before the next team pops, the team gets one penalty. Also, if this sentence is said at any other time over the course of the game, that team also gets a penalty.

Doubling, Tripling, and Quadrupling

If a team pops a six while they already have a game piece in the starting grid, they can increase the multiplier of the piece in the starting grid by one. To signify this the piece in the starting grid is turned upside down and a game piece is moved from the homebase to the empty board quadrant on the left of the goal area. This doubled piece can further be tripled or quadrupled, in which case the piece stays upside down, and more pieces are moved from the home base. These special pieces move just like normal ones, but cause increased penalties in the case of eating. For example, if a triple gets eaten by a double, the owner of the triple gets $2 \times 3 = 6$ penalties. The eaten piece and all the pieces set aside to signify the multiplying are returned to the home base. When a multiplied piece reaches the goal area it splits, so that one of the pieces is placed where the multiple would move, and all the other pieces are placed by the first goal grid. If that grid is empty, it is filled, otherwise the pieces are placed by the side of that grid. These pieces are considered to all be in the first grid, and must be moved to their own grids with a pop in order for the team to finish the game. For example popping a one (1) allows the team to move a waiting piece to grid 2, if it is unoccupied.

Raising

In a situation where the popping team has popped a six, they have no pieces in their home base, and all teams have at least one piece in their goal area, the team can raise. In a raise each team returns a piece from their goal area to their home base, except for the popping team, who return the piece to their minefield. If the team already has a piece in their minefield, they increase the multiplier of that piece by one. If there is a piece of another team in the minefield, it is eaten. A team cannot raise again before all other teams have raised once. When all teams have raised, the option of a second raise round can be discussed in case of an opportunity to raise. If all teams agree to a second raise round, the team can raise again. A second raise round will not be played if any of the teams do not consent to it. The raising itself is carried out exactly like the first time around. There is no maximum number of raise rounds.

Raising is not required, but the general understanding is that at least one raise is required for achieving a true victory at AS-Kimble. On the other hand it may be considered unsportsmanlike to raise in a situation where one is clearly no longer capable of clearing their buffer and thus winning in a reasonable amount of time.

Referee and Bookkeeper

The bookkeeper keeps track of the received penalties over the course of the game. One penalty equals half a can (0.33l / 2) of some mild alcoholic beverage, times the number of players in a team. This means that for a two person team a penalty equals a full can, for three people it equals three halves and for four people it equals two full cans. The penalties can be adjusted, if mutually agreed on beforehand. (for example replacing cans with glasses of wine or doubling the penalties) The task of the referee is to resolve disputes in unclear situations. The referee has the final say on all penalties and rulings. Unless otherwise decided, the bookkeeper is also the referee.

Special cases

Church = Kirkko

If the die gets stuck inside the dome, so that no one side is clearly up, the dome must be tapped lightly directly from the top until the die gets unstuck. Tapping the dome from any other direction than straight up and in any other direction than perpendicularly is prohibited.

The Silent Pop = Äänetön naksahdus

If the Kimble dome does not make a clear "pop" sound, the pop is not legal, and the team gets to pop again.

The Sticky Pop = Tahmea naksahdus

If the die does not move after a pop, it is still a legal pop.

Going into a Mine = Miinaan meno

If a team eats itself by driving into a mine with a six and is returned to the home base, they only get to pop once more even if they do not have any legal moves available. They can pop three times starting on the next round, if they still don't have any legal moves available.

Game and Drink Break = Peli- ja juomatauko

If at any point in time there is a need to pause the game because of an unclear game state or unusual circumstances, the referee and the players can agree on a Game and Drink Break. During a break it is forbidden to pop, move game pieces or drink game supplies. The break must be announced loudly and clearly so, that all players are aware of it starting. The break lasts for as long as it is needed. Ignoring the break will result in added penalties to the violating teams.

Resetting = Nollaaminen

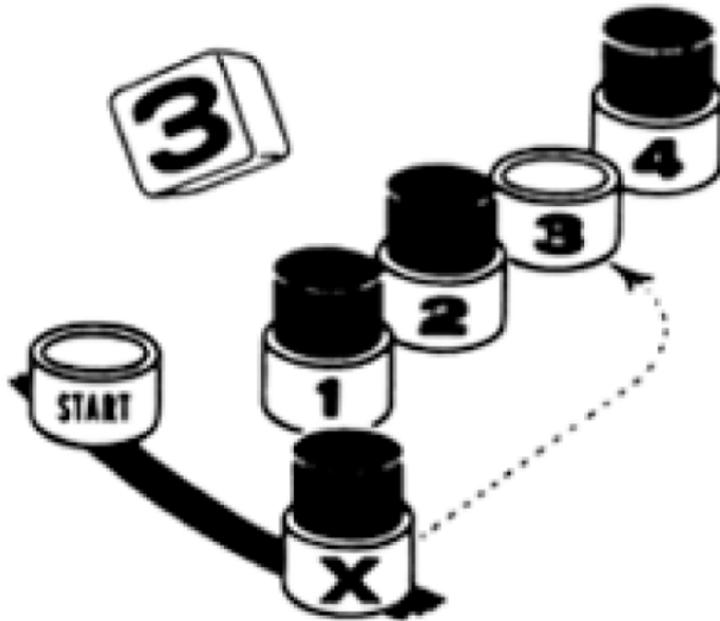
If a team pops in a situation where they should not, for example if it is not their turn or a break is in session, the dome must be reset by popping it until the die shows the same side as before the erroneous pop.

Winning the Game

The team that first gets all of their game pieces into the goal area and has emptied their game supply buffer wins. When a winner has been decided, the game ends. Additionally, the team with most completed penalties by the end of the game achieves a moral victory.

“Korottamatta voittaminen on vähän kun voitais ilman korottamista.”

“Winning without raising is like going and winning without raising first.”



The team that gets all their pieces in the goal area and empties their buffer wins. You need an exact pop to enter the goal area.