

MARTIN EBEL

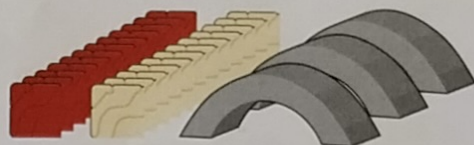
Ponte del Diavolo

Goal

The players try to place as many islands on the board as they can and then connect them with bridges.

Contents

80 island squares in 2 colors; 15 gray bridges; 1 board; 1 cloth bag



Preparation:

Place the board between the 2 players. Sort the island squares and bridges by color.

The Alex Randolph start rule: the older player takes 2 of the light island squares and places them on any 2 spaces on the board. The other player now chooses whether he will play with the light or dark island squares.

Begin the game

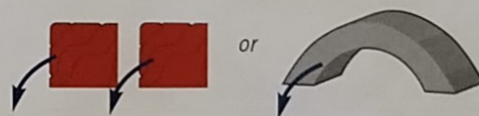
The player playing with dark island squares places 2 dark island squares on any 2 empty spaces on the board.

Playing the game

Rule 1: placing

On his turn, the player places either

- 2 island squares on any 2 empty spaces on the board (the two island squares may touch each other, but need not) or
- 1 bridge on 2 of his island squares.



Rule 2: islands and sand banks

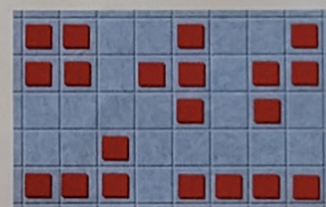
A grouping of 4 island squares of the same color connected to each other, touching at least along one side is called an island. An island must be exactly 4 island squares: never more or less. The shape the connected squares take is not important.

A grouping of 1, 2, or 3 island squares of the same color is called a **sand bank**.

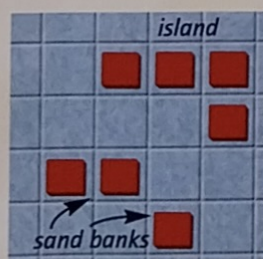
An island may not touch (even diagonally) an island or sand bank of the same color (touching rule, see **example 1**).

Sand banks may touch diagonally (**examples 1** and **4**). They can be connected to make an island as long as the result does not touch an island of the same color and is not larger than 4 squares (**examples 2, 3, and 5**).

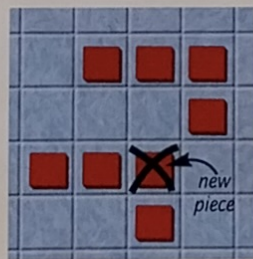
Island and sand banks of different colors may touch (**example 6**)!



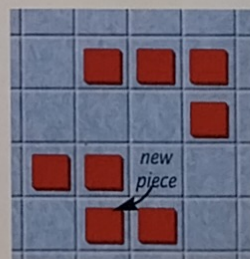
These 5 island shapes are possible as well as reflections of these.



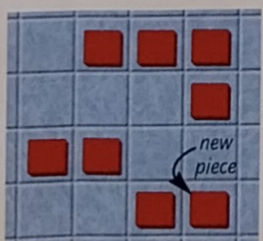
example 1: the touching rule is followed.



example 2: the player may not connect these 2 sand banks to make an island, as it touches the other island.



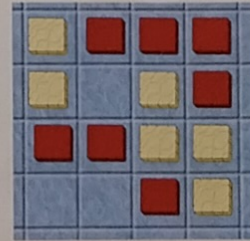
example 3: the player connects 2 sand banks and makes a new island.



example 4: the player extends a sand bank.



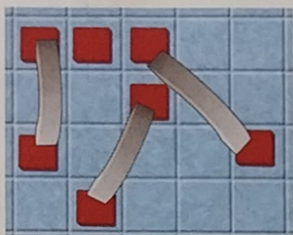
example 5: the player may not connect these 2 sand banks as it makes a connected group of 5 tiles.



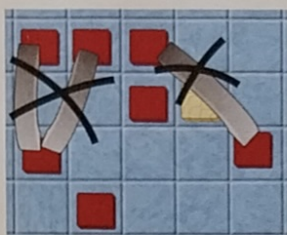
example 6: squares of different colors touching without problems.

Rule 3: bridges and blocked spaces

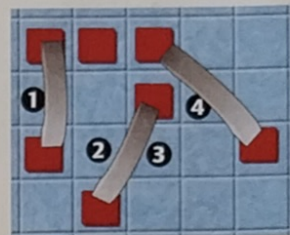
A bridge connects 2 squares of the same color. The space spanned by the bridge must be unoccupied (example 7). Each square may only hold 1 bridge (example 8). A player may not place a bridge over a square, regardless of its color (example 8). No square may be placed beneath a bridge. The spaces are blocked (example 9)! A bridge will block 2 spaces, at most.



example 7:
bridges can
be built in
these
3 ways.



example 8:
the bridge on the left
is not legal as one
square holds 2
bridges; the bridge on
the right is not legal
as it has a square
under it.



example 9:
①-④
are blocked
spaces.

Game end

If the player using light squares cannot place 2 squares and cannot or chooses not to build a bridge, the player using dark squares may take 1 more turn and then the game ends. If the player using dark squares cannot place 2 squares and cannot or chooses not to place a bridge, the game ends immediately.

Scoring and winner!

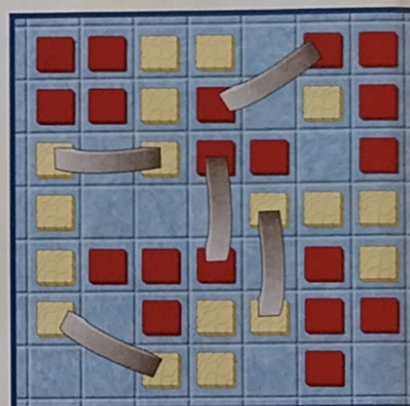
Each player scores his islands. A solitary island, that is not connected by a bridge to any other islands or sand banks, scores **1 point**. An island connected to other islands or sand banks scores as shown below:

Island groups connected by bridges	2	3	4	5	6	7	8
Points	3	6	10	15	21	28	36

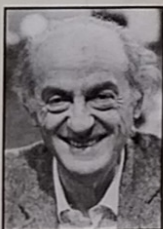
The player with the most points is the winner! If the players tie, the player with the most islands is the winner. If players still tie, the player with the most bridges is the winner. If they still tie, they rejoice in their shared victory!

Illegal plays

If an illegal play is not detected by the two players within two rounds, so it could be easily corrected, or if the players judge it cannot be easily corrected, terminate the game and begin again.

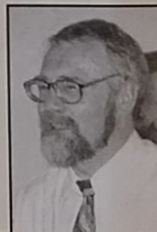


example scoring with a smaller board:
light has 4 connected islands: 10 points.
Dark has 2 (over a sand bank) connected
islands (3 points) and 2 solitary islands
(2 points): 5 points.



Alex Randolph (*1922 in Arizona – †2004 in Venice) was one of the best-known and most influential game designers. He spoke four languages fluently and lived in many countries throughout the world, before settling in Venice. Whether children, family, or complex, his games had simple rules, but were never simple to play or master, having always a special twist. He had over 100 published games, including Sagaland, Ricochet Robots, and Twixt, which is the inspiration for **PONTE DEL DIAVOLO**.

The author of **PONTE DEL DIAVOLO** Martin Ebel: *„I had the honor to know Alex Randolph and considered him a treasure. After his death, I contemplated the many games he left us, and found my mind was ablaze with the thought of his classic Twixt. I appreciated the branch problems his game offered, but wanted a game with less focus on logic, more on intuition, and one that offered players more options. Regardless of the changes, I consider this game my homage to Alex Randolph.“*



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The publisher and author thank Karl-Heinz Schmiel for discovering the design at the Göttinger Author Conference and for test games. The author also thanks Niek Neuwahl for his encouragement, Alan Moon for his interest, his gaming friends in Kassel for countless tests and especially his wife Gudrun Ebel for her enthusiasm and understanding.