

Tüfteln

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Everything is connected!



Players: 1-15

Age: 8 years and up

Duration: approx. 15 minutes

Idea of the game

As the game progresses, each player enters numbers from 1–6 into the fields of their 9 squares. When all 36 fields of the 9 squares are filled, each square is scored **individually**. The player who has the most points overall wins. There are two game variants.

Front of paper: Variant A

1 1 2 2	Mix	1	
4 4 4 4	Str	2	
2 1 2 1	Str + Str	3	
4 3 3 4	Cross	4	
2 2 2 2	Str	5	
4 5 3 1	Str	6	
Bonus		7	
Total			

5			
			6
1		3	
	4		
			2

Back of paper: Variant B

1 1 2 2	Mix	1	
4 4 4 4	Str	2	
2 1 2 1	Str + Str	3	
4 3 3 4	Cross	4	
2 2 2 2	Str	5	
4 5 3 1	Str	6	
Bonus		7	
Total			

	6		3
1			
		2	
		5	
			4

Game process


Each player gets a piece of paper and a pen.

Note: All games are played with **the same side of the paper**. For the first game we recommend **variant A**. The numbers from 1 – 6 are already printed in different fields on each piece of paper. All pieces of paper are identical. Any player can be the first to throw the dice. The dice thrower is the next person in a clockwise direction after each round.

Variant A

The person throwing the dice rolls both dice once. Each player must now enter the two numbers on their piece of paper. Each player is completely free to decide whether he wants to enter the two numbers either:

- in **any two** (still free) **white fields** of any square (this can also be two white fields of the same square),
- or in any two **connected** (still free) **blue fields**.

Tim 

Tim's board:

4/1	Mix	1	
4/2	2er	2	
2/5	2er + 2er	3	
4/3	Cross	4	
2/2	4er	5	
4/5	5er	6	
3/3	Bonus	7	
Total			

Board grid (9 squares):

5			
			5
1		3	2
	4		
			2

Sarah's board:

4/1	Mix	1	
4/2	2er	2	
4/3	2er + 2er	3	
4/3	Cross	4	
2/2	4er	5	
4/5	5er	6	
3/3	Bonus	7	
Total			

Board grid (9 squares):

5	5		
			6
1		3	
	4		
			2

Tim throws a 2 and a 5. He enters the two numbers in two connected blue fields. Sarah enters the 5 and the 2 in any two white spaces.

The game continues in the manner described. After a total of 15 rounds, all fields on the sheet are filled with numbers and the final score is calculated.

Game tip: For a clearer overview, it is recommended that you **cross out** a square every time you have filled all **4 fields of a square**. At the same time, you should draw a **short line** to the left of the corresponding position in the scoring table. In this way you have a good overview of what is still missing to get the bonus (if you are trying to get the bonus).

2/5	2er + 2er	3	
4/3	Cross	4	
2/2	4er	5	
4/5	5er	6	

1	3
3	1

End of the game and scoring

Each player scores each of their 9 squares. He enters the points in the scoring table on the left. The following 6 combinations are awarded points (= red number). If you achieve a combination several times, the corresponding points are awarded several times.

4	1
6	2

Mix **1**

Four different numbers (that do not form a 'straight flush', see „Str“).

6	6
4	3

2er **2**

Pair: Two identical numbers and two other, different numbers.

Note: The two identical numbers must be next to each other **horizontally or vertically**.

2	5
2	5

2er + 2er **3**

Double pair: Two identical numbers and two other, identical numbers. **Note:** The two identical numbers must be next to each other **horizontally or vertically**.

6	3
3	6

Cross **4**

Cross: Two identical numbers and two other, identical numbers.

Note: The two identical numbers must be next to each other **diagonally**.

2	2
2	2

4er **5**

Four of a kind: Four identical numbers.

4	5
3	2

Str **6**

Straight flush: Four consecutive numbers (1-2-3-4 or 2-3-4-5 or 3-4-5-6) arranged in a **clockwise direction**.

Bonus 7	
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A player who has achieved at least one score **in all six categories** receives a bonus of 7 points.

Attention, very important: There are no points for three of a kind. Likewise, there are no points for a 'pair' that are next to each other diagonally.



4 1	Mix	1	—	5	8	2	2	5	6
6 6	2er	2	2	5	5	2	2	6	5
2 5	2er + 2er	3	—	1	1	6	3	1	2
6 3	Cross	4	4	1	1	5	4	1	1
2 2	4er	5	20	4	3	3	3	4	2
4 5	Str	6	6	3	3	3	2	4	2
3 2	Str	6	6	3	3	3	2	4	2
4 3	Str	6	6	3	3	3	2	4	2
3 2	Str	6	6	3	3	3	2	4	2
Bonus		7	—						
Total		32							

Tim has had 4x 'four of a kind'. That gives him 20 points. He gets 6 points for his 'straight flush'. He gets 4 points for the 'cross' and 2 points for the 'pair'. Two of his squares (three of a kind and diagonal pair) score no points.

Tim scored a total of 32 points.

	Mix	/ 1	1	5	5	6
	2er	// 2	4	3	4	6
	2er + 2er	/ 3	3	1	1	2
	Criss	/ 4	4	5	1	6
	3er	// 5	10	5	1	2
	3er	/ 6	6	1	4	2
	Bonus	7	7			
	Total		35			

Sarah has entered at least one score in each of the six categories – this earns her a bonus of 7 points. The two ‘four of a kind’ score 10 points and the two ‘pairs’ score 4 points. One of the squares (three of a kind) doesn’t give Sarah any points.

Sarah scored a total of 35 points.

Variant B

The game playing and scoring remain exactly as described for variant A. **Only difference:** The two numbers thrown must be entered into any 2 fields of the **same colour** (e.g. 2x yellow field).

The solo game

Tüfteln is ideal as a solo game. All rules described apply completely unchanged. You can use the following table to see how good your own result is.

Points	Rating
up to 25	knocking on the door
26–30	welcome to the club
31–34	okay
35–37	good
38–40	strong

Points	Rating
41–42	great
43–44	professional
45–46	world class
47–50	incredible
from 51	out of this world



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