

# Koffer, Katze & Sombrero



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8 and up

2-4 players

about 20 minutes

## Story and Game Idea

What is going on here?! Backpack, suitcase, and surfboard – alright, but what are the crocodile and the cactus doing on the luggage carousel? Oh, I see: Grandma Dottie is back from her vacation. No surprise then, because the old lady is not only eccentric, but also very adventurous. Now, she has to try and get this mishmash of luggage, equipment, and souvenirs back from the carousel in good order – and that's no mean feat. That's where you come in!

Collect as many pieces of luggage as possible sorted by size and color to score the most points. Whoever does this best will not only win Grandma Dottie's eternal gratitude, but will also claim the victory!

## Contents



40 number cards (with values from 1-10 in black, red, blue, and yellow)



15 special cards (add-on for pros)



32 tokens

## Setup

Shuffle the 40 number cards and place 7 cards face up in a row on the table. Set the remaining cards as a face-down deck at the end of the row. Keep some space free in front of you for your personal display. Take 7 tokens each as your individual supply. Return any remaining tokens to the box. You will not need the 15 special cards for your first game.

Victor



Enrique



Amelia

## How to Play

Whoever has the largest suitcase at home starts. On your turn, take the following 3 steps in this order:

1. Take a card from the row
2. Place the card in your personal display
3. Refill the row



Then, the next player in clockwise order takes their turn.

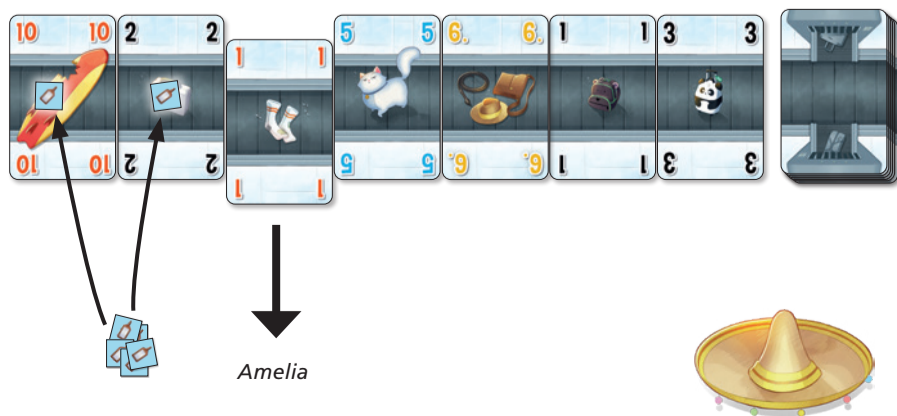
### 1. Take a card from the row

Take a card of your choice from the row. You can take the first card of the row for free. If you choose to take another card, you must place a token on each card you skip. So, for example, if you want to take the second card from the row, you must place one of your tokens on the first card. If you want to take the third card, you must place one token each on both the first and the second card, and so on.

If you have run out of tokens, you must take the first card.

If you take a card from the row that already has tokens on it, you take both the card and the tokens.

*Example: Amelia wants to take the red 1 from the row. Therefore, she places one token on the red 10 and one on the black 2.*



Amelia



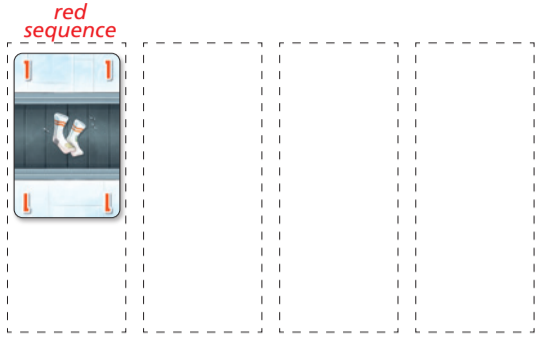
## 2. Place the card in your personal display

Place the card you have taken face up in front of you. It is the start of your personal display. Your display consists of up to 4 **ascending** sequences, one of each color. If, later in the game, you take a card of a color you already have in your display, place the new card slightly offset on top of that color sequence. When doing so, compare the value of the **topmost** card in that sequence with the new card:

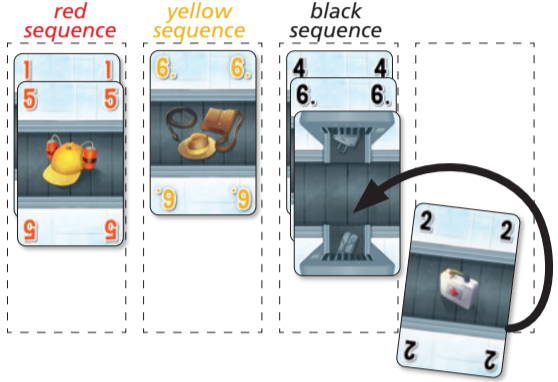
- Is the new card **higher**? Place it **face up** in the sequence.
- Is the new card **lower**? Flip the card and place it **face down** in the sequence.

Each face-down card in your display is worth **1 negative point** at the end of the game. You can place any value on a face-down card.

*Example: Amelia places the red 1 in her display and so starts her red sequence.*



*Later in the game, Amelia takes a black 2 from the row. Since the topmost card of her black sequence is a 6, her new card is lower. Therefore, she must place the black 2 face down. Later, she can place a black card of any value on this card.*



## 3. Refill the row

To complete your turn, refill the row. Move all the cards from the end of the row (next to the deck) one space forward until the gap is closed. Then, refill the now-empty space at the end of the row with a card from the deck.

*Example: Amelia moves the four rightmost cards of the row forward to close the gap. Then, she reveals a card from the deck and places it at the end of the row.*



## Game End

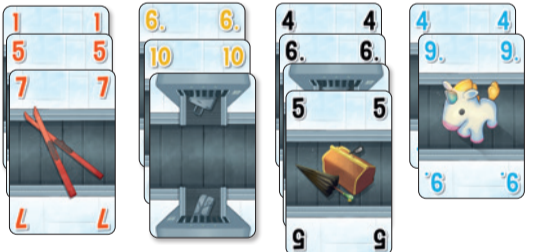
The game ends when you can no longer refill the row because the deck is empty. Finish the current round so everyone has had the same number of turns.

Now, add up your points. A card is worth as many points as its value, so a 10 is worth 10 points, for example. Add up the values of all the **face-up number cards** in your personal display. Subtract 1 point for each **face-down** card in your display. Additionally, each token remaining in your supply gives you **1 bonus point**.

Whoever has the most points wins the game! If there is a tie, all tied players win together.

You can also play several rounds of **Koffer, Katze & Sombrero** and note down your scores after each round. Whoever has the most points after all the rounds wins!

*Example: Amelia, Victor, and Enrique add up their points at the end of the game: Amelia scores 1+5+7 = 13 points for red, 6+10-1 = 15 points for yellow, 4+6-1+5 = 14 points for black, and 4+9 = 13 points for blue. Additionally, she gets 3 points for her remaining tokens. Therefore, her total score is 13+15+14+13+3 = 58 points.*



Amelia



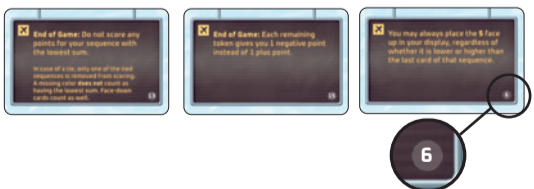
## Special Cards

Once you are used to the base game, you can introduce the special cards. They complement or change the rules of the base game for everyone. As such, new strategic possibilities arise, cards gain additional functions, and every game will be different!

During setup, shuffle the 15 special cards and reveal **3 random cards**. Place them on the table for everyone to see. If you are playing the game with special cards for the first time, we recommend you use cards 1, 9, and 13. Return the remaining special cards to the box.

Special cards either have a permanent effect **for the entire duration of a game** or an **End-of-Game** effect, which only counts for the scoring phase at the end of the game.

*Example: You reveal these 3 special cards. For this game, these 3 special rules apply to everyone.*



*Note: Work through any End-of-Game effects in ascending order. Start with the special card with the lowest number in the bottom right corner.*

