

# FINITO!

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for 2-4 players aged 8 years and up

## Equipment

- 4 boards each with 36 squares, ■ 1 die (with 20 sides)
- 4 sets of counters numbered 1 to 12

## Aim of the game

Players attempt to place the counters on their boards in ascending order. A throw of the die decides which squares all players must place their counters on. Whoever is the first to arrange all 12 counters on his board in ascending sequence from 1 to 12 wins the game.

## Setting up the game

Each player receives a board and a set of counters from 1 to 12 in the same colour. The remaining boards and counters are not required. Now all players mix their counters face down and turn three of them over.

## How to play

### 1a. Throwing the die:

Any player throws the die. The number shown dictates which numbered square all players must lay one of their three visible pieces onto.

### 1b. Placing counters:

Players decide which of the three counters they wish to place on the board. If there are two squares of the same number on the board, the player may choose between the two. Then another counter is turned over, so that there are always three counters to choose from. Play continues until all 12 counters have been placed on the board.



15 was rolled. The player covers the right-hand „15“ square with his number 3 counter.



A 12 has been rolled. As the 12 is already covered on the player's card, he places a counter on the next empty square on the left (in this case the 11) or right (or in this case on the first field in the next row, i.e. the 14).

If the rolled number is already covered, the counter is placed on the next lowest or on the next highest possible empty square. This can be the first square in the next row (as shown in the example 1b). This is the player's decision.

## 2. Moving counters:

When all 12 counters have been placed on the board, they can then be moved. This means any counter can be removed from the board and placed on a different square. It is placed on the square with the same number rolled by the die. The same rule applies here: if the square with the rolled number is not empty (as they are covered by other counters), the player can choose between the next lower or higher empty square. Counters which are on the rolled number may also be moved.

## End of game

The game ends as soon as a player has arranged all 12 counters on his board in ascending order from 1 to 12. Empty squares between counters are irrelevant. He wins the game by calling out "Finito".

## Repeat rounds

Repeat rounds can be played at the players' discretion. A target score is then agreed before play begins. Whoever reaches this score first wins the game. Players add up their points at the end of each round.

Every counter in the longest consecutive row of counters in the correct order scores one point.



A 15 has been rolled. As the player has already placed all 12 counters on the board, he moves the 10 from square 12 to square 15.

The longest consecutive row in this example is the sequence 4, 6, 8, 9, 10, for which the player receives 5 points.

