

HONG KONG

The exciting construction game

by Reiner Knizia

Players: 2

Age: 8 and up

Duration: 15 minutes.

PIATNIK Spiel No. 649636

German Edition:

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English Translation:

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GAME IDEA

Hong Kong's building boom doesn't let up. More and more sky-scrapers shoot upwards. A new district with 25 plots is now open. Can you gain control of more buildings than your opponent?

CONTENTS

- 1 playing board
 - 40 standard building-blocks (in two colours)
 - 10 fast building-blocks (in two colours, with white imprint)
 - 10 roofs (in two colours)
 - 1 rules sheet
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OBJECTIVE

The objective of the game is to control more buildings than your opponent, when all plots are occupied, or when all standard building-blocks and roofs have been used. A building is controlled by the player whose piece is topmost on it.

GAME PREPARATION

Place the board in the middle between the two players. Each player receives 30 pieces in one colour (20 standard building-blocks, 5 fast building-blocks and 5 roofs) and places them in front of him.

One player starts. Then play progresses alternately.

PLAY

On his turn, a player chooses one of the following options:

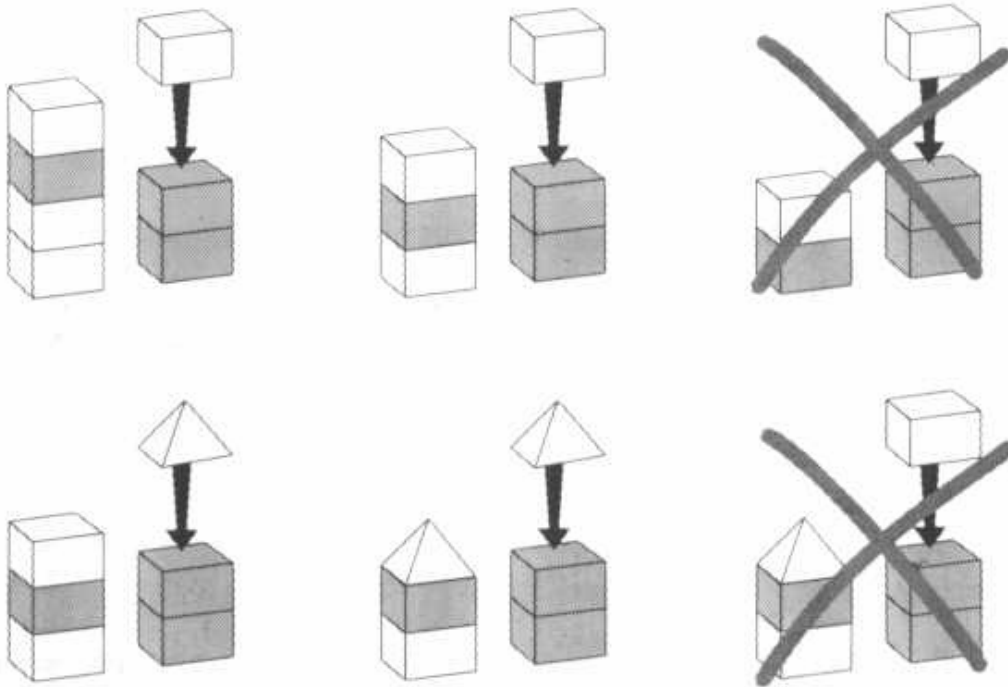
- to place one standard building-block;
- to place one roof;
- to place one fast building-block, followed by a standard building-block; or
- to place one fast building-block, followed by a roof.

Corresponding to his five fast building-blocks, each player has the opportunity five times, during the game, to perform a 'double' move.

When placing pieces, the following rules apply:

- On the starting player's first turn, a piece may not be placed on the centre plot.
- If a player places two pieces in a turn, he can place them on the same or two different plots.
- Any type of piece can be placed upon any empty plot, even a roof.
- No piece may be placed on top of a roof.
- The maximum height of a building is five pieces.
- Players may always place on top of their own building-blocks.
- In order to place on top of an opponent's building-block, the player must control a building on an adjacent plot (i.e., with an edge in common) such that the newly placed piece does not create a building that is higher than the adjacent one. For this purpose, note that building-blocks are considered higher than roofs.

Examples



GAME END

The game ends in one of two ways:

- when, at the end of a turn, all 25 plots are occupied; or
- when, at the end of a turn, all standard building-blocks (not necessarily all fast building-blocks) and all roofs are used up.

The player who controls more buildings wins. If both players control the same number of buildings, the player who controls the building on the centre plot wins.

If you have questions, comments or suggestions about HONG KONG, please contact:

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