

Material: 32 cards (0-6 and -2, each in the colors orange, yellow, purple and gray), 4 pencils, 1 pad of score sheets

The rules for recording the numbers on the score sheets are **exactly** the same as in the original game. **Only numbers from 1 to 18** can be recorded on the score sheets. The zero and minus numbers are **not** allowed to be recorded! If you're already familiar with the original game, you can continue reading at "Game setup". Even the end of the game and scoring are identical to the original game.

Entering numbers

The order in which you enter the numbers in the colored rows is up to you. For example, you can first enter a number in the yellow row on the right, then in the middle of the purple row, and then on the left side in the purple row; then to the far right of the orange row, and then in the yellow row on the left side, and so one and so forth. When entering numbers you only have to follow these two rules:

- 1) Within a colored row** (i.e. horizontally from left to right) the numbers must be in ascending order from left to right with the greater numbers to the right, and no number may appear more than once in the same row. You may have gaps of any size between the entered numbers in a row, which you can fill in later (with the right numbers).
- 2) Within a column** (i.e. vertically from top to bottom) no number may appear more than once; the same goes for a 2-field column and a 3-field column. The order of the numbers in a column doesn't matter.

Note: Each colored row has one missing field. Do not enter a number in this field. It stays empty and serves no further purpose. In each of the five columns consisting of 3 fields each there is one bonus field in the shape of a pentagon. If all three fields in the column are filled with numbers, you get the number in the bonus field as bonus points.

Note: Each player is allowed to see the other players' sheets at all times. To see a correctly filled-out score sheet go to [End of game and calculating the final score](#).

Game setup

Shuffle the cards. Each player receives **three cards**, which form his **hand**. Lay down **four cards** face up in the middle of the table in a **2-by-2 grid**. Put the remaining cards into a draw pile and put it face down next to the 2-by-2 grid. Draw to see who goes first.



How to play

On your turn, you have to lay down **exactly one** card from your hand face up on any one of the four cards in the 2-by-2 grid (see "Playing two cards" for a special case). The **laid cards** and **both neighboring cards** determine the results of the round. Add up the three numbers of these cards. Then clearly say the sum aloud. Also, say what the colors are of the three cards. **Attention! Very important:** Gray is not considered a color in this game and as such is not named when calling out the colors.



Tim lays down the orange 4 on the bottom right purple 5. The orange 4 and both neighboring cards are added up ($4+3+3=10$).

The three cards consist of orange and yellow (gray is not considered). Tim says: "A 10 in orange or yellow."

Special case "Playing two cards": On your turn, if you have two cards with the **same value** in your hand, you get to lay down both cards **one directly after the other**. First, lay down one of these cards on any of the cards in the grid and then lay down the other card on one of the **neighboring** cards. The **last card played** determines (exactly as described above) the value of this round, which you also say aloud (the value of this card is added together with the values of both neighboring cards).

Note: You can never lay more than two cards on your turn.



Sarah has two cards with the value 1 in her hand. She first lays down the purple 1 on the bottom left of the grid. Then she lays the orange 1 on the orange 2. The orange 1 and both neighboring cards are added up ($1+1+3=5$). The three cards consist of the colors orange, yellow and purple. Sarah says: "A 5 in orange, yellow or purple."



Then she lays the orange 1 on the orange 2. The orange 1 and both neighboring cards are added up ($1+1+3=5$). The three cards consist of the colors orange, yellow and purple. Sarah says: "A 5 in orange, yellow or purple."

- Now **all** players can (but do not have to) write down the sum that was called out into **exactly one field** on their score sheets. The sum can only be entered into a row that matches in color with the three cards (gray is not considered). As long as the rules for entering numbers (see section "Entering numbers") have been correctly followed, each player decides himself where to write down the number.

Failed attempt: If the player whose turn it is cannot or does not want to enter the called-out number, he has to record a failed attempt on his score sheet. If it's not your turn to lay down cards you don't have to record a failed attempt. **Note:** On your turn, if you lay a gray card and the neighboring cards are also gray, then no one can record anything in this round and you have to record a failed attempt. The same applies if the sum is 0 or a negative number.

Then pick up a card from the draw pile (or two, if you have laid two cards) so that you once again have three cards in your hand. Now the next player in a clockwise direction takes his turn as described above. Play then continues with each player taking turns in a clockwise direction. **Note:** If the draw pile runs out, shuffle all the cards in the grid (leaving only the top card from each position in the grid) and use them to form your new draw pile.

End of game and scoring

The game is over when a player has **two colored rows** completely filled out. The game is also over when someone has recorded **their fourth failed attempt**.

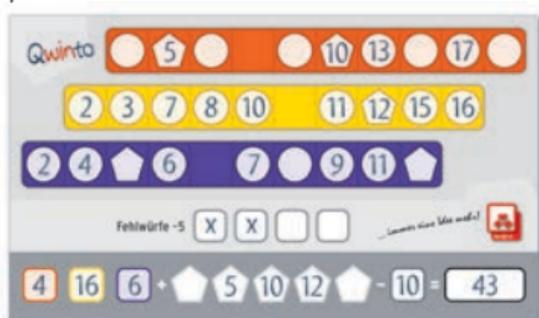
First, record the points that each player has scored in each of the three **colored rows**:

- If a colored row contains **empty fields**, each entered number in this row is scored as a single point.
- If a colored row contains **no empty fields**, the number showing on the far right is scored as points.

Now record the bonus points for the five (vertical) columns **consisting of 3 fields each**:

- If there are **empty fields** in a column, no bonus points are rewarded for this column.
- If all three fields in the column **are filled** with numbers, the number in the pentagonal bonus field is scored as bonus points.

The points from the three colored rows and the bonus points are then added up. From this sum, subtract points for each failed attempt (-5 each). The player with the most points wins.



Sarah has entered 4 numbers in the orange row. This row is worth 4 points. In the yellow row she entered a number in every field. For this row she gets 16 points, the number entered in the field on the far right. In the purple row she entered 6 numbers. She receives 6 points for this row. Sarah has

filled out all three fields of three different columns. For these filled out columns she receives the number recorded in each of the bonus fields: 5, 10 and 12 points. Her two failed attempts amount to 10 minus points. Therefore, Sarah's final point total is 43 points.

1-player game: All rules remain exactly the same. But, in this game, the complete stack is played through only **once** and is not reshuffled. The game is over in the same way as described above, or once you have played all the cards (including your hand).