

@ SET UP:

- Shuffle all the cards thoroughly and deal them out equally between the players.
- Each player puts their pile of cards in front of them so everyone can see it.
- The person who is wearing the most colourful outfit starts the game.

@ THE GAME:

Taking turns in a clockwise direction, players turn over a card from their pile (turning it towards the other players not themselves) and place it where there is room on the table.

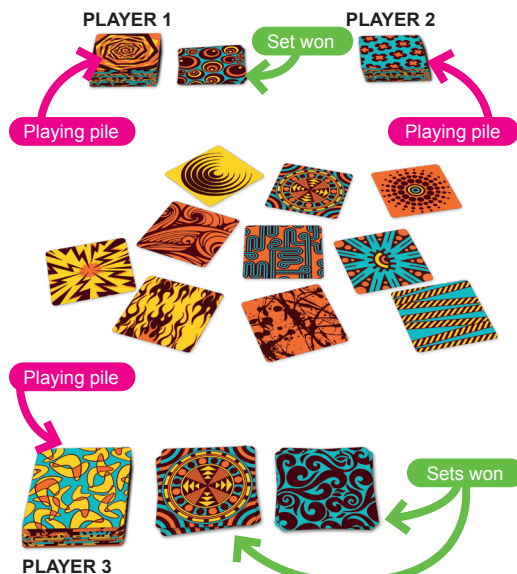
AT ANY TIME, if a player spots two identical designs, they must quickly place a hand on each card to win the pair. Pairs of cards that have been won are placed next to each other in front of the player that won them, matching pattern side up. Each pair is known as a set.

ALL visible cards are taken into account:

- Cards placed on the table
- Cards visible on other players piles
- Cards in pairs which have already been won

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The player who won the pair restarts the game by turning over the top card from their deck.



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👉 ROBBERY:

If a design appears for a third time, players can put one hand on a previously won pair and one hand on the third card and win all 3 cards. Is this daylight robbery? Yes. Is it allowed? Absolutely!

👉 CHAIN REACTIONS:

When a pair is won that includes a card from a player's draw pile, it might reveal a new matching set! This can lead to a chain reaction. In this case, the last player to have won cards restarts the game.

👉 IN THE CASE OF A TIE:

- If two players have their hand on the same card, the player whose hand is on the bottom takes priority.
- If two players both put a hand on one of the two cards in a pair, no one wins the pair. Count to three and turn both cards over. If the matching card was on a player's pile, this card is flipped over onto the table.

👉 MISTAKE:

If a player makes a mistake, for example, putting their hands on 2 cards that do not match, they lose (if possible) a pair they have already won. The discarded pair is placed at the bottom of the player's pile and they restart the game.

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👉 VISIBLE TREBLE:

In the very rare event that 3 identical cards appear at the same time, the first player to claim two cards wins the set. The third card is turned over.

@ END OF THE GAME:

The first player to win **5 sets** wins the game!

@ FORBIDDEN DESIGN VARIANT:

When games are played consecutively, the player who has just won takes 3 cards with different designs and places them next to their pile. **THEY MUST NOT MAKE A PAIR WITH THEM.**

If they do, this is considered as a mistake and they must lose a pair they have already won. Other players can make pairs with these designs.

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2 TEAM MODE: THE MATCH FOR 4 TO 6 PLAYERS

Form two equal teams that will go head to head!

The same rules as the previous game mode apply. However, the twist is that when a player puts their hand on a card, **ONE OF THEIR TEAMMATES** must put their hand on the second card to win the pair. If a player puts their hands on both of them, this is considered a mistake.

Things to note:

- Anyone can restart the game after it has been paused.
- If you have uneven teams, the team with the most players applies the forbidden design variant.

The winner is the first team to win **5 sets**.

3 COOPERATIVE MODE: ALL TOGETHER FOR 1 TO 6 PLAYERS

TIME IS OF THE ESSENCE! Set a timer for 1 minute, shuffle the cards well and make a pile on the table.

READY, SET, GO! Spread all the cards out on the table and players simultaneously try to make as many pairs or trebles as possible in the given time frame. Players can talk, mix around and turn over the cards as many times as they like.

When the time is up, count the number of pairs and trebles.

- Score 1 point for a PAIR.
- Score 2 points for a TREBLE.

See how well you did depending on your score on page 8!

@ COMPETITIVE VERSION:

This mode can be played in the same way but points are counted individually. The winner is the player with the most points. However, you cannot steal your opponents' sets.

COOPERATIVE MODE POINTS

NUMBER OF PLAYERS	1	2	3	4	5	6	
	4	9	14	19	24	29	BEGINNERS: Better luck next time...
	5 & 6	10 to 12	15 to 18	20 to 24	25 to 30	30 to 36	PROSPECTS: You are on the right track!
	7 to 9	13 to 17	19 to 26	25 to 35	31 to 44	37 to 53	EXPERTS: Well done, you have sharp eyes!
	10+	18+	27+	36+	45+	54+	GENUISES: Congratulations on this incredible performance!



A game by Nathalie Saunier, Remi Saunier and Tom Vuarchex. Graphic Design by Tom Vuarchex
For 2 to 6 players, ages 6 +

@ CONTENTS:

- 135 double-sided cards (some designs are unique, others are used two or three times).
- 1 set of game rules.

1 COMPETITIVE MODE: EVERYONE FOR THEMSELVES FOR 2 TO 6 PLAYERS

@ AIM OF THE GAME:

To win **5 sets** of cards (a set consists of 2 or 3 identical cards).