

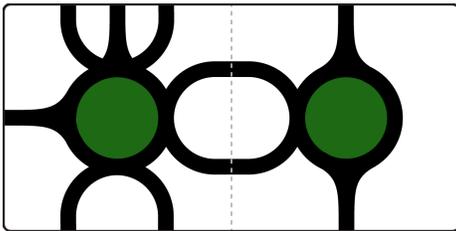
Goal: Have the most number of visible Scoring Orbs at the end of the game.

Contents: 72 cards, 18 cards in each of 4 back colors.

Setup:

- Separate the cards by back color. Each player takes a stack, shuffles them, puts them on the table face down as a draw stack and draws the top 3 cards into their hand.
- The player wearing the most number of layers goes first. Play proceeds clockwise.

Card Description:



- The spots of colour are the Scoring Orbs. This is the scoring mechanism of the game. All visible Scoring Orbs at the end of the game are scored. Any Orbs that have been covered over will not be scored.
- The black lines are the connectors. This is how you connect cards to other cards. They must match in number 0, 1, 2, or 3.

Turn Order:

- 1) Place a card on the table according to the placement rules
- 2) Draw a card from the draw stack.

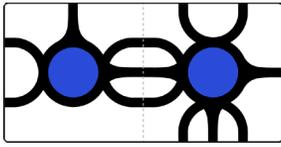
Placement Rules: (see over for examples)

- 1) Placed cards must match the all connections next to it.
- 2) Cards can be placed next to a card, overlapping half of one card, or half of 2 separate cards.
- 3) Placed cards cannot completely overlap another card.

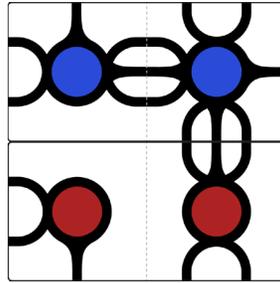
End of Game:

The game ends when all cards have been placed. Players counts up their visable scoring orbs and the player with the most wins.

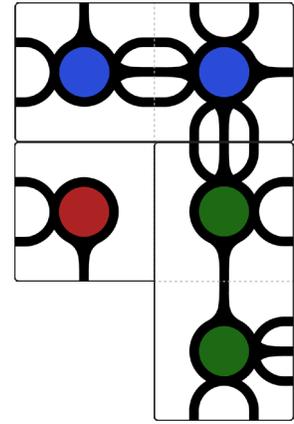
Placement Examples:



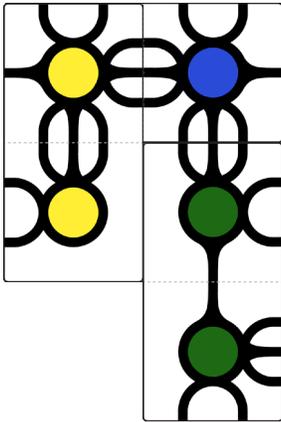
Blue goes first and may play any card.



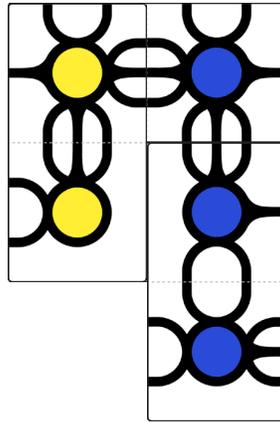
Red may place this card next to the blue one because both sets of connectors match up (0 and 3).



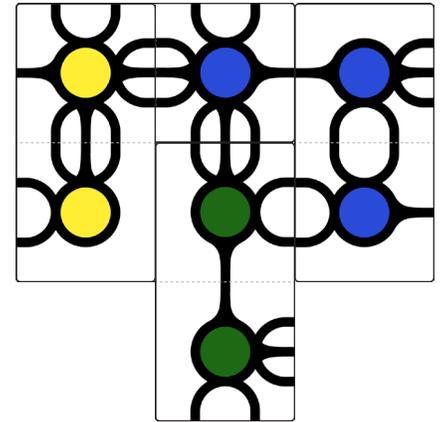
Green plays a card covering up part of Red's card. It matches the Blue 3 and the Red 0.



Yellow covers half of a Blue card, and half of a Red card. Matching the Blue 3 and the Green 0.



Blue makes an illegal move by covering the Green card completely. The card is removed.



Blue makes a legal move and the card stays.

Final Scoring:

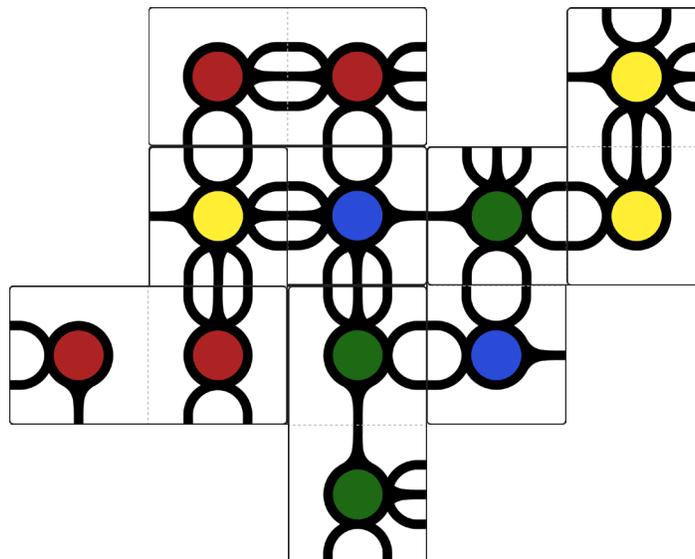
Blue Scores 2

Red Scores 4

Green Scores 3

Yellow Scores 3

Red is the Winner.



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