Breaking a Tie Game

- In the case of a tie, the tied players count the number of single-color ³/₄ circles they have. The player with the most wins.
- If there is still a tie, the tied players count the number of single-color $\frac{1}{2}$ circles they have. The player with the most is the winner.
- If there is still a tie, the players who have tied congratulate one another.

Strategy Hints

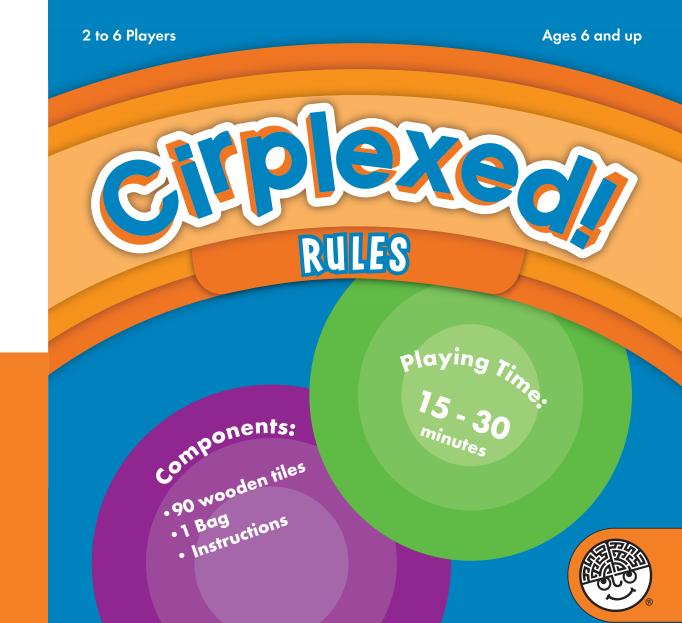
- Each tile has four different colors on it.
- Leave yourself as many options as possible. Avoid making circles that are multi-colored.
- Once a circle is multi-colored, don't concentrate on adding to it as partial circles only count in the case of a tie.
- As the tiles run out, use your last few to complete any single-colored circles.



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Object

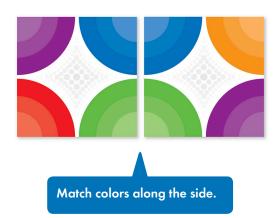
Create the most circles that are all one color.

Setup

The number of tiles used in a game is determined by the number of players: **2 to 4 Players** - Use 22 tiles per player **5 to 6 Players** - Use all tiles

- Place the appropriate number of tiles in the bag.
- All players draw one tile from the bag and place it face up in front of them. This is the starting tile for each player's individual game board. Players should have plenty of space to add more tiles to their starting tile.
- Each player then draws two more tiles and holds them without looking at them. These two tiles form a person's hand. Once all players have drawn, players look at their tiles.

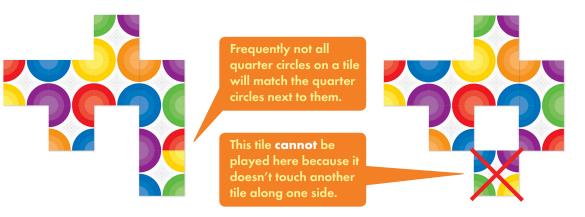
Game Play



• Everyone plays at the same time.

- Each player places one tile from his or her hand so that it touches at least one complete side of a tile on their game board. Players try to match all colors if possible.
- After all players have placed a tile, each player draws a new tile from the bag.
- Players will always have two tiles in their hands to choose from. Players should always wait to draw a new tile until all players have placed a tile.

• Players continue placing tiles and drawing new tiles while trying to form complete single-colored circles. Frequently players may not be able to place a tile without creating a multi-colored circle as shown in the example below. Players may not trade in a tile or match tiles by the corners.



Ending the Game

When all tiles have been drawn from the bag, players will play both tiles in their hands on the same turn. The game ends once all tiles have been played.

Winning the Game

Players count the number of complete single-color circles they created on their game board. The player with the most is the winner.

