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- The box, which will be used as the game space
- 12 Score tokens
- 12 Power tokens
- 80 polygons (4 sets of 3 different powers)

INTRODUCTION

Collect polygons to create sets which will win you points. Seems easy? Well, watch out! All the pieces you collect that aren't part of a set will lose you points at the end of the game! Don't be too greedy and make sure to keep an eye on your opponents' pieces!

There are 4 different polygons (triangle, square, pentagon and octagon) which come in 4 colours (green, yellow, pink and blue). There are 5 sets of each, so 80 polygons in total.

OBJECT OF THE GAME

Collect polygons and create sets of the same shape and 4 different colors OR of the same color and 4 different shapes to win Score tokens. The highest score at the end will win the game.

SET UP



1. Take the game rules out of the box along with the 12 Power tokens.
2. Give out one set of 3 Power tokens to each player. In a game with less than 4 players, leave the remaining Power tokens aside.
3. Place the Score tokens in the following way:
 - In each corner,
 - In the following order, face down: 2 points on the top of each pile, 3 points in the middle, 4 points at the bottom.
4. Close the box, leaving the polygons and Score tokens inside. Shake the box from left to right to make sure the polygons are well mixed. Place the box in the centre of the table. Carefully lift the lid, making sure not to touch the polygons. Your game space is ready.
5. Keep the lid next to the game.

The game can start!

HOW TO PLAY

The player wearing the most colours goes first and play continues clockwise in turns.

Turns are divided into three stages:

1. Pick one or more polygons from the game space
2. Add the chosen polygon(s) to your collection
3. Complete one or more sets

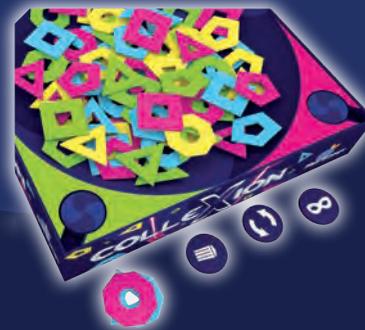
1. Pick one or more polygons from the game space

You must take a minimum of one accessible polygon from those in the game space.

Note: A polygon is considered accessible when no other polygons are resting on top of it.

You then have the option to take an extra polygon only if this extra has at least one common feature (colour or shape) relating to the polygon you have just taken. You can take up to a maximum of 4 polygons on your turn.

To stop yourself getting confused, make a pile of all the polygons taken during the same turn. The polygon at the top of the pile will help you remember which polygon(s) you can take.



To clarify: when you take a polygon, you must not move other polygons. Nevertheless, if you do move one or more pieces, you will not be penalised.

2. Add the chosen polygon(s) to your collection

Add the polygons you picked on your turn to your collection. A collection corresponds to all your polygons that have not yet made up a set. (see Complete one or more sets).

3. Complete one or more sets

Once you have added the polygon(s) to your collection, if you

have one or more sets you must submit them all. In other words, you must discard each complete set of 4 polygons. There are 2 kinds of set:
a colour set: one lot of 4 polygons of the same colour but 4 different shapes



a shape set: one lot of 4 polygons of the same shape but 4 different colours



Submitted polygons are discarded in the lid of the box. These polygons can no longer be used until the end of the game.

SCORE TOKENS

Each time a colour set is discarded, take one Score token found at the top of the matching colour pile (refer to the colours found on the edge of the game space).

Each time a shape set is discarded, take a Score token from the smallest pile. If there are several piles of the smallest size, choose which one to pick from.

Keep Score tokens next to you, face down.

Exception: if there are no tokens left in the matching colour pile, you cannot take a token. But be careful! You still have to discard the set. If not, any remaining pieces will lose you one point per piece at the end of the game.

POWER TOKENS

On your turn (before, while or after you take a polygon), you can use one and only one of your 3 Power tokens to give yourself an edge. Each power can only be used once.

Once your power has been used, discard the token in the lid of the box.

At the end of the game, turn over all your unused Power tokens. You will get a bonus point for each one.

-  Take a polygon from your collection and exchange it with a polygon from another player's collection.
-  Take a polygon from another player's collection and add this to your own.
-  Discard one of the accessible polygons from the game space.



END OF THE GAME

The game can end in 2 ways:

1. **There are no more Bonus Tokens at the end of a player's turn.** Turns stop so that each player has played the same number of times. During this last turn, as an exceptional rule, it is not required to take the minimum one polygon. You can complete one or more sets or use a Power token.
2. **There are no more polygons.** The round must be completed so that each player has played the same number of times.

A 2 + 2 + 4 = 8 points

B ~~1~~ ~~1~~ 1 = 1 point

C ~~1~~ + ~~1~~ = -2 points

▶ 8 + 1 - 2 = 7 points

Add together all your Score tokens **A** and all your unused Power tokens **B**. Take off 1 point for every polygon you still have in your collection **C**.

The player with the highest score wins!

In the case of a draw, the player with the least polygons in their collection wins the game. If a tie persists, the victory is shared.

TEAM VARIATION

You can play in teams of 2 vs 2. Teammates must sit across from each other, alternating turns.

When a player finishes taking polygons, they can give their last polygon to their teammate. The other polygons taken go into their own collection.

Clarification: if a player takes only one polygon and decides to give this to their teammate, no polygon is added to their own collection.

At the end of the game, the players in each team add their points together to compare with their opponents.

EXPERT VARIATION

Leave Power tokens aside, they are not used in this variation.

When a player takes two identical pieces in a row (form AND color), they can interrupt their turn to trigger one of the three powers of the game (steal a polygon, exchange a polygon or discard an accessible polygon in play).

The player then continues their turn. The polygons join their collection. Triggering a power is optional.

