

OBJECT OF THE GAME

Place each of your tiles on the board so that as many of its edges as possible match the color of the neighboring tiles or pre-printed "starter" squares already on the board.

STARTING THE GAME

All tiles are turned face down and shuffled.
Each player draws three tiles and hides them in his or her hand.
The youngest player goes first. Play proceeds clockwise.

SCORING

Each tile placed on the board scores 1 point for each of its edges that match the color of the adjacent square. Note that each tile has 8 edges.
If you place a tile over a star, your score for that tile doubles.
If you place a tile so that 3 or more of its edges match, take an extra turn.
Keep score using one of the four Scoring Strips.

YOUR TURN

Select one of your three tiles to place on the board.
Place the tile so that at least one edge matches a neighboring square.
You cannot place your tile over another tile, over a starter square, or over a black square. You may place a tile over a star.
No tile may be placed in such a way that any of its squares touches a square of a different color, with these exceptions:

Black is a "safe" color; it can touch any color, but does not score any points (even when it touches black.)

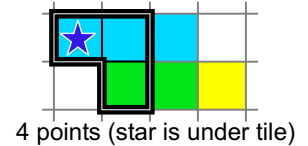
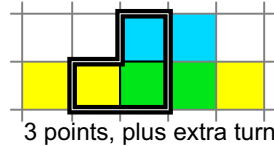
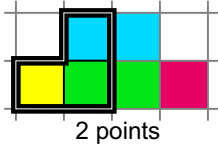
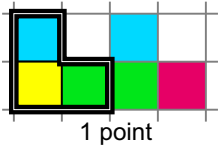
When an empty square already has two (or three) different color neighbors, you may place a tile with any of those colors on it.

If you can't or don't want to place a tile, you may instead exchange any or all of your tiles for new ones.

Once a tile has been placed, it cannot be moved.

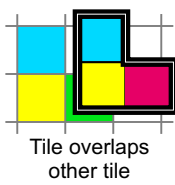
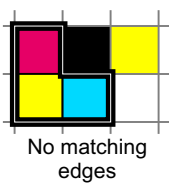
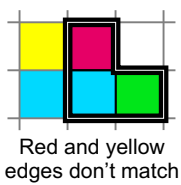
After placing your tile, draw a new tile.

SCORING EXAMPLES

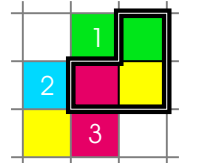
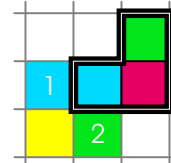
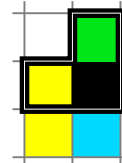


1 point for each matching edge

EXAMPLES OF ILLEGAL PLAYS



EXAMPLES OF LEGAL PLAYS



Black may touch any color

Blue & green neighbors - OK to match either one

Green, blue, and red neighbors, OK to match any of them

ENDING THE GAME

When the last tile has been drawn, play continues normally except that players who cannot place a tile simply pass their turn. When no player can place any more tiles on the board, the game is over.
Highest score wins.

SHORTER GAME

For a shorter game, after shuffling all 80 tiles face down, select 40 tiles (without looking at them) and remove them from play.

SOLITAIRE (use the normal rules with these exceptions:)

If you choose to exchange tiles, the tiles that had been in your hand are removed from play.

If you place a tile so that 3 or more of its edges match, score a 3 point bonus.

See how many points you can score when all the tiles are gone.

SCORING STRIP

Each player takes two scoring rings. Place them on one of the Scoring Strips to keep score.

SCORING STRIP



SPECIAL CHILDREN'S RULE

For younger children, permit plays even if some edges don't match. However, the child scores points only for those edges which actually do match.

