

# CONFETTI

## Rules of the Game



*One-two-three!  
See the flying confetti!  
Yellow, Red,  
Green, Blue –  
Which to choose is up to you.  
Catch and collect,  
Even win them from your friend!*

In this game you'll need to choose from a vast variety of colorful cards-"confetti" only the cards that will bring you victory points. And be quick before other players grab your cards and the timer runs out!

Let's get started! Take the card deck. No need to shuffle it, it'll shuffle itself during the game. Now throw half the deck (approximately, no need to count) in the middle of the table, place the remaining half aside. Make sure that all the cards on the table are facing white side up (the one with the colorful circles). If some of the cards are facing black side up just flip them over.

Now everyone needs to be properly seated!

All players sit around the table so they can easily reach the cards in the middle. The left hand is placed on the edge of the table. You'll be using it to hold on to your cards. If you're not touching a card with your fingers, someone else can try to take it. Use your right hand to take cards. Usually players take cards from the middle of the table but it's always welcome to grab a card that its owner forgot about. You can't just pick up the cards on the table, you can only move them (pull, push, flick), by using your index or middle and index fingers of your right hand. You need to get a card from the middle to the edge this way and hold on to it with your left hand while taking new cards with your right hand.

So which cards do you need to take? Each card has three circles on it of different size and color. **A small, medium and big circle of the same color is a set – this grants 1 victory point** (img.1). So to get one point, you will need three different cards with circles of one color and different size. Since all cards have three circles of different color, you can gain more points by combining them, for example gain two points on four cards or four points on five cards (img.2).

The best combination is 3 points on 3 cards (img.3). This is the so called full set. In the first two rounds a player can take only 6 or less cards. The players' task is to gain the most points by completing the most sets. You can complete two full sets during one round and gain 6 points max.

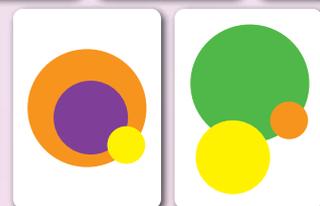
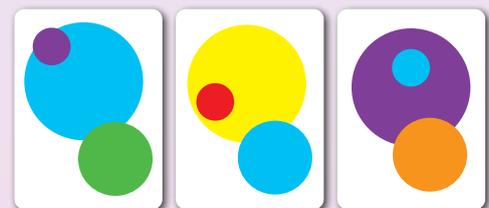
Once everyone is seated you may begin the first round. Flip the sandtimer. While the grains of sand fall, all the players take cards simultaneously.

Let's go over the rules once more:

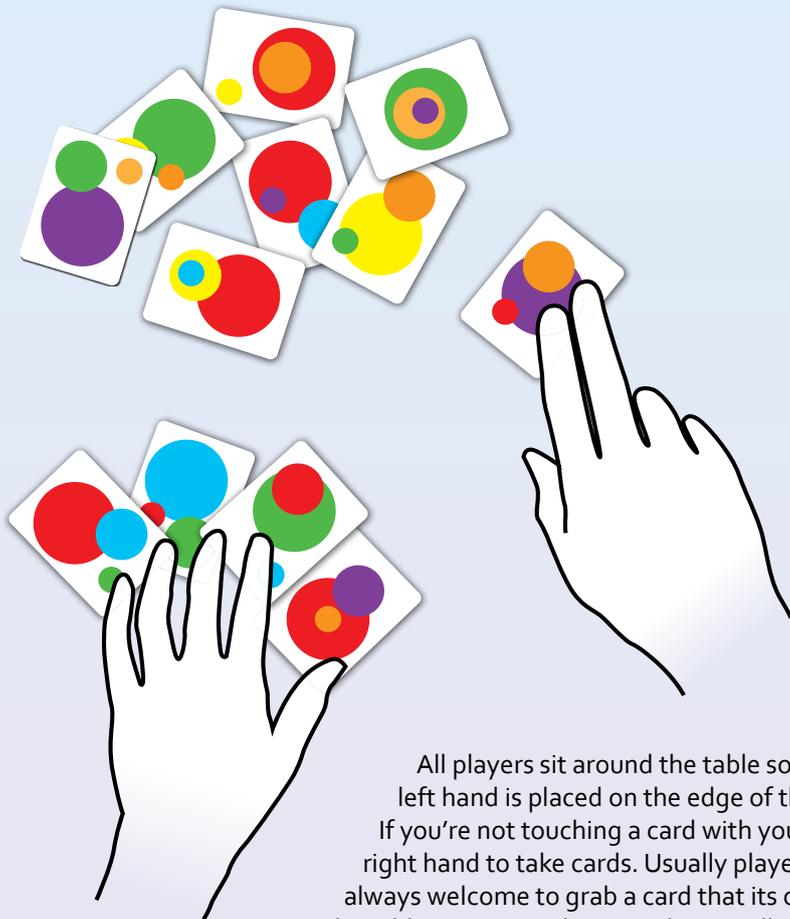
- cards can be moved on the table only by using one or two fingers on your right hand;
- you must hold on to your cards using the fingers on your left hand;
- you can't hold more than six cards, you may discard unwanted cards;
- you can take any card except for cards that are being hold on to by players with their left hand;
- you can only take and discard cards while the sand in the hourglass falls; once the last grain falls the round is over.



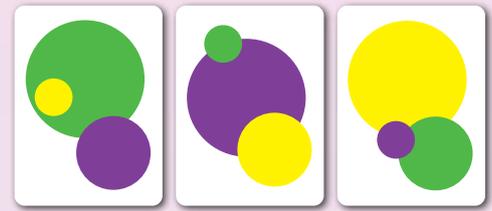
pic. 1



pic. 2



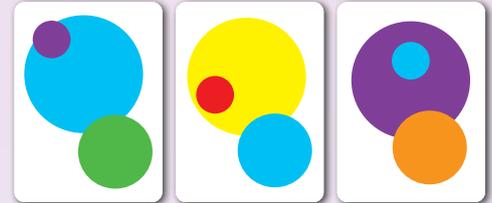
It may happen that two players want to take the same card, both are holding on to it and no one wants to give in. In this case both players must move it, without letting go, to the edge of the table and flip it black side up and place it next to the deck. This card is removed till the end of this game. While the two work out their disagreements, the sand keeps falling and the other players are happily taking necessary cards.



pic. 3

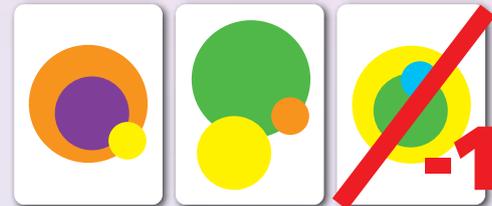
At the end of the round everyone counts their points. One set (small, medium and big circles of the same color) is one point. You can have more than one set of the same color but each circle can only be used for one set. It is important not to have excess cards and the cards must be used correctly in the sets or the player receives penalty points.

**Penalty points.** All cards that a player collected during the round must be used in one or another set. If a player has cards remaining that don't fit into any set, including if the players sets can be made using less cards than he claims, each of these cards is a penalty point. If a player takes more cards than it is permitted for a round (more than 6 or 9 cards), each of extra card is a penalty point.



Note that other players can see your sets and can point out optimal combinations of cards (img.4).

The player sums up the amount of points (sets) he received during this round minus any penalty points gained. The player then keeps the amount of cards equal to the points he received. The remaining cards are discarded back to the middle of the table. The player decides which cards to keep. He flips these cards black side up and places them aside.

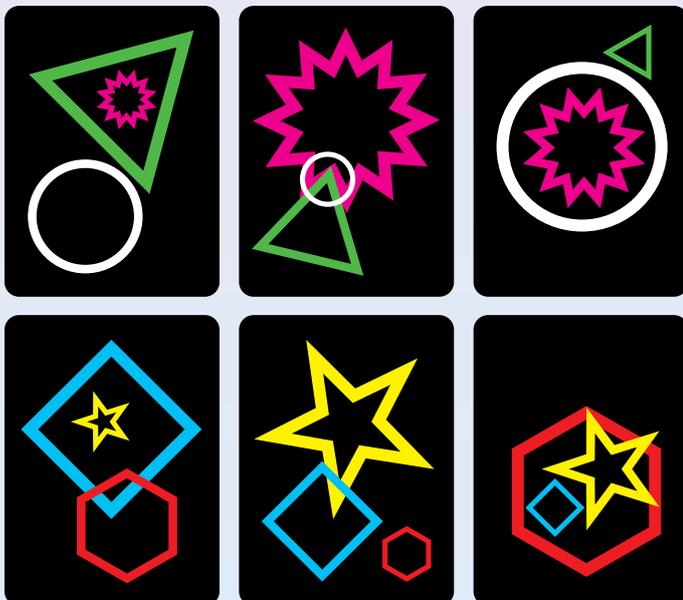


pic. 4

During the next rounds he might add more point-cards to his pile. Note that if a player gained a negative number of points during a round, he must discard point-cards gained in previous rounds, if he doesn't have any point-cards nothing happens.

After counting up the points, round two starts. The other half of the deck is placed in the middle of the table and the sandtimer starts. You can take a maximum of six cards in round two.

Then the third round begins. All remaining cards are placed on the table. During the last round players can take 9 cards. Meaning you can gain 9 points for this round.



After counting the points in the third round, the game ends.

Players count the points they gained during the game.

*The player with the most points wins.*

**The black side**

You can flip the cards black side up and play by collecting sets of shapes. Each shape has a unique color. Just like in the regular game a small, medium and big shape of one color make a set and grant one point.

**Playing with more than 4 players**

If there are 5-7 players, the game is played in two rounds. The first round uses the first half of the deck and players may take 6 cards. On the second round the other half is added and players may take 9 cards. It may be that not all players will have 9 cards on the last round.

**One player**

You can play "Confetti" alone. The game lasts 5 rounds, 6 cards per each round. The goal is to gain as much points as possible.

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