

Two Player Speed Mode

Play between two players with the deck reduced to 72 cards and using 2/3rds of the standard board.

Setting Up the Game

Each player chooses a colour and uses the semi-circular combination tokens, the quadrilateral extra point tokens and 9 circular point tokens of that colour. If more circular point tokens are required during the game they can be taken from the reverse side of some unused tokens with that colour.

Remove from the deck of playing cards all 18 of the violet 6 cards, and 3 cards each of red square 1, red circle 1, orange square 2, orange circle 2, yellow square 3 and yellow circle 3, leaving a reduced deck of 72 cards.

Shuffle the reduced deck of playing cards. Deal each player a hand of 10 cards, and draw 5 cards from the top of the deck to lay face-up alongside the rest of the deck which remains face-down.

Decide the order of play and each player will take a turn in that order.

The game is now ready to begin.

Playing the Game

On their turn a player can either

- Make one of the available combinations on the board from three of the cards in their hand. They discard those three cards and cover the combination on the board with a semi-circular combination token.

If both combinations in a pair have now been made then:

- If they've both been made by the same player, the combination tokens are replaced with circular point tokens over the pair. If the pair is adjacent in that row or column to other pairs already made by the same player they add a quadrilateral extra point token between each adjacent pair to score the extra point.
- If each combination has been made by different players, the first combination is deemed to have been undone and the combination token is returned to that player. The second combination token just added is retained on the board.

or

- Exchange three cards in their hand by taking those cards from their hand and returning them to the bottom of the deck, and replacing them with three cards from the face-up cards and/or from the top of the face-down deck.

or

- Replenish their hand to no more than 10 cards, by drawing three cards from the face-up cards and/or from the top of the face-down deck (unless there are insufficient cards remaining in the deck).

Always ensure there are five face-up cards to choose from, by drawing cards from the top of the deck if necessary, and turning face-up to replace any taken for their hand, providing there are sufficient cards left in the face-down deck.

Completing the Game

The game is complete when the deck is exhausted and each player can no longer make a combination on the board from their hand.

The extra points for unpaired combination groups are added to the board and each player counts the number of points they have on the board, and the winner is declared as the player with the most points.