

This is a typermatching game, where you align colours with the other players to earn points. The more cards of a colour, the higher their points, but if there are too many, they are worth nothing. You need to keep an eye on what the others play!

## 【 CONTENTS 】

100 cards: 20 of each colour (red, blue, yellow, green, orange)



## 【 SETUP 】

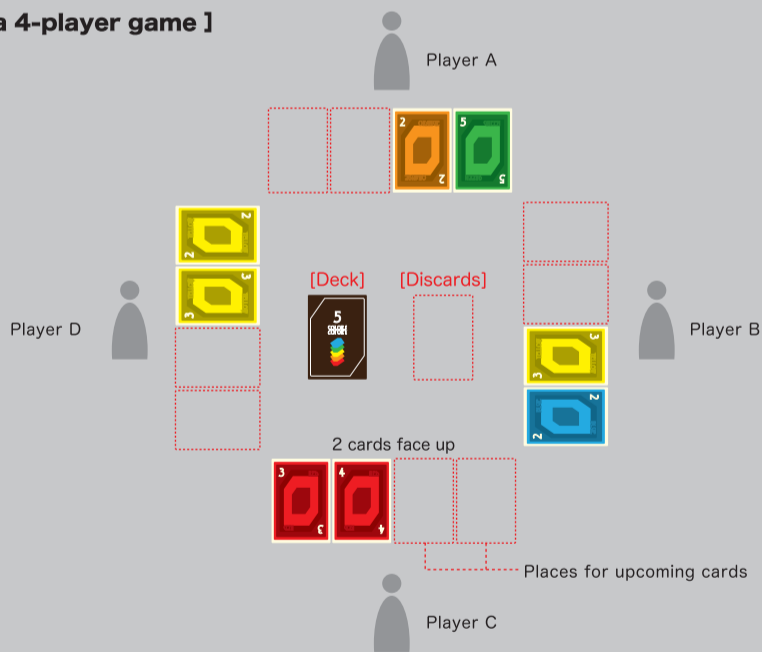
Shuffle the cards to form a face down deck, and deal 5 cards to each player. Depending on player count, you'll remove cards from the deck; please refer to later in the rules.

## 【 HOW TO PLAY 】

The game will be played in rounds. On one round, each player will play a total of 4 cards in 3 turns (on the first turn, 2 cards are played). After each turn, players should renew their hands to 5 cards. At the end of a round, the numbers of the cards of the majority colour, counts as points, and all other cards are discarded. Then a new round starts, and this is repeated until the deck runs out.

**1 The first turn, each player selects 2 cards and holds them face down. When all players have chosen, cards are revealed simultaneously. Don't forget to renew your hands!**

### 【 In a 4-player game 】



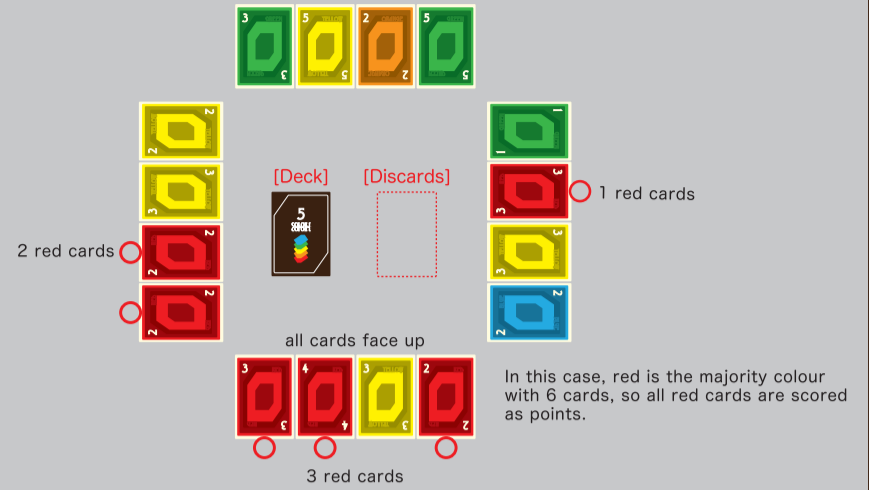
**2 Second turn, repeat the above but with just 1 card each**



**3 Third turn, repeat the above**

## 【 HOW TO SCORE 】

First, determine the majority colour. Each player takes his cards of that colour and puts in a score pile (the number of the card are the points). The rest of the cards are discarded. HOWEVER, if there's a tie for majority colour, or if there are too many of the majority colour, or if there are many 1s, things change. See later in the rules.

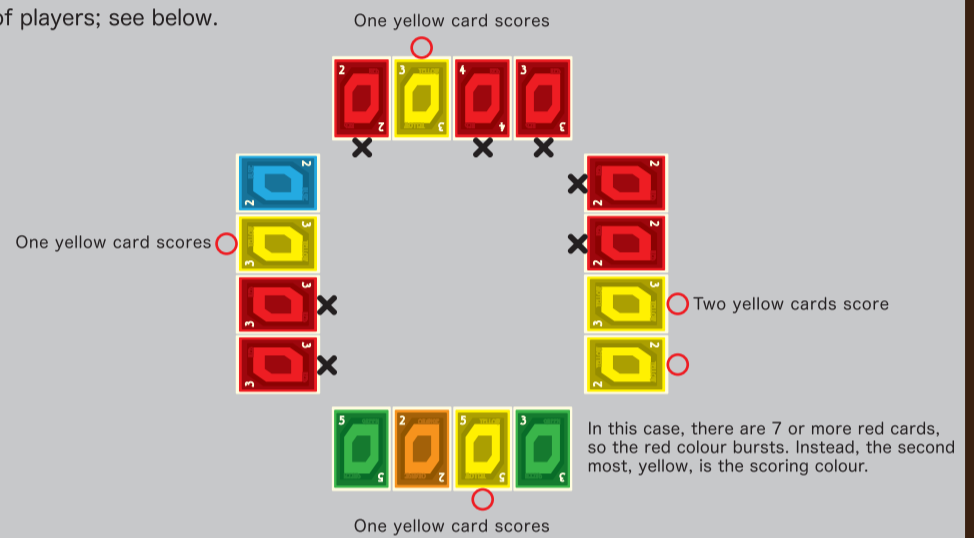


## 【 GAME END 】

Once the deck runs out, the game continues with what the players have left in hand, until all players have 1 card left in hand, which is discarded. The player with the most points wins.

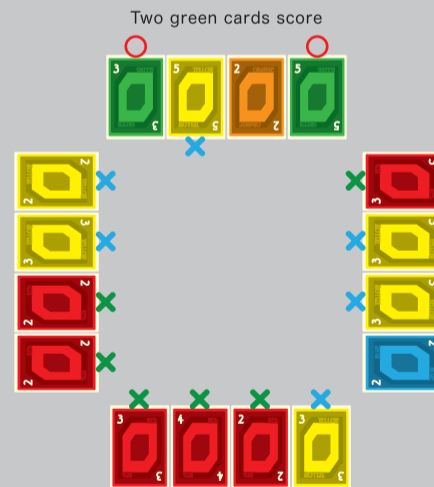
### 【 Burst 】

If there are too many of the majority colour, all cards of that colour are discarded, and instead the next colour counts as points. How many "too many" is, varies with the amount of players; see below.



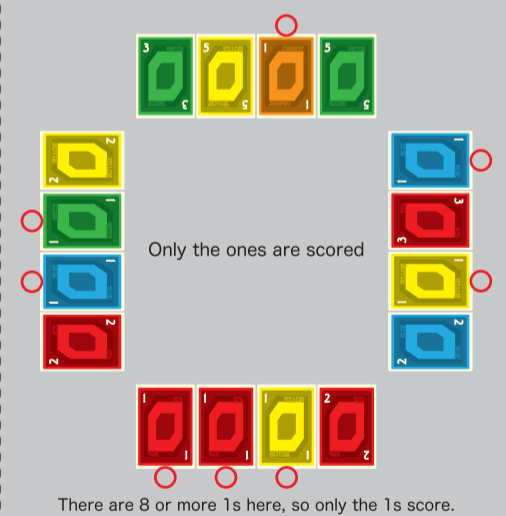
### 【 Tie for majority 】

If there is a tie for most of a colour, all those colours are discarded, and the majority of any remaining colours count as points.



### 【 Many 1s 】

If there is a certain amount of 1s, regardless of colours, then only the 1s score, and everything else is discarded. How many a "certain" amount is varies with the amount of players; see below.



### 【 Burst numbers 】

How much a burst is depends on the number of players:

- 2 plrs – 5 or more
- 3 plrs – 6 or more
- 4 plrs – 7 or more
- 5 plrs – 9 or more

### 【 Cards to remove 】

Depending on how many players you are, remove the following amount of cards from the deck:

- 2 plrs – remove 10 cards
- 3 plrs – remove 13 cards
- 4 plrs – remove no cards
- 5 plrs – remove 15 cards

### 【 Many 1s numbers 】

Always "1 more than the burst number"

#### Reference: Burst/Many 1s/cards to remove

- 2 plrs – burst 5, 6 1s, remove 10
- 3 plrs – burst 6, 7 1s, remove 13
- 4 plrs – burst 7, 8 1s, remove 0
- 5 plrs – burst 9, 10 1s, remove 15

#### Optional rule

An aggressive rule for 2-3 players. Let each round be of 5 cards instead of 4 (first and second turn, play 2 cards). When the deck runs out, play one more with what you have in hand.

#### Burst / Many 1s / cards to remove

- 2 plrs – burst 6, 7 1s, remove 0
- 3 plrs – burst 7, 8 1s, remove 10

## GALLERY OUCHI

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