

Matryoshka



Some rare Matryoshkas composed of seven dolls each were spread during the years and ended up distributed randomly among some antique collectors. Complete sets of rare Matryoshkas like these ones are worth a lot of money in the antiques market. Groups of Matryoshkas from different sets, but with the same size have a good value too. These collectors arranged a meeting to exchange dolls and try to reassemble the rare Matryoshkas. Obviously each collector wants to leave this meeting with the most valuable collection. But who will succeed?

Components

70 Matryoshka cards – 10 sets of 7 cards
5 overview cards – showing the end game scoring



Set up

Shuffle all **Matryoshka cards** and place these in a face down deck.

In a game with **three players** remove **four** complete sets of Matryoshka cards.

In a game with **four players** remove **two** complete sets of Matryoshka cards.

Each player draws **six cards** from the deck and takes these into their hand without showing them to the other players.

Each player chooses **two cards** from their hand and places these cards face down in front of him. After all players have chosen two cards, these cards are revealed and placed face up in a display in front of the respective player. Organize the cards so that all cards of the same colour are in the same row and cards with the same value are in the same column (see example scoring at the end of the rules).

Note: Cards in your display give other players information regarding what cards you have and what you might be looking for.

Each player gets an overview card and places this in front of him.

Choose a starting player.

Game overview

The game is played over four rounds. Each round consists of three phases:

A – Draw cards **B** – Exchange cards **C** – Display cards

A. Draw cards

Each player draws **two cards** from the deck and adds these to their hand.

B. Exchange cards

This phase is played in turns. Each turn, one player is the active player. After his turn, the player to his left will be the next active player. The starting player is the first active player. This phase continues until all players have been the active player once. A turn consists of three steps:

1. The active player **must** choose **one card** from their hand and place it **face up** in the middle of the table. This card will be exchanged with another player.
2. Each other player **must** choose **one card** from their hand to offer in exchange for the active player's card and place their card **face down** in front of them.

Important! A player (nor the active player, nor any of the other players) is allowed to offer a card which is currently placed in their display.

3. The active player looks at all the cards offered for trade without showing these to the other players and **must choose** one. He takes the chosen card into his hand and the player whose card was chosen takes the card played by the active player into his hand. All other players take their offered card back into their hand.

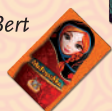
Note: During this phase, players are allowed to influence the active player. Sometimes it is worthwhile to take a card that is not useful to you right now, but can be interesting for a future deal.

Example:

Anna



Bert



Chris



Dave is the active player and decides to bring a value 2 Matryoshka to the exchange. The other players must offer one card they want to exchange for this card. After looking at all cards Dave decides to exchange his card in the centre with Chris. Chris takes Dave's card in the centre and adds it to his hand. Dave takes Chris' card and adds it to his hand (without showing it to the other players). Bert and Anna take their card back into their hand (also without showing it to the others).

C. Display cards

Each player takes the cards in their display back into their hands. Now all players choose new cards to place in their display in front of them. These cards can be the same as in their previous display or any other cards.

The number of cards to show **increases** each round:

1st round: 4 cards, 2nd round: 6 cards, 3rd round: 8 cards, 4th round: 13 cards.

Each player places their chosen cards face down in front of them. After all players have chosen their cards, the cards are revealed and placed face up in front of the respective player.

Then the player to the left of the current starting player will become the new starting player for the next round.

End of the game and scoring

The game ends after four rounds. Each player will have **13 cards** in their display in front of them (and have one card in their hand). Players score points for sets of cards in their display.

Points are scored for **columns with at least two cards** (e.g. any two cards of value 5 Matryoshkas) and **for rows with sets of at least two cards in a sequence**.

Additionally, sets of five, six or seven consecutive cards in the same colour will receive a bonus of 1, 2 or 3 points.

The player with the most points in total wins the game.

In case of a tie, the winner is the player with the longest sequence for one Matryoshka (most cards in sequence in a single row). If there is still a tie the winner is the player with the second longest sequence, and so on. If the tie persists after comparing all sequences, tied players will share the victory.

Example:

Column 1: 1 card = 0 points
Column 2: 2 cards = 2 points
Column 3: 3 cards = 4 points
Column 4: 2 cards = 2 points
Column 5: 2 cards = 2 points
Column 6: 2 cards = 2 points
Column 7: 1 card = 0 points
Total score for columns: **12 points**

Row A: 2 cards = 2 points
Row B: 2 + 3 cards = 2 + 4 = 6 points
Row C: 5 cards = 11 points (10 + 1 of bonus)
Total score for rows: **19 points**

Final Score: 19 + 12 = **31 points**

Number of cards	2	3	4	5	6	7
Points	2	4	7	10	13	16
Bonus				+1	+2	+3

	1	2	3	4	5	6	7
A							
B							
C							



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