



SEALS



In Seals, you take turns collecting cards of Asian royal seals to make a precious set. Be faster, smarter or luckier than your opponents to have the most valuable collection of the seals!

COMPONENTS

55 Cards in 5 colors



1-5 Minor • 6-10 Major • 1 Coin

2 Red Coins



Back

20 Marks



SETUP

- Place all Marks within reach of the players.
- Take 5 Marks and pile them up, **face down**.
- Shuffle all cards, and place them in a drawing pile in the center of the game.
- Randomly choose a first starting player.



GAME

The game is played in a maximum of **5 rounds**, during which the players accumulate cards in order to create a **Set**. A winning set can be made either of **four cards of a kind** (four same numbers or four Coins) or a **suit of 10** (1-2-3-4-5-6-7-8-9-10).

GAME TURN

- On your turn, begin by revealing cards from the drawing pile in order to have **4 cards face up** to choose from.
- Then, choose the card(s) you want to take in your hand.
- These cards can be either :
 - » all cards of **one same color**, or
 - » all cards of **one same symbol** (number or Coin).
- At the end of your turn, you may play out one or several Sets to win the round.



Here, you could take the **two Coins** or the **two blue cards**, or the **two 4** or only the **green card**, or only the **red Coin**.



Here, you could take the **three black cards** or only the 2, only the 4, only the 5 or only the 7.



Sometimes, you can take only one card...

Note : a same card can not be part of 2 different sets (see below).

SETS

- If you play out a Set, you **immediately** win the round.
- Take victory Marks depending on the nature of your set:

- » Four **minor** cards:take
- » Four **major** cards:take
- » Four **Coins**:take
- » A **complete suit**: ..take

IMPORTANT!

When you take your victory Mark(s) always start by taking 1 (**and only 1**) from the top of the pile. This helps you keep track of the rounds.



NEW ROUND

- For a new round, follow the steps of the SETUP.
- Only one change:** the first player changes **clockwise** from round to round.

GAME END

- At the end of a round, if a player has collected **5 or more Marks**, he immediately **wins** the game.
- If this doesn't happen, the game ends **after the 5th round** (when a player takes the last Mark of the pile). The player with the **most Marks** at that point is the winner.
- In case of a tie, the players involved in the tie play a final round to see who is the Grand winner.

NOTE FROM THE DESIGNERS

While celebrating the signing of another game in a restaurant, Frank, the mathematician of our trio, brought up a math theorem about matching called "Hall's marriage" that can be illustrated using a regular deck of cards. Sebastien always has one with him, so we tried it right away and it actually led to Seals, the rough outline of its rules being almost finished that very same night!

CREDITS

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