

The visual elements showing the possibilities of play offered for each stroke will be visible exclusively for the player concerned, not for the other players, nor for the spectators.

Procedure and rules of the game:

The 48 tiles are shuffled and are distributed randomly among the 3 players: 12 tiles each, the 12 remaining tiles constituting the common draw pile.

The player who will be the first to play is drawn automatically.

The first tile from the draw pile is turned over and placed on the board in the designated location.

1) Possibilities offered to players when there is a drawpile:

1.1) Place a tile or a series of tiles:

- The player can place a tile on one of the free spaces in the continuity of the starting tile, on either side, but on one side only.
- The player also has the possibility of laying several consecutive tiles at the same time in a continuous row, but always on one side.
- So on, the other players will play in the continuity of the tiles already laid, on one side or the other, depending on the direction of rotation they want for each new move.

NB: the dial is circular, so it is possible to play a sequence going from 12 to 1 (or from 1 to 12 depending on the direction of rotation in which the player is making his move).



In the player's hand, unusable tiles are grayed out, playable ones are sharp and shifted down. They will be distinguished in green (counterclockwise) and orange (clockwise) if there is a possibility to play.

The player clicks on the first one they want to pose.

So if another tile following it is also available in the hand, it will also return to its normal color, and if the player wishes to play it as well, he must click on it to select it.

So many tiles will be available in a row, the game will offer the option of selecting a tile (including a set).

Once the player has finished their selection, they click on the board on the last tile of the flashing selection. Chips will automatically move.

To cancel the selection of the last selected tile of a series, you must click on it, to cancel everything you must click on the first tile of the series: the cancellation is only possible before having clicked on the board to play.

1.2) Discard a set:

- With this option the player with one or more *three of a kind* can discard the *three of a kind* of his choice (one at a time) this is equivalent to one move played, so he misses his turn.
- Discarded *three of a kind* are symbolized by a postponed tile visible in the discard pile for all players. A player making a gap sees his point potential at the end of the round increase by one (the count of the potential points of each player is visible to all of them, it is updated automatically at each difference of *three of a kind* within the provided frame).

The remaining tile of a value that has been set aside is here called a *single tile*.



In the player's hand, the three-of-a-kind tiles are underlined in red.

A light halo featuring the game's logo is also visible in the discard pile on the slot(s) where the player has a set. By clicking on the desired location, the chips will automatically go from the player's hand to the discard pile. The move will be validated by the game (it cannot be canceled).

1.3) Draw a tile:

- The number of tiles remaining in the draw pile is mentioned in the center of the board where the draw pile is represented by a visible token back.
- In some cases, the player has the option of drawing a tile, which will be automatically added to his hand.
- If the player has drawn a tile that he can place, he has the choice to place it (and possibly continue later) or to skip his turn and keep the tile in his hand.
- If the tile is not playable and there is no move to make, the player concerned will have to click himself to skip his turn.
- If the player has drawn a tile which constitutes a set in his hand, he has the choice to discard it immediately or to keep it and end his turn (pass).

When his turn comes, a player is under an obligation to play: if he cannot place a chip or discard a set, he is required to draw.

On the other hand, a player with a playable tile and / or a set, can still, if he wishes, draw an additional tile.



To symbolize the possibility of drawing, a luminous halo appears around the back of the central tile (this one representing the draw pile).

To draw the player must click on this location, and the tile will go directly to his hand, in the numerical order of the tiles.

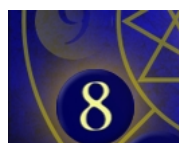


The player having drawn and having the choice between playing and passing will have a new halo on the central location of the board where they must click to skip their turn. (to pose or remove, it will do it in the usual way described previously)

NB: The player who draws the last tile and empties the draw pile is also free to choose, he is not required to play a *single tile*, as in the case of an empty draw pile (see below).

1.4) Pick up a tile:

- A player may pick up exclusively the last tile laid in the previous instant by the player playing immediately before him. This possibility then disappears.
- Picking up a token is not considered a hit. It is also not possible to pick up a token and put it back, this is not considered a valid move. So the player who picked up must still play: he can choose to place another chip on the other side of the dial on the first available space, or to discard a set. If the player has none of his possibilities, the option of picking up will not be offered to him.
- It is not possible to pick up a *single tile* (the pick up option will not appear).



A light halo appears around the tile which can be picked up.

The player, if he wishes to pick up the relevant tile, must then click on it on the board, and the tile will come directly to his hand.



If the player already has two tiles of the same value in his hand, these will be marked in red to indicate this to him

2) Possibilities offered to players when there is no more draw pile:

The possibilities to *Set*, *Remove* and *Pick up* tiles are still present, under the same conditions, and work similarly.

But some specific rules then appear:

A player with a *single tile* in position to be placed is required to play.

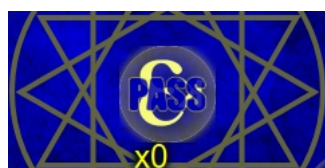
If he has a set he may choose to discard it, this is considered a valid move, so the turn goes to the next player. (However, it is not possible to rule out a set if the single playable tile is the last tile to fill the entire dial.)

The player may also prefer to place one or more other playable tiles.

If he has to play his *single tile*, the player can place one or more other tiles in his row, according to the usual rules indicated above.

2.1) Pass

Instead of *Draw*, the player has the option of *Passing*, to skip his turn directly, without discarding a tile (this is a valid move).



To indicate the possibility of passing, a halo of light indicating "PASS" appears in the central location of the board.

To pass the player must click at this location, and the turn of the game will automatically come to the next player.

2.2) Contest

When two players have consecutively passed their turn without playing (drawing is considered a move made) if the third has none of the immediately playable tiles on either side of the dial, he will have an additional possibility which we call *Contesting*.

If the player has a set, pair or tile (even a single one) immediately playable on the other side of the dial, the possibility still arises. If the player does not have any of the playable tiles on both sides of the dial, they can only challenge one value of their choice.

When a player contests, the four tiles of the considered value will be automatically removed from the hands of the other players. Three of these tiles will then be discarded, a potential point is thus credited to the player who contested.

(The non-scoring of the point is offered as an option for the "single round" mode).

The fourth tile, which has become a *single tile*, arrives in the hand of the player who contested, the latter must then play (according to the usual rules: by placing the *single tile* and possibly more, or by placing a tile on the other side, or by discarding a set).

If only one tile was missing to complete the dial, the claimed *single tile* is immediately and automatically placed.

NB: It is not possible to contest if this results in emptying an opponent's hand.



A flashing light marked with the number concerned appears on the dial of the game board at the location whose value can be disputed.

If the player has a choice between two values to challenge, both will flash.

The player if he wishes to pick up the tile, must click on it (on the one of his choice if there are several), and the tiles will be directly removed from the hands of the opposing players: three will go to the discard pile planned location and the fourth will end up in the hand of the player who challenged.

2.3) Specific situation of forced play:

If no one has the opportunity to challenge, it is impossible for players to skip their turns more than three times in a row. So when the turn comes to the first player to pass, that player will be forced to place a non-unique tile from their hand (or a straight if they wish).

In the event that he has no opportunity to play or contest, the next player will be forced.



When a player has passed, it is indicated at the level of the list of players.



A tile that is forced to be played is marked with a purple line.

3) Automatic movements & point calculations

- **Dial filled**

When a player places the last tile filling the dial, the twelve tiles of the dial are shuffled (with the remaining draw pile if there is one): from this new draw pile the first token is placed on the board, as at the start of the game.

It is the player immediately after the one who filled the dial who will be the first to play.

- **Empty hand (end of a round)**

The first player to clear his hand scores as many points as he has set aside sets. A new round is started under the same conditions as the first, but the player who will be the first to play is the player immediately after the one who emptied his hand.

- **Score reached (end of the game)**

If by scoring his points at the end of a round, a player reaches or exceeds the agreed score at the start of the game, the game ends, he is declared the winner.

On BGA website the following players are ranked and broken for their ELO ranking based on the points they have been able to score in rounds of play if so.

- **Specific points count for the "single round" option**

With the single round option, each player scores the number of points equivalent to the number of three-of-a-kind that he discarded during the game (whether or not counting the protest one, depending on the option that was chosen at the start of the game at the opening of the table).

The player who has emptied his hand is awarded a bonus of 3 additional points.

The final classification is made according to the points of each player.

The player who emptied his hand may not be the winner, if another player has scored more points despite the bonus awarded for emptying his hand.

In the event of a tie, a possible tie-break is made in favor of whoever emptied his hand.

