NIDO RULES :

,There are 54 cards (6 colors, and values from 1 to 9). At the beginning of the game each player receives 9 cards. There can be 2 to 5 players (in case of two players, 2 colors are removed thus the game are only 36 cards).

At the beginning, the desk is empty, no cards on it (all the cards are in players’ hands). The first player plays one card of its choice. Then it is up to the next player which has two choices: to play or not to play (i.e. to skip its turn). If he wants to play, he can only put the same number of cards that are on the desk or one more (for example if there are two cards he can put 2 or 3 cards). He can only put either x cards of the same color or x cards of the same value. the last condition is when ranked in descending order, the number formed by the digits of its cards is higher that the number of the cards already on the desk. When the player plays its combination in the desk, this combination replaces card previously on the desk. But he has to to pick one of the previous desk cards of its choice and put it in its hand. The remaining cards are discarded in a pile. If at a given time, no player is able to play (because he cannot form a combination of higher value than the one on the desk), the player that last played, discard the cards on the desk (without picking any) an restart playing. He can then either: put one card of its choice (just like at the start of the game) or play all the cards of its hands if he has a combination(it means if all the cards of its hand have the same color, or all the cards of its hand have the same value). The game ends when a player has no more cards in its hand. For counting the points: each player receive a point for each card left in its hand (the winner thus has zero points, other may have 2,3,…9 point). We do several plays, the game ends when a player reached 15 points, 20 points or whatever. The player who wins is the one with the less points

**🎮 Gameplay Rules**

**🔹 1. First Move**

**• The first player places one card of their choice onto the playmat.**

**🔹 2. Player Turns**

**Each player has two options:**

**✅ Play → Add cards to the playmat (following the placement rules).**

**🚫 Skip → Pass the turn to the next player (strategically waiting for a better opportunity).**

**🔹 3. Placement Rules (How to Play Cards on the Playmat)**

**• The player must play either:**

**- The same number of cards already on the playmat.**

**- One more card than the current set.**

**• The played cards must follow one of these rules:**

**1️⃣ Same Color → Form a descending-value combination.**

**2️⃣ Same Value → Cards of different colors but the same number.**

**• The new combination (sorted in descending order) must be strictly higher than the current playmat combination.**

**🔹 4. Replacing Playmat Cards**

**• When a player successfully plays a new combination:**

**- It replaces the previous playmat cards.**

**- The player must pick one of the previous playmat cards and add it to their hand.**

**- The remaining playmat cards go into the discard pile.**

**🔹 5. No Valid Moves (Resetting the Playmat)**

**• If no player can play (because no valid combination beats the one on the playmat) or chooses to skip:**

**- The last player who played must discard the entire playmat (without taking any cards).**

**- This player restarts the round, choosing to:**

**🔹 Place one card of their choice (just like at the start).**

**🔹 Play all cards in their hand, but only if they form a valid combination (all same color or all same value).**