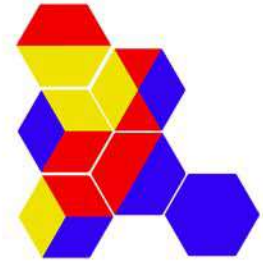


SYNERGO

Synergo is a flexible game that can be played in several different ways.

Scoring varies between game types, but all use the following rules:

1. Before the game, mix all of the tiles in the bag.
2. Each player then draws 6 tiles.
3. At the beginning of their turn, players draw until they have 7 tiles.
4. On a player's turn, he may play a tile anywhere as long as:
 - * It touches another tile on the board and
 - * All sides match colors with the sides of tiles they touch.
5. Award points according to the Game Type.
6. Play ends when all tiles have been played. The player with the most points wins.



GAME TYPES

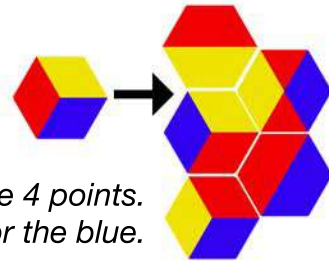
Match and Score: 2-5 players. (Beginner Level)

For 3 players, remove one tile at random before beginning the game. Players should not see what it is.

On the start of a player's turn, she may play one tile. Points are awarded for every tile connected by color to the one being played. Note: No points are awarded for the newly played tile.

Count points separately for each color.

Tiles connected by more than one color to the one just played will award points for each color.



My Color: 2-3 players, or 2 teams of 2 players. (Intermediate Level)

Before drawing his initial tiles, each player (or team) selects one color. Players may not select the same color (unless they are on the same team. Only one color is allowed per team).

Play is the same as Match and Score, except that players only get points for connections to their chosen color. Note: A player can only score on their own turn, even if an opponent connects his color.

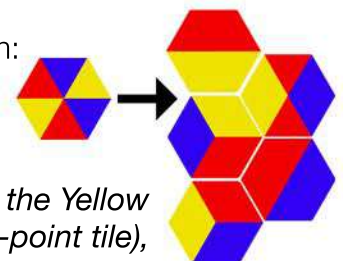
Closed Shape: 2-3 players. (Advanced Level)

A shape is "closed" when it has no empty sides. Players only score points when they "close" a shape of any color, and points are awarded for every tile in that shape.

On a player's turn, she may play one tile. If that tile closes a shape, she may play another. Her turn ends when she plays a tile that doesn't close a shape or when she has no more tiles in her hand.

Tiles award a different number of points, based on the number of colors on them:

- 1 color: 5 points
- 2 colors: 2 points
- 3 colors: 1 point



This play will score 5 points by closing the Yellow (3 one-point tiles and 1 two-point tile), and the player may lay another tile.

