

Permutations

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Version 2.0

Playing the Game

The game takes place over three *rounds*.

Each round consists of a series of *auctions*. During each auction, you will *collect* one card. At the end of each round, you will score points based on the cards that you collected during that round.

You will also use the cards that you collect during each round as your hand for the next round.

You win if you have the greatest total score at the end of the game.

Auctions

During an auction, each player will collect one card from a *pool* of available cards. For the first auction, the pool is comprised of random cards. In later auctions, the pool is comprised of the players' bids from the previous auction.

To conduct an auction, secretly choose one card from your hand to be your *bid*. The value of your bid is the number displayed on your card. After everyone has chosen, you should reveal your bids.

In decreasing order of bid values, each player should collect one card from the pool. Place the card that you collect face up in front of you.

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The game ends after you have played three rounds. At the end of the third round, whoever has scored the most total points wins the game.

After each of the first two rounds, you will pick up the cards in your collection. These cards become your hand for the next round.

Additional Rounds and Game End

If this player collected the most moon icons, this collection will score 22 points: 6 points for the star icons and 16 points for the four-card red set. Otherwise, it will score 19 points: 6 points for the star icons, 9 points for the three-card green set, and 4 points for the two-card blue set.



Consider the collection depicted below.

Scoring Example

Dummy Players

If you are playing with less than five players, you will use one or more dummy players in your game. Each dummy player is an automaton that mimics the actions of a human player.

In a two-player game you will play with two dummy players. In a three-player or four-player game, you will play with one dummy player.




At the beginning of the game, you should give each dummy player a starting hand. Dummy players will use these cards to bid during auctions, collect cards, and score points at the end of each round much like a human player would do.

At the start of each auction, each dummy player will randomly select a card from their hand to use as their bid for that auction.

- The dummy players reveal their bids before the human players choose their bids.
- When a dummy player collects a card from the pool, they always collect the lowest-numbered card that is available to them.

Dummy players score points in the same way as human players. Don't let them win!

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- 1 multicoloured “0” card.
 - 1 colourless “49” card.
-  Cards “33” – “48” have a *sun icon*.
-  Cards “17” – “32” have a *moon icon*.
-  Cards “1” – “16” have a *star icon*.
- One icon is displayed on each coloured card.
- A unique number between one and forty-eight is displayed on each coloured card.
- There are twelve cards in each of four colours: red, yellow, green, and blue.
- 48 coloured cards.

Components

Permutations is a game for two to five players and can be played in approximately thirty minutes.

Permutations is a lightweight game that combines satisfying, snappy card play with the suspense and excitement of sealed-bid auctions. The best part is, it's always your turn!

Overview

Set Up

1. For a two-player or three-player game, remove the “0” card and the “49” card from the deck.
 2. Shuffle the deck of cards.
 3. Deal out the starting hands.
 - For a two-player or three-player game, deal out cards to create four, eleven-card hands.
 - For a four-player or five-player game, deal out cards to create five, nine-card hands.
- Give each player, including any dummy players (see **Dummy Players**), a starting hand.
4. Place the remaining cards face up in the middle of the table.
 - For a two-player or three-player game, there should be four such remaining cards.
 - For a four-player or five-player game, there should be five such remaining cards.
 5. Prepare a notepad that you can use to track players’ scores throughout the game.

Moon Icon Bonus: If you collected the most moon icons during a round, then you will not score points for any of your face-up sets. Instead you will score points for each of your face-down sets according to the table above.

Set Size	1	2	3	4	5	...	n
Score	1	4	9	16	25	...	n^2

- To determine your colour score, first gather all of the cards you collected of each colour into *sets*.
- The multicoloured “0” card can be counted as any one colour of your choice.
 - The colourless “49” card does not count as any colour. Turn it face down before computing your colour score.
- Turn your largest set face down. In the case of a tie, choose one of your largest sets to turn face down.
- Then, you will score points for each of your face-up sets according to the following table.

Colour Scoring

Scoring

Your score for each round depends on the cards that you collected during that round. You will score points based on both the icons and the colours of the cards in your collection.

You should record how many points each player scores and how many sun icons they collect each round on the notepad that you prepared earlier.

Icon Scoring

To determine your icon scores, count how many of each icon appear on the cards in your collection.

1. You will score two points for each star icon that you collected.
2. Whoever collected the most moon icons during the round will score their face-down sets during the colour-scoring phase (see **Colour Scoring**) instead of their face-up sets.
3. Record how many sun icons you collect during each round. At the end of the game, if you collected the most total sun icons across all three rounds, your final score is set to zero.

In the case of a tie, whichever tied player collected the lowest-numbered card with a given icon will receive the corresponding bonus/penalty.