



UWE RAPP & BERNHARD LACH Aged 8+
2-4 players

The CONTENTS

48 TILES: (4 colors (red, pink, blue, and yellow) each with 12 tiles (and 2x6 symbols)

You'll also need a **PEN AND PAPER** to make a note of your points.

The AIM OF THE GAME

The players take it in turns to place tiles and use them to gradually create a colorful **PIAZZA**. In return, they continuously earn points. Whoever has the most points at the end wins.

The PREPARATION

Depending on the number of players, each player receives the following tiles:

2 PLAYERS

Each player receives two color sets (= 24 tiles).

In the two-player game, each player places one tile in each of their two colors face up at the center of the table to form a 2x2 square. The symbols on these four tiles must be different.

3 PLAYERS

Each player receives one color set plus four random tiles from the fourth color set (= 16 tiles).

In the three-player game, each player places one tile in their "main" color at the center of the table to form a triangle

The symbols on these three tiles must once again be different.

4 PLAYERS

Each player receives one color set (= 12 tiles).

In the four-player game, each player places one of their tiles face up at the center of the table to form a 2x2 square. The symbols on these four tiles must be different.


Everyone then shuffles all of their remaining tiles and places them in a pile in front of them, turned face down. Each player takes the **TOP THREE TILES** in their hand.


One player is designated the score keeper and is given the pen and paper.

The GAMEPLAY


Whoever went on vacation last starts placing tiles, then the game continues in a clockwise direction until the end of the game.

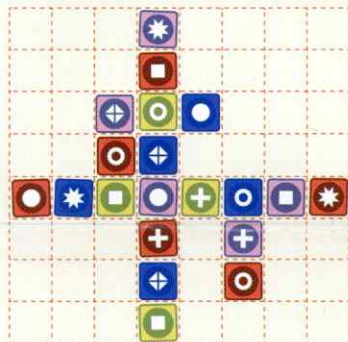
THE FOLLOWING RULES APPLY WHEN PLACING TILES:


 The player whose turn it is must place **ONE OR TWO** of the tiles in their hand.

 Each tile must be placed **DIRECTLY ALONGSIDE** a tile that has already been placed. Diagonal placement so that the tiles only touch at a corner is not enough.

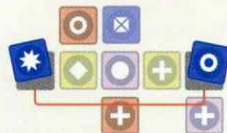
 The new tile(s) must be in a **DIFFERENT COLOR** and have a **DIFFERENT PATTERN** (always pay attention to the **SYMBOL** in the middle of the tile!) to all of the adjacent tiles.

 All of the tiles must be placed within a **GRID OF 8x8 SQUARES**.

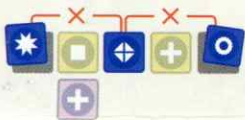


 If two tiles are placed, they must form a **BRACKET**, otherwise they may not be placed like this. A bracket is formed by enclosing two tiles of the same color in the same row or column when there are only tiles of a different color between them (or no tiles at all).

EXAMPLE 1: The two newly placed tiles (marked in red) form a bracket.



EXAMPLE 2: The two newly placed tiles (marked in red) do **NOT** form a bracket, as there is a tile of the same color between them. They would then each form a bracket with this other tile, but not with each other. As this is one of the basic rules, they **CANNOT** be placed like this.



After your turn, draw as many tiles as you placed from your pile, insofar as this is still possible. It is now the next player's turn.

TIP:

In the two-player game, a player's two colors are always considered separately from each other, i.e., both colors can never be played at the same time in one turn. The same applies to the two colors that the players have in the three-player game.

The SCORING

After placing tiles, a player receives points for **ALL** of the brackets they have formed with the one or two new tiles. Each bracket earns the player as many points as the **TOTAL**

number of tiles it contains. Empty fields in a bracket do not earn players any points, but are permitted and do not interrupt a bracket.

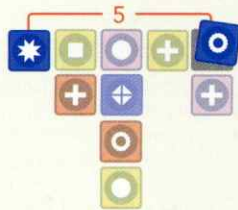
If tiles are part of multiple new brackets, they also earn players **MULTIPLE** points.

3 PLAYER

In the three-player game, if a player places tiles in the neutral fourth color, they earn as many points as all of the new brackets this neutral color creates.

Four SCORING EXAMPLES

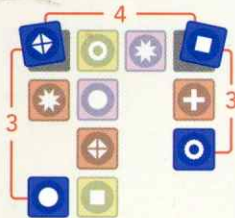
The player places the blue tile. This creates a new bracket, earning them a total of five points.



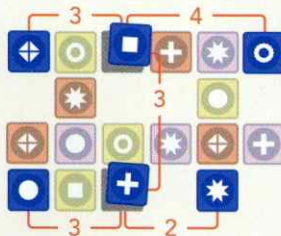
The player places the blue tile. This creates two new brackets, earning them a total of six points (3 + 3).



The player places the two blue tiles. This creates three new brackets, earning them a total of ten points (4 + 3 + 3).



The player places the two blue tiles. This creates five new brackets, earning them a total of fifteen points (3 + 4 + 3 + 3 + 2).



The END OF THE GAME

When a player has placed all of their tiles, then the game is over for them. Everyone else continues to play until they also run out of tiles. Then the game ends.

The player with the most points is the winner. In the event of a tie, the tied player who finished their game the soonest is the winner.

Saluti dalla piazza CREDITS

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