

RULES



RUETTINGER & KAPPLER

ALLEGRA *Grande*



 8+

 2-6

 30 MIN.



ALLEGRA Grande

Tactical golf variant for card artists

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Player: 2-5

Age: 8 years up

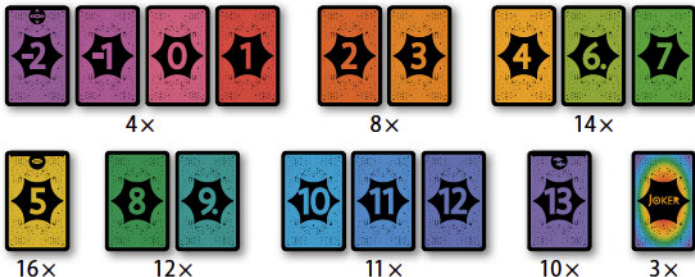
Playing time: 20-30 min

AIM OF THE GAME

As soon as all the cards in a display have been revealed, the game round ends. The player who has optimized his cards by revealing, swapping and clearing them in such a way that they have scored the fewest points wins the game.

CONTENT

● 160 playing cards, rules



Please have a pen and a piece of paper ready to write down the points (not included).

PREPARATION

All cards are shuffled well and 16 cards are dealt face down to each player, who places them face down on the table as a display of 4 x 4 cards. Each player then turns over any 2 cards in their display!

The remaining cards are placed in the middle of the table as a face-down draw pile, the top card is placed face up next to it and forms the start of the discard pile.

The dealer's left neighbor begins.

The game is played in clockwise order.



HOW TO PLAY

The active player has always 2 options:

► Either draw two cards

- the 2 top cards face down from the draw pile or
- the top card face up from the discard pile and the top card from the draw pile (the top card from the discard pile must be taken first and then the top card from the draw pile) or
- both top cards face up from the discard pile (if available, only one card is available at the start of the game).



These are placed face up next to his display for all to see!

► or swap two cards in his display

This move can only be performed instead of a normal move (draw two cards). The active player does not pick up or discard any cards!

The player who wants to make this move announces it, swaps any two cards (face up or face down) in his display and **must then reveal any one card!**

It is the next player's turn.

If the player takes the first option (**draw two cards**):

The respective moves of these two cards are now carried out one after the other. The player is free to decide which card is played first.

He takes the "active" card that he now wants to play in his hand. He has always the following 2 options: **Keep/exchange the card** or **discard it**.

- If the card is **kept**, the player swaps it with any (face-up or face-down) card in his display and places it face-up in its place, while the swapped card is discarded face-up onto the discard pile.
- If the card is **discarded**, the player discards it face up onto the discard pile and must reveal any face-down card from his display!

Both cards are played in turn, so only the "active" card is held in the hand. So it is always clear which card is being played (important for the course of game)!

Note: Towards the end of the game, it often happens that there is only one face-down card left in the display. In this case, only one card has to be drawn instead of two!

During the course of the game, more and more cards are revealed. The players therefore gradually know more and more cards that are in their display and can optimize them further and further in order to achieve the lowest score at the end.

Action cards

Some number cards have additional symbols on them. Each one stands for a special action that is only carried out if the following two conditions are met:

- The player has drawn the card from the draw pile, and
- the player discards the card immediately during this turn.

Note: If an action card is drawn from the discard pile or from the draw pile and placed in your own deck – or revealed in your own display during your turn and later replaced, the action will not be carried out!

This card then only applies to the numerical value printed on it, just like any other card, and it is used as described above (**keep/exchange the card** or **discard it**).



If the player draws one of the following action cards from the face-down draw pile and wants to use the action, he discards the card to the face-up discard pile and must perform the respective action.



All cards – still face down in a vertical or horizontal row – may be looked at in secret (maximum 4 cards). Then any card must be revealed.



Any – still face-down card – may be looked at in secret. Then any card must be revealed.



Swap a face-up card from your own display for a face-down card from the draw pile. No card must then be revealed.

Note: For each action performed (except the card 13), a card from your own display must be revealed at the end of your turn! If an action is performed towards the end of the game, this may end the round because the last face-down card must then be revealed!

If the player does not want to perform the action he must place the card in his own display.

Special card "Joker"



It can be used for any card value (however, no action may be carried out with it). As soon as a row with 3 or 4 cards with the same value is formed with the joker, it must be cleared immediately (incl. joker).

If the joker randomly and simultaneously produces 2 rows that could be cleared you have to choose only one row.

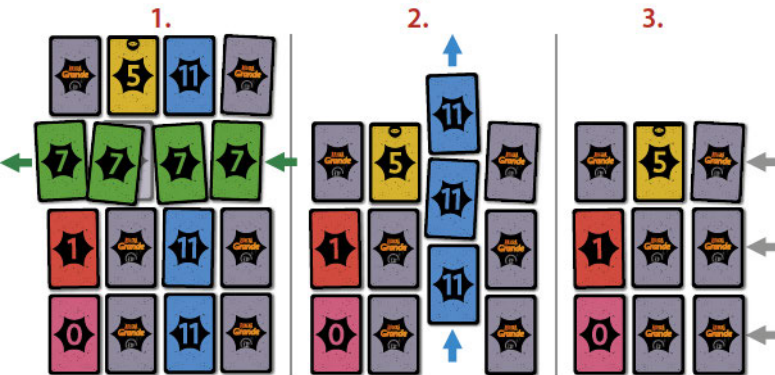
Please note:

If the joker is not cleared with a row of 3 or 4 cards, it counts as "+25" points in the final scoring!

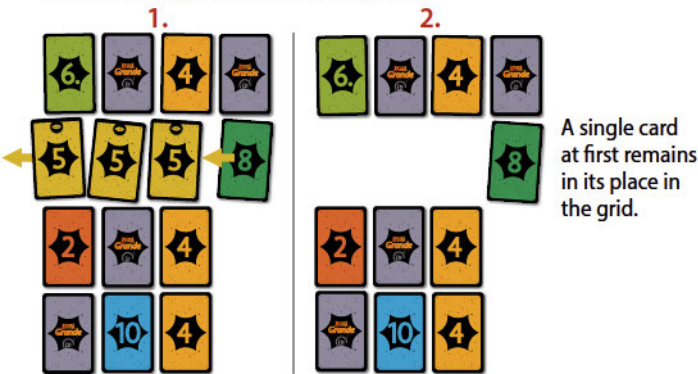
Clearing

As soon as a row with 3 or 4 cards with the same value are turned up vertically or horizontally next to each other, they must be removed immediately and taken out of the game (they are collected in the box lid, not placed on the discard pile).

If an entire row has been removed, close the gaps and push the rows together. This may result in new rows of three with the same card values, which must also be removed immediately.



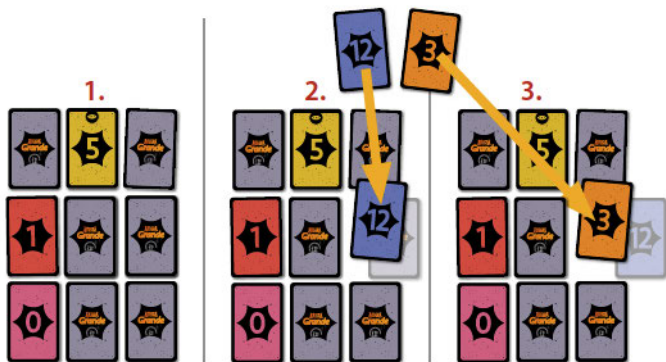
However, if one card remains in the row, gaps are created. In that case gaps must never be cleared.



Note: If you want to clear a row of 4 cards, you have to play as tactically as possible so that you don't accidentally place 3 cards with identical values next to each other that have to be cleared immediately!

Tip: dodge

It is permitted to place one of the two cards drawn in the display and then swap it for the second card drawn! This saves you from having to reveal an additional card, place a high card in the display or perform an action.



END OF THE GAME

The end of the game is heralded as soon as a player has revealed or cleared all the cards in his display.

Note: This player must have scored the fewest points, otherwise his plus points are doubled!

This also applies if there is a tie with another player.

If he has scored 0 points or a minus value, he has been lucky and can keep them "without penalty".

Now all the other players have another turn as usual.

Then everyone turns over their cards that are still face down.

If there are still columns and/or rows with 3 or 4 identical values, these must still be removed!

All players now add up the card values in their own display. If there are negative values in the display, these are of course deducted from the respective total.

If a player manages to clear all the cards, he receives "-25" points. Congratulations!

The player with the lowest total wins the game.

If you want to play several rounds, write down the totals on a piece of paper to find out the winner of all.

TWO-PLAYER GAME

With two players, you can choose to play with a deck of 16 or 20 cards.

If you choose 20 cards, they are laid out in a grid of 5 horizontally and 4 vertically. Rows of 5, consisting of 5 identical cards, can also be cleared.

If the "-2" action card is used, you can of course look at a maximum of 5 face-down cards.

Have fun with ALLEGRA Grande!

Explanatory
video
and more
information
about
ALLEGRA Grande
can you find
here:



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