

EVEN ODDS



Components

50 tiles, numbered 1 to 10, divided into **5 different colors**: blue, yellow, black, pink and green, each one represented by a symbol. **The backside of each tile** has the same symbol indicating its color. The shape of the tile indicates whether it's an odd or even number. Even numbers are **square shaped** and odd numbers are **triangle shaped**. **1 velvet bag**.



Objective and Overview

The objective of Even Odds is to finish the game with **less points** after three rounds.

Whoever plays the highest tile in each dispute wins and **scores points**. However, **you can only see the back** of your tiles during the whole game, while you see the **front** of your opponents' tiles.

Set Up

Put all the tiles in the bag, mix them well, and distribute them to each player according to the table below:

Number of players	Tiles per player	Tiles left
3*	12	4
4	12	2
5	10	-
6	8	2

*In a 3-player game, remove all the tiles of one color and return them to the box.

The tiles that were not distributed are left in the bag and are not revealed.

The players should organize the tiles they received by color and turn them all over with their **backs** facing up. After that, they should pass all of their tiles to the player on their left. Then, each player puts the tiles they received in an upright position in a way so that each player **can only see the backside** of their own tiles and **only the opponents can see the frontside**.

The first player is the person who last won an odds and evens game.

The Round

A round is comprised of several disputes. When every player has played a tile, the dispute ends and the winner is declared. The round ends when all the players have played all of their tiles. The game ends after 3 complete rounds.

The Dispute

The first player chooses one of their tiles, **looking only at its backside**, and puts it in front of them with the frontside up. Proceeding clockwise, each player, also **looking only at the backside** of their tiles, must play one of them with the front side up, **matching the color of the last tile played, unless the last tile played was a 10** (See "The 10 Tile").

If the player does not have a tile of that color, they can play any other color, thus changing the color the next player should match. When all the players at the table have made their play, the dispute ends and the winner is declared.

Winning a Dispute

The winner of the dispute is the one who played the tile with the **highest value**, regardless of the color. In the case of a tie, the one who last played the highest value is the winner.

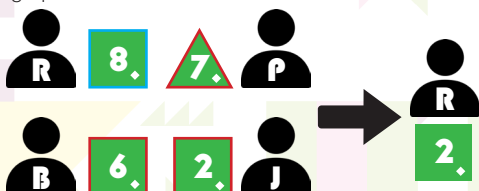
The winning player must take the **lowest** value tile among those which have been played on the table during that dispute and put it in front of them to register their score. If there is more than one tile with the same lowest score, the player should take only one at their choice. The remaining tiles are discarded with the frontside down and cannot be consulted.

Please note: the objective of the game is to have the lowest score, therefore, scoring points is not an advantage.

The winner of the last dispute starts the next, and the round goes on until all the players have played all of their tiles.

Example 1: Rachel starts playing an even-numbered green tile, and reveals the number 8. Afterwards, Peter must play the same color and chooses an odd-numbered tile, a 7. Julie also has green tiles and she chooses an even-numbered tile, revealing the number 2. Finally, Bernard, who also has green tiles, plays another even-numbered tile, revealing a 6.

Rachel played the highest number and won the dispute. She takes the green tile with the number 2 (lowest value) and places it in front of her, scoring 2 points.



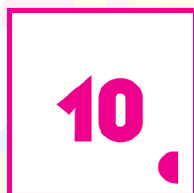
Example 2: Julie starts by playing an odd-numbered blue tile, revealing the number 9. Next, Bernard must follow the color and plays an even-numbered blue tile, an 8. Rachel, who has no blue tiles, must play another color and chooses an odd-numbered yellow tile, revealing the number 3. Finally, Peter must follow the yellow color now and plays an odd-numbered yellow tile, revealing the number 9.

Julie and Peter played a number 9 (highest value). Since Peter was the last one to play a 9, he wins the dispute and takes the number 3 yellow tile (lowest value) scoring 3 points.



The 10 Tile

The tiles with the number 10 have a special effect: whoever plays them may choose any color for the next player to play. If the next player does not have the chosen color, they may play any other color. However, if the 10 tile is the last one played in a dispute, its effect is null.



Scoring and a New Round

When all the players have played all of their tiles, the round ends and the partial scores are tallied. Each player must add up the values of the tiles in front of them, with each tile number representing the number of points scored. After adding them up, the score is registered and the players move on to the next round.

Return all the tiles to the bag, mix them well and distribute them according to the set up. The player who won the last dispute will be the first player of the next round.

End of the Game

The game ends after 3 rounds. The scores of the 3 rounds should be tallied and the player with **the lowest score** is declared the winner. In case of a tie, the winner is whoever scored less points on the last round. If the tie persists, the players share the victory.

GAME TITLE: EVEN ODDS

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