

GAME OBJECTIVE

Be the first player to create the pattern by matching the playing cards and collect the most 'pattern cards'!

SET UP

Shuffle the pattern cards and create a pile in the center of the table with the numbers side facing up.



Deal 14 playing cards randomly to each player.

PLAY & ADAPT

Flip the top card of the pattern cards pile open. This exposes the 'target' pattern that has to be created. Now, all players try to match their playing cards to the exposed pattern.

Beware, in order to correctly match the cards, the adjacent images must be identical in shape OR colour OR both! There are always multiple ways to create a correct pattern.



SAME SHAPE **SAME COLOUR** **SAME SHAPE + COLOUR**

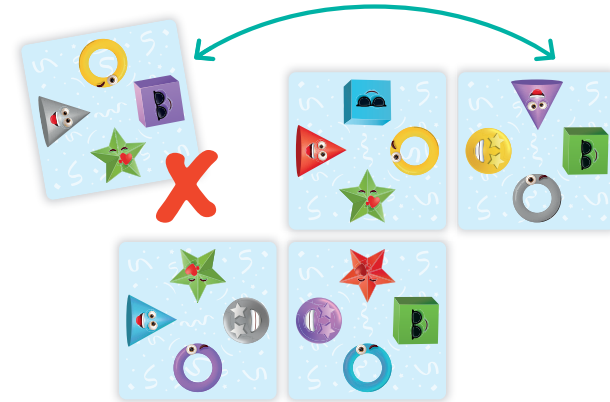
The first player to yell "Party!" after properly matching all the cards to create the pattern, wins the pattern card. Now all players pass all their 14 playing cards to the player on their left. A new pattern card is flipped open and a new round starts.

WRONG CALL

If a player who yells "Party" made a mistake, they must return 1 of their already won cards (if they have any), together with the open pattern card, to the bottom of the pile. Another pattern card is flipped open and a new round is started.

STAY OPEN-MINDED!

Maybe you will need to rearrange certain already placed cards to be able to match all the cards correctly and form the pattern.



END OF THE GAME

The game ends when the last pattern card has been won. Now all the players count the number of pattern cards they won.

THE WINNER!

The player who collected the most pattern cards wins the game!



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