Ingenious

Roger's Rules: Firedrake/BGG

Last edited 2024-07-31

Goal

Have the highest score at end of game.

Setup

Give each player a tile rack, scoreboard, and 6 scoring markers, which all start at column 0.

Each player draws 6 tiles and places them in their tile rack.

At ③ ignore the outer ring of the main board; at ② ignore the outer 2 rings.

Play turns in rotation.

Turn

If there are not two adjacent open spaces, the game ends at once. Otherwise:

Play one tile from your rack to the game board. On your first turn: only next to a printed symbol (though it need not match).

If either symbol is next to at least one matching symbol, you have scored. For each lobe of the tile, for each of the five directions that leave the tile, count the number of adjacent matching symbols in a straight line and score that many points in that colour.

If your score in a colour reaches 18, call "Genial" and immediately take another turn. (This can happen more than once in the same turn.)

If you reach 18 on all six tracks, you immediately win.

Otherwise either:

(a) Draw tiles from the bag until you have 6; or

(b) if you do not have any tiles with the symbol lowest or equal lowest on your scoreboard, you *may* instead draw 6 new tiles and turn in all the old ones.

Game end

Each player's score is the lowest of their 6 colour scores. Highest score wins. In case of tie, next higher-scoring colour, etc.