Pixies

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Goal

Have the most points at the end of three rounds.

Play

Shuffle all cards, and deal out ®.

Starting with the first player, each player takes one card and adds it to the spot in the their notional

3×3 tableau that matches its number.

If the spot was empty, place the card face up.

If the spot had a face-up card in it already, choose which of the two cards to keep face-up and turn the other one face-down under it..

If the spot had a face-down card in it, you must put this card faceup on top of it.

If the spot already had two cards in it, you cann't pleae the card

here; put it face-down in a different spot.

When all cards have been taken, the turn ends. If no player has cards in all nine spaces, the player who got the last card deals out ® more, and has the first choice of next card; play another turn.

Otherwise the round ends. Score up, then collect and shuffle all cards. Last player of this round is first player of the next.

Scoring

"Wild" cards count as all colours at once.

For each face-up card with a facedown card in the same space, score its face value.

For each " per colour" icon, +1 point per card of that colour.

On rounds 1, 2 and 3, 2, 3 or 4 points respectively, per card of the largest orthogonally-connected single-colour group.

For each visible @ +1 point.

For each visible **X** −1 point.