



## OBJECT OF THE GAME

*It's the thought that counts... or not!*

The players give, open, and store their gifts. Over the course of the game, each player will work toward building a *grid* of 12 KADO cards organized into **3 lines** and **4 columns**. Players score points according to the value, gift type, and ribbon color of each card.



## COMPONENTS

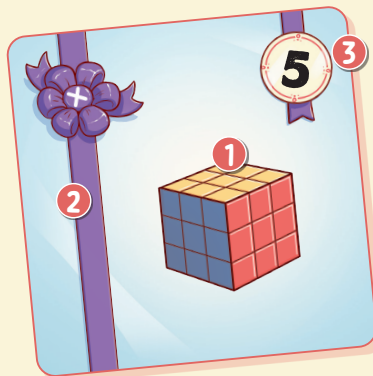
65 cards and 4 player aids  
1 rulebook



## THE CARDS

Each card features 3 details:

- 1 GIFT:** There are 5 types of gifts (socks, puzzle cubes, teddy bears, flowers, chocolates). The gifts determine how many points each **LINE** is worth.
- 2 RIBBON:** There are 5 ribbon colors (purple, orange, green, blue, red). The ribbons determine how many points each **COLUMN** is worth.
- 3 VALUE:** The points each card can score (from 1 to 5).



## SCORING

Before you start, let's learn how scoring works in KADO. This will affect how you play your cards throughout the game.

- For each **LINE**: choose a **type of gift** (typically, the one you have the most of in the line, but not always) and score the combined values of all of the cards of this type in the line.
- For each **COLUMN**: if all 3 cards in the column have the **same color ribbon**, count the points of the highest-value card. If not all the ribbon colors in the column match, you score no points for this column.

*Example of a grid at the end of a game.*



## SETUP

- Shuffle all the KADO cards to create the deck, and place it face down.
- Place the player aids in front of the players.
- Choose a **player** to start the game (the youngest player is always a good choice)



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## HOW TO PLAY

A game consists of 12 turns, each with 3 steps. At the start of each turn, each player receives a new KADO card they can use to make their **grid**.

Each turn, 1 player – the **gifter** – deals the cards. Players take turns being the **gifter**, in a clockwise fashion, with a new **gifter** each turn of the game.

### 1 DEAL CARDS

The **gifter** takes the deck and looks at the first card **without** showing it to the other players. Then, they hand it face down to any player of their choice (including themselves).

They repeat this process until every player, including themselves, has 1 card in front of them. Keep these cards face down for now. The players take note of their cards but keep them hidden for the time being.

### 2 CHALLENGE THE GIFTER

Clockwise, starting with the player to the **gifter's** left, the players can choose whether or not to **challenge** the **gifter**. If nobody wants to **challenge** the **gifter** or no challenges are successful, move on to the following step (3. ORGANIZE YOUR GRID).

When you declare a **challenge**, you must attempt to guess which card the **gifter** kept for themselves: announce aloud the **type of gift and the color of the ribbon**.

If the **gifter's** KADO card matches **either** criterion, the **challenge** is successful. You and the **gifter** **must** both reveal and **swap** your cards. After a successful challenge, the turn ends immediately and you can move on to the next step. Otherwise, the next player, in turn order, can **challenge** the **gifter**. If a player chooses not to **challenge**, the option to **challenge** falls to the next player.

*Note: after a failed challenge, the other players should try to remember the failed guesses to have a better chance of guessing the **gifter's** card.*

#### PERFECT GUESS

If you guess the **gifter's** card perfectly (the type of gift AND the color of the ribbon), swap cards with the **gifter**. You can then take the top card from the deck **without looking at it**. Keep this card **face down** alongside your grid: each extra card is worth 2 victory points at the end of the game.



+2 POINTS

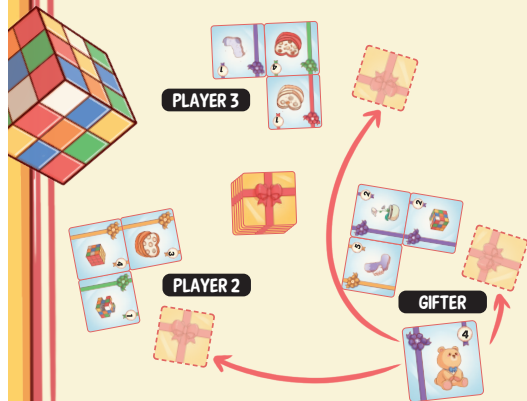
### 3 ORGANIZE YOUR GRID

Once all the players have their cards, place your KADO card onto your **grid**, according to the following rules.

Place your first card in front of you. You must place your subsequent cards next to (orthogonally) at least 1 other card.

Remember: all your cards must be contained within a grid of 3 lines and 4 columns.

Once placed, a card cannot be moved.



*Example: player 2's challenge was unsuccessful. Player 3 successfully challenged and swapped cards with the **gifter**.*



## END OF THE GAME

The game ends after the 12th turn. Each player will have a **grid** of 3 lines and 4 columns of KADO cards in front of them. Count your points (lines, columns, KADO cards received for perfect guesses). The player with the highest score wins the game. (See also **SCORING** on reverse.)

## DUEL (FOR 2 PLAYERS)

In a game with 2 players, the **gifter** must deal a card to each player and can also discard 1 card. Keep any cards you discard face down until the end of the game. The players take turns being the **gifter**. All other rules remain the same.

*Example: Albertine looks at the first card and decides to give it to the other player. She then looks at the second card, but it's not what she was hoping for, so she discards it face down. She then takes the third card, which she must keep for herself.*