

7+

2-6

15 min

# IPSO

INCLUDE, PLAN,  
SCORE, OPTIMIZE!



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## CONTENTS



96 cards, divided as follows:

90 cards numbered 1 to 90



18 green cards



18 magenta cards



18 blue cards



18 yellow cards



18 orange cards



6 Star cards



## GOAL OF THE GAME



Build rows of ascending numbers to score the most points possible!



## SETUP

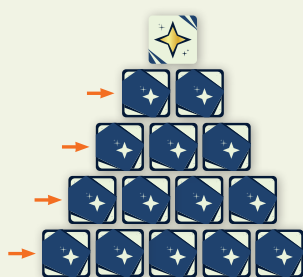


Shuffle the number cards and deal each player **14 cards, face down**.

Use your 14 cards to build a **pyramid** of 4 facedown rows: 5 cards, then 4, then 3, then 2.

Place **1 Star card** at the top of your pyramid. You can use this card at the end of the game.

The remaining cards form the draw pile.



## HOW TO PLAY



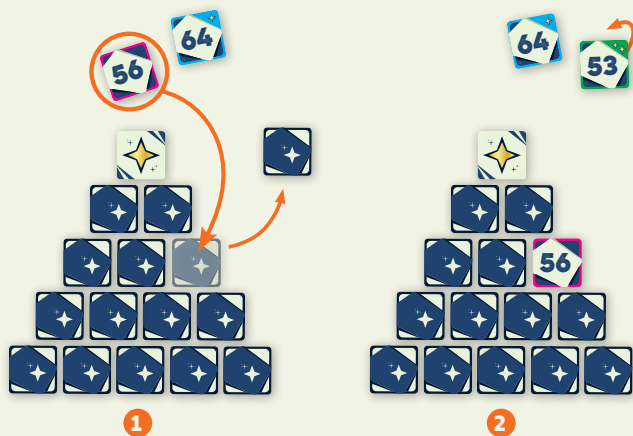
Flip the **top 2 cards of the draw pile** and place them face up in the center of the table. Keep the rest of the draw pile to one side.

Take turns clockwise, starting with the youngest player.

On your turn:

- 1 Choose **1 of the 2 faceup cards** in the center to **replace** 1 of the facedown cards in your pyramid.
- 2 Flip the card you have replaced face up and place it in the center.

**NOTE:** Your final score depends on the colors of your cards and whether they contain stars.

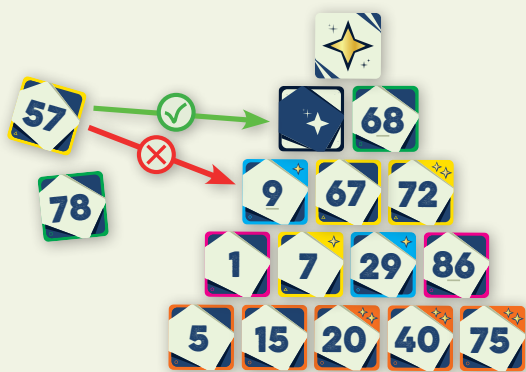


Play passes to the next player.

Continue in the same way until all players have revealed all the cards in their pyramids.

**IMPORTANT:** You may only replace the **facedown** cards in your pyramid.

You cannot replace a card you have added into your pyramid.





## Final round: Using your Star card



When all players have only faceup cards in their pyramids, return the 2 cards in the center to the **bottom of the draw pile**.

Next, each player chooses one of these two options:

- ◆ If you are happy with your pyramid: Keep your Star card to score yourself **3 extra points at the end of the game**.

**OR**

- ◆ If you'd like to improve your pyramid: Discard your Star card to play 1 extra turn.

If you do, draw the top card of the draw pile. You may **swap it for a faceup card in your pyramid** to improve one of your rows. If you do not wish to use the new card, discard it.

**NOTE:** You must discard your Star card, whether you keep the new card or not.

The game ends once all players have played this final turn.



## END OF THE GAME



**You only score points for rows of ascending numbers.** Discard any rows of cards that are not in ascending numerical order.

Count up your scores:

- ◆ A row of ascending numbers that contains **more than 1 color** scores **1 point per card**.
- ◆ A row of ascending numbers of the **same color** scores **2 points per card**.
- ◆ Score **1 point for each star** in your valid rows.
- ◆ If you still have your **Star card** at the top of your pyramid, score an **extra 3 points**.

*Scoring example: 3 + 4 + 9 + 10 = 26 points*



**The winner** is the player who scores the **most points**.

In case of a tie, the winner is the player with the most stars on their number cards.

Still tied? You'll have to play again!



## VARIANTS



### Odd and even rows

Follow the rules as normal. Once you have counted your points in the usual way, add **1 point per card** for any rows that contain **all odd** or all **even** numbers.

### Tournament mode

Play **4 games, changing the direction of play** each time. After the 4 games, count up your total points to determine the winner!



Designer's Note:

"A massive thank you to the fantastic team at Gigamic for their attentive ears and super work. Massive thanks also go to Fabienne Guillot, my family and friends, and to all the past, present and future players of IPSO!"

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