

Watch the tile walls grow! Players will be tiling the walls with the azulejos - whichever player has the most valuable tiles will win prestige (and points). But a word of caution, the King will reject tiles if he feels there are an excessive amount of them played - simply too gaudy! Select your tiles carefully, know when to push your luck and how to read your opponents to score big!

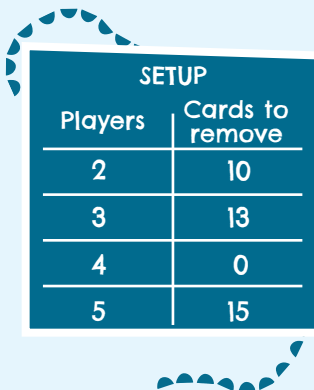
Contents

100 cards, 20 in each of the 5 colors. Among these cards, 5 have a Rooster icon* worth 1 point each, 6 cards are worth 2 points, 5 cards are worth 3 points, 2 are worth 4 points, 1 is worth 5 points and 1 is worth 6 points.

Setup

Shuffle the cards and randomly remove a certain number of cards, face down, according to the number of players (*see chart*). Discard these cards in the box. They will not be used during the game.

Distribute 5 face-down cards to each player. Make a face down draw pile with the remaining cards. Place the draw pile in the middle of the table within reach of all players.



SETUP	
Players	Cards to remove
2	10
3	13
4	0
5	15

Overview

The game is played over several rounds. On each round, each player will play a total of **4 cards** over 3 turns: 2 cards on the first turn, and 1 on the two following turns. **After each turn**, replenish your hand in order to always have 5 cards.

There is a scoring phase at the end of each round. Is there an exact number of Rooster cards in play? If not, which color is in majority?

The game goes on like this until the draw pile is empty and each player has only one card remaining in hand.

The player with the most points at the end of the game wins.

*The Rooster of Barcelos is a Portuguese legend concerning fairness, fate and wonders.

Playing the game



1. Play cards

First turn

Each player chooses **2** cards from their hand and places them face down in front of them. When all players have done the same, all cards are revealed at the same time. Each player then draws 2 cards to replenish their hand to 5 cards.

Second and third turn

On each turn, each player chooses **one** card and places it, face down, in front of them. When all players have done the same, all cards are revealed at the same time. At the end of each turn, each player draws 1 card.

At the end of the 3rd turn, each player has 4 face up cards in front of them and 5 cards in hand.

2. Evaluating and scoring a round

At the end of the round, proceed to the scoring phase. Is there an exact number of Rooster cards in play? If not, which color is in the majority? Either way, you will keep the valuable cards in a face-down score pile. The other played cards are put on the discard pile. The next round begins.

The scoring at the end of a round is performed in this order:

2.1 — First, is there an exact number of Rooster cards in play?

2.2 — If not, which color is in the majority?

2.1 — Rooster cards

If an **exact number** of Rooster cards was played, only the Rooster cards are scored. This number corresponds to the number of players + 2 (*see chart*). Each player who played Rooster cards adds them to their face down score pile in front of them. All other played cards are discarded. Then, the next round begins.

NUMBER OF ROOSTER CARDS

Players	Rooster cards
2	4
3	5
4	6
5	7



Example:

In a 4-player game, exactly 6 Rooster cards were played. Consequently, only these cards are scored.



2.2 – Color majority

If the exact number of Rooster cards was not played, determine the most played color. For each color, count the number of cards, including Rooster cards, played by all players during this round. Each player takes the cards from the color in majority in front of them and adds them to their face down score pile. The value indicated on each card represents the points gained. The remaining cards in play are put in the discard pile. Then, the next round begins.

Attention!

Two situations may alter the evaluation of the color majority:

- the color or colors who are in the majority reach or exceed the limit;
- some colors are **tyed** for the majority.

Limit

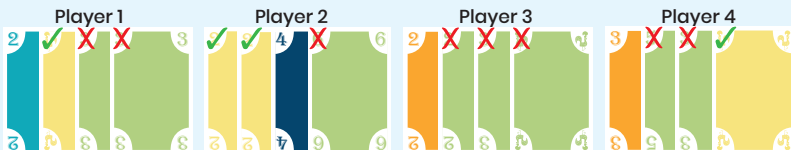
The limit varies according to the number of players. It corresponds to the number of players + 3 (see chart).

A color for which the total number of cards played **by all players** is equal or superior to the limit **brings no points** during this round. All cards from this color must be discarded. Proceed to determine the next color majority on the table.

LIMIT	
Players	Limit
2	5
3	6
4	7
5	8

Example:

In a 4-player game, 8 green cards were played. This number exceeds the limit of 7 cards. Consequently, all green cards are discarded. The next majority color is yellow with 4 cards. Only these cards will score points.

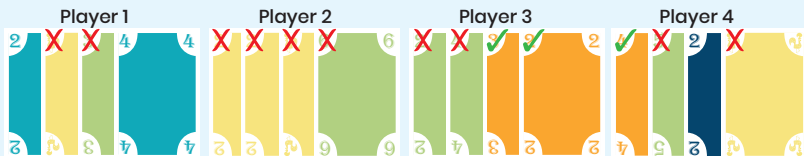


In case of a tie

In case of a tie for the majority between more than one color, all cards from these colors are discarded. Determine the next color majority. If you are not able to find such color, no one scores points and all played cards are discarded.

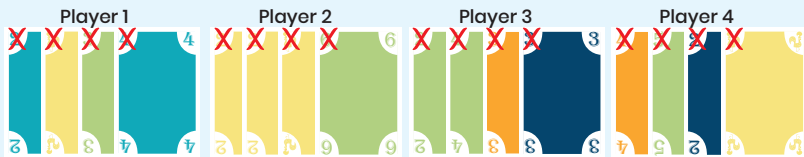
Example 1:

Both yellow and green are tied with 5 cards each. The next color majority is orange with 3 cards. Only these 3 orange cards are scored.



Example 2:

In this case, yellow and green are tied. The next color majority cannot be determined because dark-blue, orange and turquoise also are all tied and thus no cards bring points during this round.



End of the game

As soon as the draw pile is depleted, play a last round with the remaining 5 cards in hand, without, of course, replenishing your hand between each turn. Discard your last card in hand. Each player adds up the value of the cards in their score pile.

Variant for a longer game

Each time the draw pile is exhausted, keep the score of each player on a sheet of paper. At that point, if no player has reached or exceeded 50 points, keep playing. Shuffle all 100 cards, remove the number of cards according to the number of players, as indicated in the chart on page 2, and start a new round.

From now on, as soon as a player reaches or exceeds a total of 50 points at the end of a round, the game ends.

Victory

The player with the most points at the end of the game wins. In case of a tie, the player with the most cards in their score pile wins. If there is still a tie, the tied players share the victory.

Credits

Designer: Tsuyoshi Hashiguchi

Production: Sophie Gravel

Development: Peter Eggert, Katja Volk,
André Bierth & Moritz Thiele

Art Direction: Sophie Gravel

Illustrations: Chris Quilliams

Graphic design: Maryse Hébert-Lemire
Danik Renaud



© 2024 Plan B Games Inc.
4001 rue F.-X.-Tessier, suite 100
Vaudreuil-Dorion, QC J7V 5V5
Canada

All rights reserved.
No part of this product may be reproduced
without specific permission.

Made in China.

GALLERY
OUCHI

Development by:



www.planbgames.com

A game by **Tsuyoshi Hashiguchi**

5211



SPECIAL EDITION

RULEBOOK

