SUPER POSE

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GOAL OF THE GAME:

Skilfully arrange your cards to create **ZONES** (at least FOUR IDENTICAL ADJACENT ICONS (4-connected zone) to each other), and score maximum points by achieving "SUPER-POSE" without crushing any flowers! You can increase these **ZONES** or link them together to score extra points. Once all cards have been placed, the player with the most points wins the game.

In the event of a tie, the player with **the largest existing ZONE** wins. If there is still a tie, the player with **the highest number of existing ZONES** is declared the winner. We hope you enjoy the game!

Contents:

- 110 cards:
  - 12 cards for each player: Cat/yellow, Butterfly/red, Elephant/green, Fish/blue, Rabbit/orange, Bird/purple, with 1 « scoring aid » card (in each language).
  - 5 "Getting Started" cards, 3 "Score Track" cards, 1 "First Player" card and 2 "Advanced Rules" and "Play as a Team" cards.
  - 9 cardboard "player" tokens in different shapes and colors, and 6 "team" markers.

SUPER-POSE is played with an identical starting hand of 3 cards (marked with 2 diamonds) and a deck of 5 or 9 cards per player. For the first game, discard the 4 cards marked with two circles in the center.

◇ Discard the 4 cards with circles for the 1st game or quick games. ○

Score track:

Turn over the 1st and 2nd cards to expand the track if necessary.

Starting hand, cards with the 2 diamonds.

Draw deck of 5 cards.

Your player token.

1st player card, Team marker, Scoring aid card.

GAME SETUP:

Each player chooses a pack of one color/icon (for example: yellow/Cat). The 1st player is the one who has placed the game box on the table. The player will take the "first player" card. **For your 1st game**, take the 3 double-sided « getting started » cards (with black squares) and leave the 2 « getting started » cards with "Flowers" icon in the box.

In the order and direction of their choice, the 1st player positions their 3 cards, overlapping 2 black squares between them, **without ever masking any icons**. This is the start of the "game board". (Note that you can cover the black squares during the game). The game can now begin. The following rules apply, regardless of the player count.

GAME TURN:

Playing clockwise, on your turn you lay down a card, then draw a new one, to **return to a three-card** hand (except when your deck is empty). Then you play clockwise. During the game, **you play all your cards.**

RULE OF THE « CARD IN PLAY »:

You are not allowed to take a card out of your hand to simulate or check its placement on the "game board", and then put it back into your hand of 3 cards. A card that **comes out** of your hand **must be played**. It's up to you not to make a mistake!

However, there's nothing to stop you from rotating your cards **in your hand** during your turn or another player's turn, to simulate the best placement or orientation.

PLAY A CARD:

To be able to play a card, **at least one icon on the card** being played, whether it is your colour/icon, must **COVER** an **IDENTICAL ICON** already on the table and **call it out for the other players**, AND at least one other **ICON** (any icon) must be **in direct contact with the playing zone**. The final orientation of your card is completely free (horizontally or vertically).

SO YOUR CARD CANNOT COMPLETLY COVER CARDS already in play.

1 CREATE A ZONE:

A **ZONE** is a set of identical icons which **are adjacent, at least FOUR IDENTICAL ICONS ORTHOGONALLY ADJACENT** to each other, **AND** is formed by using icons from at least **TWO DIFFERENTS cards**.

At the start of a player's turn, a ZONE **"EXISTS"** if it consists of 4 (or more) identical and adjacent symbols.

CAUTION: 2 or 3 identical adjacent icons are not a zone (apart from a great opportunity to make a "SUPER-POSE" by adding other icons during another turn).

-> Create a zone with 4 icons is a "SUPER-POSE" worth 4 points.
-> Create a zone with 5 or more icons is worth only 3 points.

2 INCREASE ZONE SIZE:

To increase an **"EXISTING"** zone, **increase it's number of icons** by placing a card with icons identical to the existing zone.

Example: This zone with 5 icons becomes 7 icons at the end of the turn. It is increased by +2 icons.

By increasing a zone, you can change its shape.
If the new shape has 1 more icon than before, you score 1 point. If it has 2 more icons, you score 2 points. If it has 3 or more icons, you score 3 points.

If you have an existing zone with 4 or 5 icons and you change its shape to reduce it to 4 icons, this **is not an increase**, it's **a reduction** of the **existing zone**. **IT DOES NOT SCORE ANY POINTS**. Futhermore, a zone whose shape is changed without increasing the number of icons does not **score any points either.**

3 LINK TWO ZONES:

With **1 card**, you can link 2 existing zones **separated by at least one different icon**, creating a single large zone.

Example: with the card in play, by covering the "Bird" icon on the right, you link the **existing zones** of 4 and 5 "Rabbit" icons (Fig. 1) with a "bridge" of 3 new "Rabbit" icons.

This clever placement creates a zone of 12 "Rabbit" icons and the player **scores 4 points**. A good way to break a tie if the area remains intact until the end of the game.

Fig. 1

For the same example, playing the card opposite instead: you can cover the left "Rabbit" icon of the existing zone of 5 "Rabbits" (Fig. 1) with the right-most one on your card, creating a final zone of 10 icons. By covering the single "Fish" icon with this card, you connect the 2 separate zones.

-> *Tip: Keep your card with 3 "Rabbit" icons to make a "SUPER-POSE" later in the game (cards with 3 identical icons are very useful for this).*

Fig. 1

4 **« FLOWER » ICON:**

This icon can **NEVER be covered**, whatever the icon (not even a "Chameleon").

The "Flower" **is never used** to play a card. It can cover other types of icon, **but never** a "Flower" icon.

It's simple: « **You never crush flowers, ever!** »

– ONCE THE FIRST GAMES HAVE BEEN PLAYED –

SETUP:

Now that you know all the basic rules of the game, you can add the 2 « getting started » cards with the "Flowers" in addition to the 3 « getting started » cards used previously, thus varying the starting setup and offering new challenges from the start of the game!

At the beginning of the game, you will have 3 or 5 cards placed on the table. The rules for placing and overlapping these cards remain unchanged.

Increase your draw deck:

If you wish, you can add the 4 discarded cards to your deck to make a nine-card deck.

« CHAMELEON » ICON:

During your turn, the "Chameleon" **joker** icon on your card or those visible on the board **can** take the shape of the icon with which they **come into contact**. Either by **superposing** (from above or below), or when the "Chameleon" joker icon is in **adjacent orthogonally** contact with another icon (see below).

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SUPERPOSING: When playing your card, the "Chameleon" icon on your card and match any other on the game board (or vice versa), allowing you to lay down your card.

ADJACENT: To use a "Chameleon" previously in play, place a card that is adjacent orthogonally to it. It will then take the shape of the adjacent icon **on the card**. At the end of your turn, it will return to its joker shape.

In the example below, it becomes a "Rabbit". **NOTE: during the same turn,** you cannot change it to a "Fish" icon to create a "SUPER-POSE".

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For this position of the card.

If it has not been used "by superposing" in this turn, you can do the same with a "Chameleon" present on the card you have just placed and an icon on the game board.

Fig. 2

CAUTION: You cannot announce the shape of your choice for a "Chameleon" **that is not adjacent to** the card you play **during your turn.**

Particular cases:

It may happen during the game that a "Chameleon" on the card you are playing is adjacent to another "Chameleon" already in play.

A Chameleon can cover another Chameleon, so use the "ADJACENT" rule once you have placed your card.

Fig. 3: The "Chameleon" that you play by "superposing" takes the shape of a "Rabbit". As another "Chameleon" is adjacent to it, you can turn it into a "Rabbit" and create a 4 points "SUPER-POSE" combo.

For the next player, the "Chameleons" **become jokers again**, and the "zone" created previously **no longer exists**.

Fig. 3

SUPER POSE

PLAY AS A TEAM:

You can play SUPER-POSE as a team of 2 players using the "Golden Griffin", "Silver Dragon" and "Bronze Unicorn" team markers.

Hand out the markers face down, then turn them over to find your teammate. Or agree among yourselves. The points of the two teammates are added together on the score track, using the token corresponding to the team as the score token. The rest of the rules can be found on the "PLAY AS A TEAM" card.

-> **Caution**: As a team, you will probably not play all your cards.

ADVANCED RULE:

For more experienced players, you can play with the "ADVANCED RULE" card, which score points for **creating each of your 3rd and 5th existing zones** on the game board. As a team, score these bonus points by counting only the existing areas that **YOU** have created (not those created by your team-mate).

-> **Note:** Scoring this point is valid even if you create your 3rd zone with a "Chameleon" icon. However, at the end of your turn, this zone will no longer exist, leaving you with only 2 existing zones. It is therefore possible to score this extra point **SEVERAL TIMES DURING THE GAME!**

ADVANCED RULE

COLORBLIND FRIENDLY
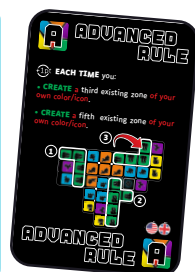
This game has been designed to accommodate different forms of colour blindness by using the contrasting shapes and colours of our "animals" and "fantasy animals" icons (team game), and our score tokens. Without realising it, there are people around us who don't see exactly the same thing as you. Let's look out for each other and play together.

In this game, "player" is a generic term that refers to all players: those who play for fun, alone or with others.