

Aathenuo



**2 to 4 Players, 4 Recommended
Card table or flat surface required**

Aatheuo

Setup

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- ① First determine the **starting player**: All players randomly draw a tile, and the player with the largest number plays first. Star tiles beat all numbers. Redraw to resolve ties. Afterwards, put these tiles **back in the bag**.
- ② Thoroughly mix all tiles in the bag. All players randomly draw **10** tiles from the bag. Place your tiles in your wood holder, with the numbers facing towards you. Other players may see what colors your tiles are and how many you have, but they **should not** be able to see the tile numbers.
- ③ The game is played by turns. Rotate turns clockwise between players.

Gameplay

- ① When it is your turn, you must play at least one tile. You may play multiple tiles per turn. If you cannot play a tile, then you must **randomly draw a new tile** from the bag and **end your turn**.



NOTE: The **star tile** acts as any number **1 through 8** of the corresponding color.

- ② To play a tile, you must create a new **set** or build onto an existing set.

A **set** is defined as:

- Three **or more** tiles.
- Either:
 - Tiles of the same number, but **different** colors.
 - OR**
 - A sequential order of numbers with the same tile color.



Sets may be built off of other sets either horizontally or vertically **in either direction**, but a **square grid** structure (like a crossword puzzle) must be maintained. You cannot build in a diagonal direction, but you may create **multiple unconnected** square grids.

- ③ During your turn, you may rearrange any tiles in play. However, you may break and recreate sets only if the defined properties of sets are **maintained everywhere** when you finish your turn. All tiles previously in play must be used, so you cannot bring an in-play tile into your hand.
- ④ Declare to the other players when you end your turn. You win if you are the first player to have **no tiles remaining**. With more than 2 players, continue playing to determine runner-ups.

Examples

Same-Number Set

Correct: All tiles have different colors.

Incorrect: All tiles must have different colors.

Same-Color Set

Correct: All tiles have the same color.

Incorrect: All tiles must have the same color.

Incorrect: The numbers must be sequential.

Adjacent Sets

Correct: The two sets are not touching.

Incorrect: The pair of fives does not form a set (at least 3 tiles are required, but there are only 2).

Incorrect: Star tiles can only act as values 1 through 8. They cannot act as 9.

Gameplay Sample

1

Player One starts the game with the first set. The star tile acts as a 2.

2

Player Two adds the Red 3 and Red 4 to build a new set off of an existing set.

3

Player Three adds the Red 5.

4

Player Four has another Red 3, and to add it, she moves the Red 5 so a new set can be created. This new set shares the Red 4 with the existing set.

5

Player One has a Red 2 and Red 7. He replaces the Red Star with the Red 2 and treats it as a Red 6 to connect the Red 7.

6

Player Two has a Red 5 and breaks the Red Star and Red 7 from their previous set to create a new set using his Red 5. He also has a Yellow 1, 2, and 3 and chooses to create a new set using those. Notice that the direction of the numbers doesn't matter.