

GAMEWRIGHT™

iota™

the great big game in the teeny-weeny tin



2-4 players • Ages 8 and up

## Rules of Play

### Contents

- 64 unique cards
- 2 Wild cards

### Object

Score the most points by adding cards in **lines** connected to the grid.

A **line** consists of 2, 3 or 4 cards straight in a row or column, in which each individual property (color, shape and number) is **either** the same on each card **or** different on each card.

### Set Up

Get a pencil and paper for scoring. Shuffle and deal 4 cards face down to each player. (Look at them but keep them secret from opponents.)

Stack the remaining cards face down to form a draw pile. Place the top card face up in the center of the playing area to form the starter card. Notice that each card has three properties: a shape, a color and a number.

### How to Play

The teeniest person starts the game and play moves to the left. On your turn, take one of two actions:

1. Add 1,2,3 or 4 cards in a single **line**, connecting to any card(s) already in play. All cards must follow the **Guidelines**, below. Record your score and then replenish your hand to 4 cards...

**or**

2. Pass... and trade some, all or none of your cards back to the bottom of the draw pile and take new ones.

### Guidelines

- All cards played must connect in a single straight **line** and at least one must connect to the grid.
- Although you must play cards in a single **line**, additional **lines** may be created and/or extended as a result. (See Turn 3 on other side for example.)
- You may create or extend a **line** by adding cards to both ends of it. (See Turn 2.)

- In every **line**, all cards must either be all the same or all different in each individual property: color, shape, and number. (See "How do you form a **line**?" below.)

- Cards may be played in any sequence.

- A 4 card **line** is called a **lot**. Creating one doubles your score for the turn.



- Maximum allowable **line** length is 4 cards.

- If there are any gaps, it's not a **line**... and some spaces on the grid will be impossible to fill.

### How do you form a line? Easy as 1 2 3

Since any 2 cards have some or no properties in common, **any 2 cards will work** to begin a **line**. The 3rd and 4th cards in that **line** must satisfy the requirements set by the first 2 cards.

Therefore, before adding the 3rd card to a **line**, look at the 3 cards that would be in that **line** and ask yourself:

1. Are the **colors** either all the same or all different on each card?

### Scoring

After each turn, add up the face values of all cards in each **line** either created or extended on your turn. If a card is part of 2 **lines**, it is counted twice. Double points for the **entire turn** for each **lot** completed. Double again for playing all 4 of your cards on one turn.

### Ending the Game

The game ends when the draw pile runs out and one player plays his or her last card. Double points for that turn. **High score wins!**

### Variations

- For a shorter game, play with half of the deck (include Wild cards).
- When playing with young children, ignore scoring: first player out of cards after the draw pile runs out wins.

2. Are the **shapes** either all the same or all different on each card?

3. Are the **numbers** either all the same or all different on each card?

If your answer is **no** to **any** of these, then it's not an allowable move.

Ask yourself these same questions before adding the 4th card to create a **lot**.

## Examples of Lots



**Same color** on each card.  
**Different shapes** on each card.  
**Same number** on each card.



**Same color** on each card.  
**Same shape** on each card.  
**Different numbers** on each card.



**Same color** on each card.  
**Different shapes** on each card.  
**Different numbers** on each card.



**Different colors** on each card.  
**Same shape** on each card.  
**Same number** on each card.



**Different colors** on each card.  
**Different shapes** on each card.  
**Same number** on each card.



**Different colors** on each card.  
**Same shape** on each card.  
**Different numbers** on each card.



**Different colors** on each card.  
**Different shapes** on each card.  
**Different numbers** on each card.

## Wild Cards

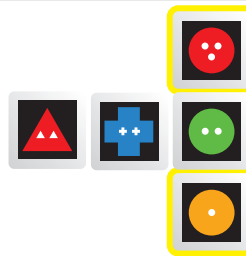
A Wild card substitutes for any other card and has a face value of 0 points. You may “recycle” a Wild card in play prior to your turn by exchanging it with a card from your hand that fits

any **line(s)** it may be a part of. You may then replay it on any turn. You do not have to name a Wild card when you play it. However, it must represent the same card if part of two **lines**.

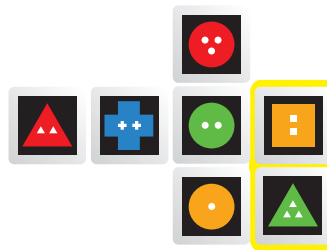
## Play Example



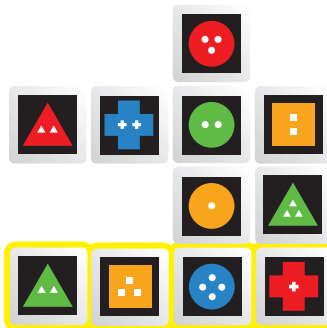
**Turn 1** 2 cards are played. Same number, different colors, different shapes. **6 points**



**Turn 2** 2 cards are played creating a new 3 card **line**. Same shape, different colors, different numbers. Cards must be played in a single **line**, though they needn't touch. **6 points**



**Turn 3** 2 cards are played. The yellow square 2 completes a **lot**. 2 new **lines** of 2 cards each are also created. 12 points for the 2 lines across (8+4). 5 points for the **line** up/down. Double for the **lot**. **34 points**



**Turn 4** 4 cards are played completing 2 **lots**. Face value of each **lot** is 10 points. A second **line** down worth 6 points is also extended for a total of 26. Double all points for **lot** 1. Double again for **lot** 2, and double again for playing all 4 cards! **208 points**