

# CLUSTERED

1-4 PLAYERS • AGE 7+ • 5 MIN TO LEARN • 30 MIN TO PLAY

Clustered is an easy-to-learn strategy card game that is fun for the whole family! During the game, players will make moves according to the symbols on the cards in their hands. The symbols on Clustered cards vary by shape, fill type, and number. Challenge your pattern recognition skills by playing cards that share attributes in common with neighboring cards on the board. Carefully choose where to play in order to either score points for yourself or block your opponents from doing so. Each card you cluster together in a row or a square will get you a point. Simply score more points than the other players to win. It's anyone's game until the last card is played!

## Getting started:

Place the start card (pictured below) in the center of the table. Pick your playing surface wisely, its size and shape can effect where you can place your cards.



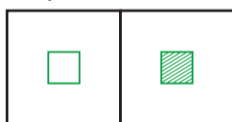
Start Card

Give each player a deck of uniquely colored cards. All decks are identical with the exception of the card color. Each player should thoroughly shuffle his/her own deck, place the cards facedown on the table, and draw a hand of five cards. On a player's turn he/she will play a single card following the card placement rules detailed below. If the player cannot make a legal move, he/she must discard one card out of the game. A player cannot opt to discard if another legal move is present. At the end of a turn, the player draws a new card from his/her deck.

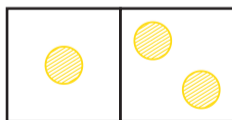
## Playing a card:

The symbols depicted on an individual card determine where the card can be placed. The symbols have three different attributes, which vary from card to card: shape (square, triangle, or circle), fill type (hollow, dashed lines, or solid), and number (one, two, or three symbols). A card must be played so that it is sharing at least one edge with another card that is already on the table. To place a card on the table, all neighboring cards must share at least two of the three symbol attributes in common with the card being played. Players' decks contain every combination of each of the three symbol attributes, totaling 27 cards.

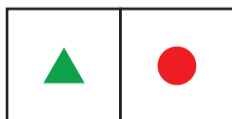
Note: Color is **not** counted as one of a card's three attributes. Color indicates which player a given card belongs to, and thus does not affect where a card can be placed.



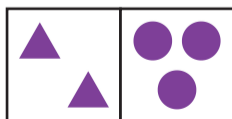
**Legal move** - attributes in common: shape (both squares) and number (both 1).



**Legal move** - attributes in common: shape (both circles) and fill (both dashed).



**Legal move** - attributes in common: number (both 1) and fill (both solid). Color can be ignored because it only indicates who played it.



**Illegal move** - attribute in common: fill (both solid). This move is not allowed because these cards only share a single attribute in common.

Each deck also contains two wild cards (pictured below). Wild cards can be played next to any other card in the deck, and players need not assign a specific value to the card. In other words, the wild card can have up to four cards of any kind bordering it at a given time without any conflicts.



The red player's wild card.

## Blocking other players:

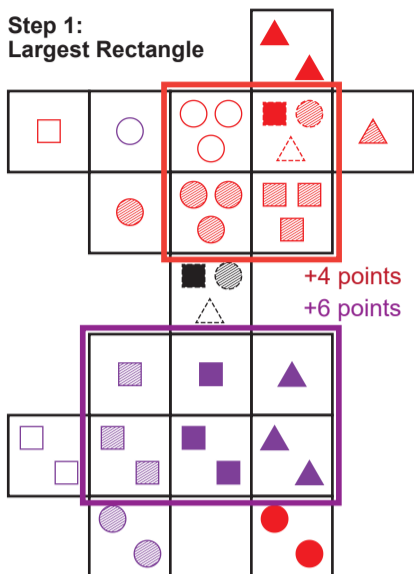
Players can place cards adjacent to other player's cards as if they were their own. Players might opt to do this in order to prevent others from scoring points, or when they don't have legal moves available next to their own cards.

## Scoring:

Scoring takes place when all players' cards have been played or discarded, this would signify the end of the game.

### Step 1:

#### Largest Rectangle



### Largest Rectangle:

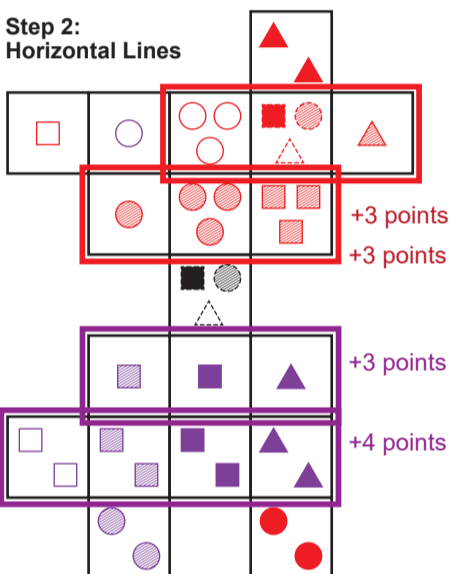
Players get points equal to the number of cards that make up their largest uninterrupted rectangle. A rectangle is considered uninterrupted if it is made up of only a single player's cards (i.e., no opponents' cards fall within it). The rectangle must have two or more cards on each side to qualify for points. In addition, the rectangle may have uneven side lengths. For example, a 3X2-card rectangle would be worth 6 points.

## Lines:

Players get 1 point for each card in a line that is 3 cards or longer. Lines can be vertical or horizontal, but not diagonal. The lines must be uninterrupted to get points. A line is considered uninterrupted if it is made up of only a single player's cards (i.e., no opponents' cards fall within it). If another player's card interrupts the line, it must be scored as two separate lines.

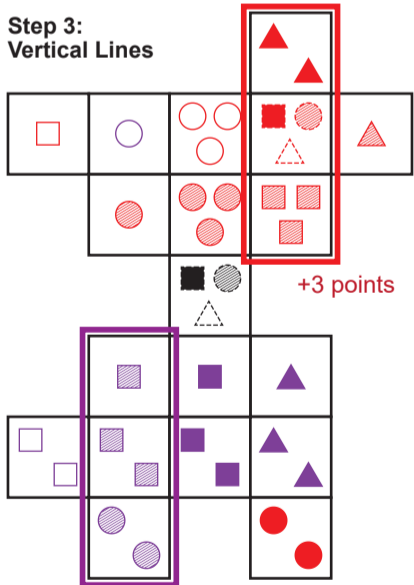
### Step 2:

#### Horizontal Lines



### Step 3:

#### Vertical Lines



## Scoring Notes:

To determine a player's final score, count up the number of points from that player's largest rectangle, then tally all of his/her cards in horizontal lines, and then all vertical lines. A single card can score up to 3 points if it makes up part of a rectangle, a horizontal line, and a vertical line. As mentioned previously, a player gets no points for lines of fewer than 3 cards and rectangles smaller than 2X2 cards. The start card is not counted in any player's score. If a player has a line extending through the start card, it is scored as two separate lines.

## Scoring Example:

The above example would result in a total score of 16 points for purple and 13 points for red. Note that a purple card is interrupting one of red's horizontal lines, and thus the final card in that line is not worth any points. Also note that the start tile is not included in the scoring.

## Winning:

The player with the highest score at the end of the game wins.

## For More Clustered Information:

Visit [SculpinGames.com](http://SculpinGames.com) to get connected with the Clustered community, find alternative rules, and watch a video of Clustered being played.