



2-6
30-40 min

With tactics and luck
you don't get stuck...

Author: Bella Lucca
Graphics and Editing: Drei-Hasen-Werkstatt, D-91486 Uehlfeld

ALLEGRA is a semi-cooperative variation among the wide range of card games which have been played for a long time under the name of GOLF in the Anglo-Saxon area. Poker cards were used to play it until not long ago.

The communicative element of knocking and the fact that each player gets only 12 cards but plays with 15 cards makes ALLEGRA a very special experience.

GOAL OF THE GAME

You try to optimize your deck of cards by collecting, swapping, knocking and clearing to score as low as possible after three rounds.

MATERIALS

- 120 playing cards with values from -1 to 11



8 each

11 each

9 each

- 6 wooden chips
- rules

Please have a pen and paper ready for noting down the points (not included in the game).



GAME PREPARATION

The player whose birthday was recently shuffles all cards thoroughly and deals 12 cards face down and one wooden chip to each player.

Please note! The cards may not be looked at!

All players put their 12 cards face down in a grid of 4 columns and 3 rows (from the top left to the bottom right) in front of them.

Place the remaining cards face down in the middle of the table as a draw pile.

Place the top card of it face up next to it to start the discard pile.

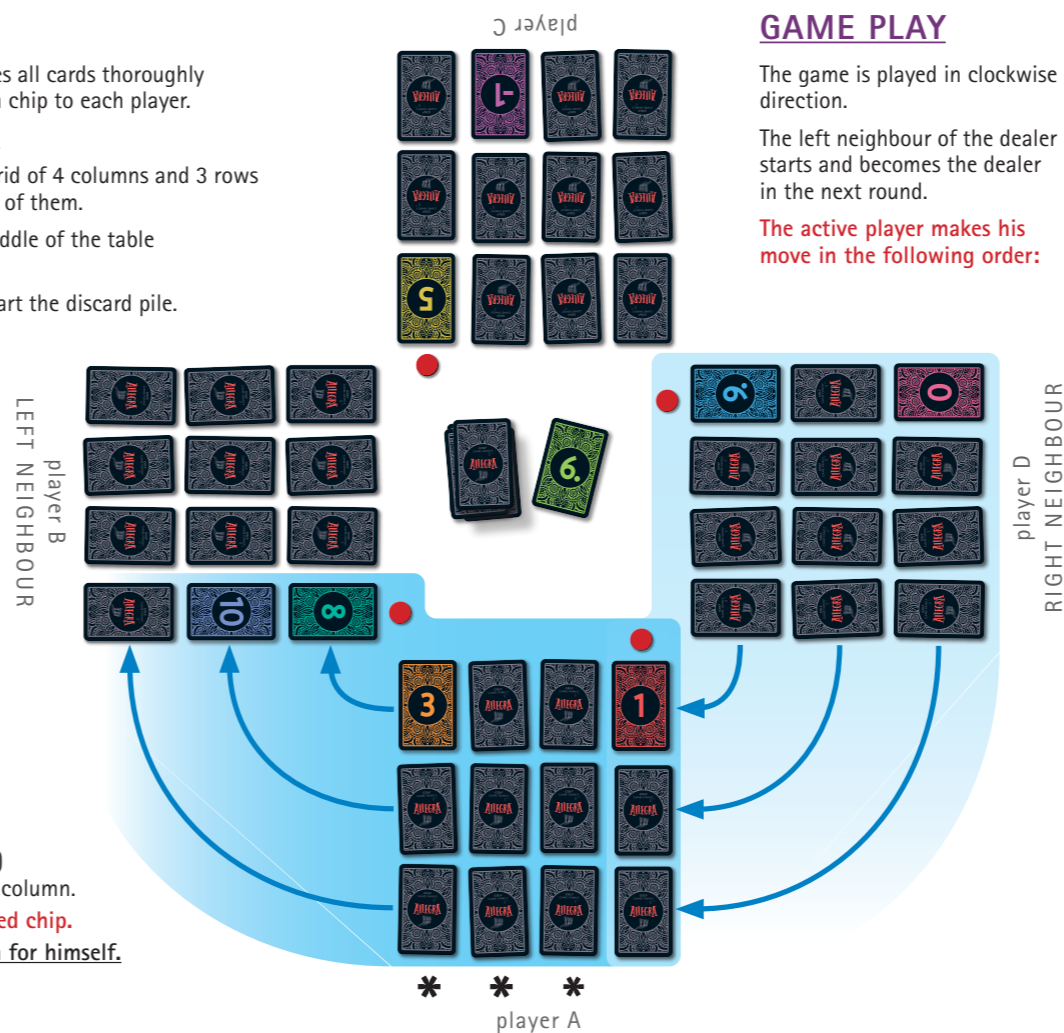
Then every player turns over 2 cards of his choice from his 15-card-display.

What is the 15-card-display?

Everyone plays additionally with 3 cards of his left-hand neighbour, i.e. with a total of 15 cards – so you will have to look around the corner and think outside the box!

EXAMPLE:

- Player A also plays with the right column of his left neighbour (player B).
- Furthermore, the right neighbour (player D) plays with player A together with his right column.
- Each common column is marked with a red chip.
- Each player has the 3x3 cards in between for himself.



GAME PLAY

The game is played in clockwise direction.

The left neighbour of the dealer starts and becomes the dealer in the next round.

The active player makes his move in the following order:

1. Draw a card

He either draws the first card of the draw pile or the first card of the discard pile. This hand card must be shown to all the players.

2. Swap or discard the card

Now the player decides if he keeps or discards the drawn card.

- If he discards it, he turns over one face down card of his choice on his 15 card display.
- If he keeps it, he swaps it with a card of his choice (face up or face down) on his 15-card-display. He places it face up into the place of the exchanged card which is tossed face up on the discard pile.

How does the knocking work?

When the active player has drawn a card from the draw pile and has shown it to the other players, each one of them can knock.

To do this, a player knocks on the table, indicating to the active player that he is interested in the card he has just drawn and that he would like to have it.

- If the active player agrees, the knocker gets the card.
- The knocker swaps the knocked card with a card of his choice from his 15-card-display which he now temporarily takes into his hand.
- If the knocker is now able to clear 3 identical cards, he tosses these 3 cards on the discard pile immediately (see 3. Clear).
- The active player now takes a (face up or face down) card of his choice from the 15-card-display of the knocker and swaps it with a card of his own 15-card-display. The exchanged card is tossed on the discard pile.
- The knocker now places the card from his hand face up into his 15-card-display where the active player had taken a card from.

If there are several knockers the active player may choose one of them to perform the knocking action.

- If the active player doesn't agree, his move continues as described in point 2. Otherwise his turn ends (after a possible clearing).

- Please note! A card from the discard pile may not be knocked!
- A player is not allowed to knock anymore: with 3 or less cards in his 15-card-display or after his last move in the final round.

3. Clear

Row with 3 identical cards:

As soon as the active player has 3 identical, face up cards next to each other in one row on his own display, he immediately clears them and tosses them on the discard pile.

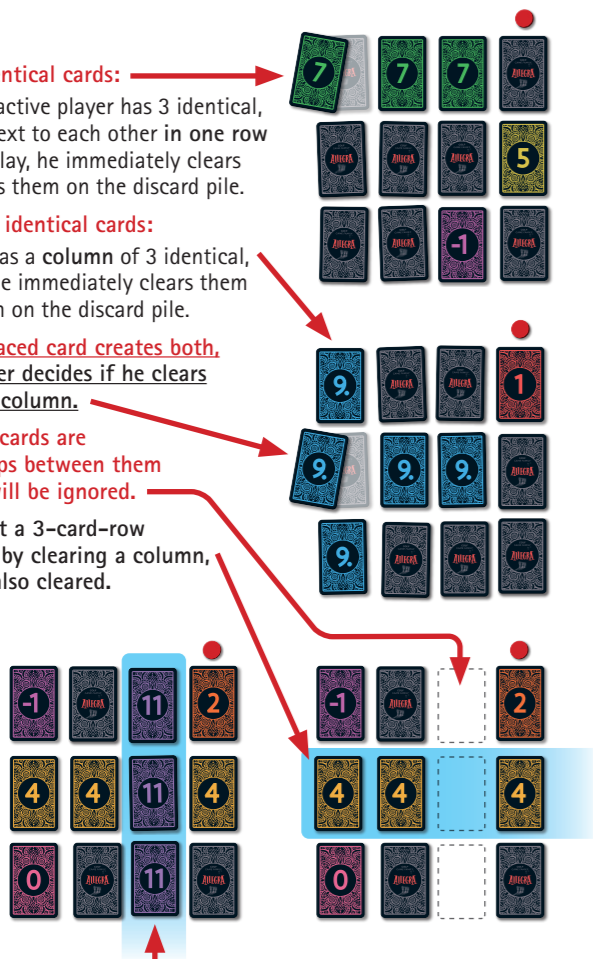
Column with 3 identical cards:

As soon as he has a column of 3 identical, face up cards, he immediately clears them and tosses them on the discard pile.

If the newly placed card creates both, the active player decides if he clears the row or the column.

Please note! If cards are cleared, the gaps between them remain! They will be ignored.

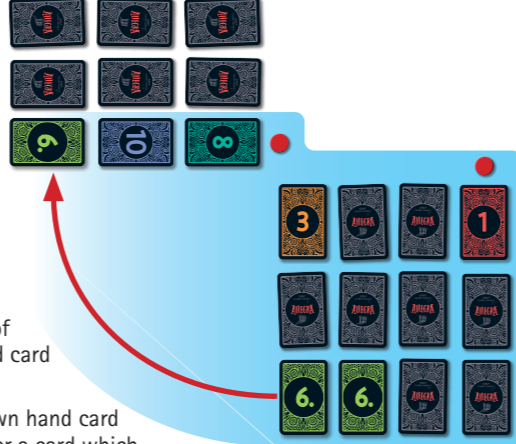
This means that a 3-card-row can be created by clearing a column, which is then also cleared.



It is also possible to clear "around the corner", using cards from the neighbour's column – since this is part of your own 15-card-display.

Only after the active player has cleared, he tosses, at the end of his move, the swapped card onto the discard pile.

If you discard the drawn hand card and randomly turn over a card which completes a 3-card-row, the three cleared cards are tossed on the top of the discard pile.



END AND SCORING

The round ends as soon as all 15 cards from the display of one player have been turned over or cleared.

Now all the other players have exactly one last move.

It may be that a neighbour turns over one's own last card. This rule is not affected by this. This means that players with only face up cards are skipped in the final round.

After this final round all face down cards are turned over. If columns or rows with 3 identical cards are created by this, they will not be cleared anymore!

The players add all card values of their remaining 15-card-display. The result is written down on a piece of paper. The player with the lowest score wins the round!

You play 3 rounds. The points of all rounds are added up. The player with the lowest score at the end wins the game.

What does it mean if you don't have any face down cards left in your own 15-card-display?

- You cannot perform any action.
 - The first player who does not have any face down cards anymore starts the end of the round. He must have scored the lowest amount in this round alone now! Otherwise his positive points unfortunately double!
- If the score is negative, the minus points are halved, which can lead to results with half points as well.

Special features:

- Negotiations, mutual tips and recommendations are permitted.
- Cards of the common columns marked with chips also count for the respective neighbour.
- If a player is able to clear all cards of his 15-card-display he gets a bonus score of 10 minus points.
- For the 2-player-game the knocking is skipped.
- For a 2- or 3-player-game 2 cards of each card value will be sorted out – you play with a total 94 cards.

VARIATIONS

- The players may vary the number of rounds that will be played per game before starting.
- The players may agree on a certain score, e.g. 66 or 77 points. As soon as one player reaches or exceeds this score, the game ends and the player with the lowest score wins!
- When you play ALLEGRA with younger children you can leave out the knocking.

Have fun collecting, swapping, knocking and clearing!

MADE IN GERMANY © 2020 Drei Hasen in der Abendsonne GmbH
D-91486 Uehlfeld, Mühlenstraße 10, www.dreihassenspiele.de
Translation: Evelyn Wittig

RULES

GOLF
GAME FAMILY
BELLA LUCCA

ALLEGRA

