

Designer:
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Knock, knock,
knocking...

ALLEGRA

... for better
scores!

This game is a semi-cooperative variant of the classic card game "Golf." Until recently, it was played with a deck of regular poker cards. ALLEGRA creates a unique gaming experience through its "knock" action that adds a communication element to gameplay. Otherwise, the goal of the game is surprising: each player has 12 cards in front of them, yet plays with 15...

GOAL OF THE GAME

Collect cards, exchange them, then discard some of them by creating matching rows and columns. Don't forget to knock at the right moment to grab cards you're interested in! Your goal? Have the lowest score possible with your 15 cards after three rounds.

CONTENTS

- 120 cards, valued -1 to 11



8 of each



11 of each



9 of each

- 6 wooden discs
- 1 rulebook

Paper and pen for tracking points not included.



SETUP

The player who celebrated their birthday most recently shuffles all the cards, then deals 12 to each player face down. Each player also takes 1 red disc.

Careful! Don't look at your cards yet!

Place your 12 cards face down in front of you and make a grid of 3 rows and 4 columns.

Make a deck with the remaining cards and put it in the center of the table.

Reveal the top card of the deck and put it face up next to the deck. This is the first card in the discard pile.

Then each player reveals any 2 cards out of their available 15 (12 + 3).

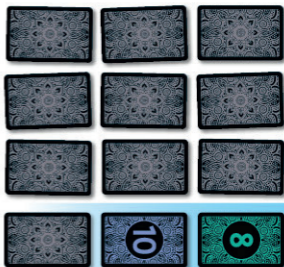
Where to find these 15 cards?

Each player has a grid of 12 cards in front of them, but will also use the 3 cards in the rightmost column of the player to their left. Look at all 15 of your cards; don't focus solely on the 12 in front of you.

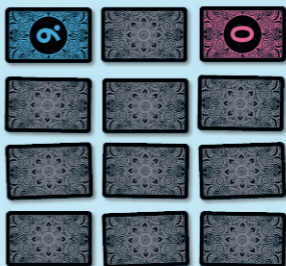
EXAMPLE:

- ▶ Player A also plays with the rightmost column of the player to their left (Player B).
- ▶ The player to their right (Player D) also plays with the rightmost column of Player A.
- **Each player places a red disc above the column they share with their neighbor.**
- ✱ **The other 3x3 cards that are in front of you only belong to you.**

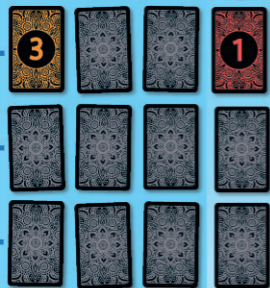
Player B
PLAYER TO LEFT



Player C



Player D
PLAYER TO RIGHT



Player A

GAMEPLAY OVERVIEW

Take turns playing clockwise.

The player to the left of the dealer is the first player. They will deal cards during the next round.

The active player takes their actions in the following order:

1. Draw a card

Choose whether to draw the top card of the deck (face down) or discard (face up). You must show this card to all other players.

2. Exchange or discard a card

Then decide whether to keep or discard the card you just drew.

- **If you discard it**, you must reveal one of the face down cards among your 15 cards.
- **If you keep it**, exchange it with one of your 15 cards (face up or face down) and place it face up in the same place. The card you remove from your grid is discarded.

How to take the “knock” action?

If you decide to draw a card from the deck, other players can knock on the table as soon as you reveal your card.

Any player can knock on the table to show you that they are interested in this card. Careful: do not take the “knock” action in a 2-player game!

- **If you agree, give this card to the knocker (the player who knocked on the table).**
- The knocker exchanges any of their 15 cards with the card you drew. For the moment, they keep the card they removed in their hand. They will place it later.
- If this action lets the knocker line up 3 identical and adjacent cards, they can immediately discard them (see 3. Discard cards).
- Then take any 1 card from the knocker (face up or face down). You can exchange it with one of your own cards. The card you remove from your grid is discarded.

- Finally, the knocker places the card they have in hand face up in the space left by the card you took.

If multiple players knock at the same time, you choose who receives the card.

- **If you don't want to give this card, you continue your turn as described in Step 2.**

Otherwise, your turn ends after discarding any identical and adjacent cards (see 3. Discard cards).

- **Important! You can only knock if the card is drawn from the deck. You cannot knock for a card drawn from the discard!**
- You cannot knock if you only have 3 cards left (out of your 15 cards) or if you have already finished your last turn of the game.

3. Discard cards

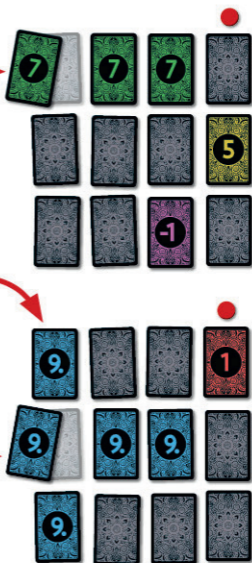
Row with 3 identical cards:

As soon as you have 3 identical and adjacent cards revealed in one of your rows, you can immediately discard them.

Column of 3 identical cards:

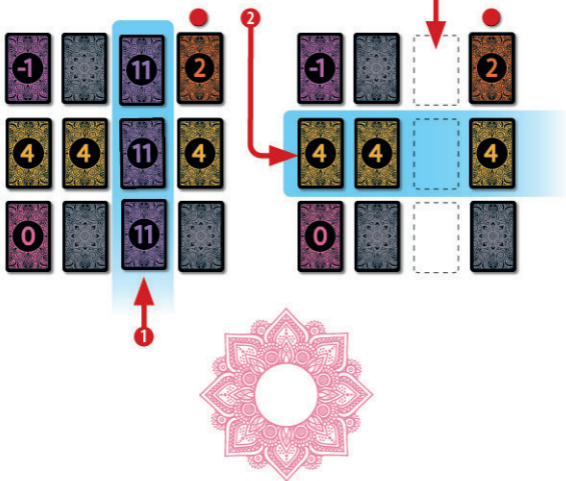
As soon as you have 3 identical and adjacent cards revealed in one of your columns, you can immediately discard them.

If a new card completes a row and column at the same time, you must decide whether to discard the row or column.



Careful! Empty spaces appear when you discard cards. Ignore them!

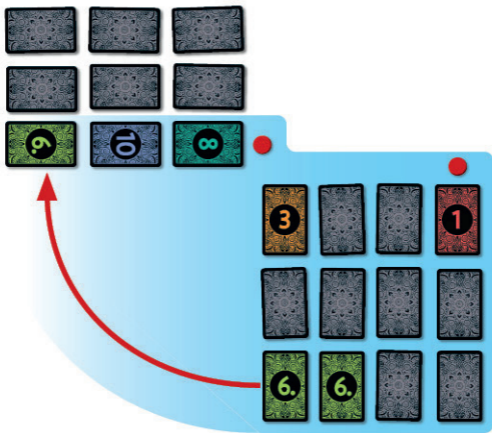
For example, after discarding a column **1**, a new group of identical and adjacent cards appears in the second row **2**. You can immediately discard them too.



Don't forget to look at adjacent cards in your fifth column. Treat the rightmost column of the player to your left as if it were adjacent to your leftmost column, since these cards are part of your 15 cards.

If you decide to keep the card you draw, and exchange it with one of your 15 cards, you can only discard the removed card **after** you discard your identical and adjacent cards.

However, if you decide to discard the card you draw and end up completing a row or column of identical cards with the card you reveal, put these cards in the discard pile **over** the previously discarded card.



END OF THE GAME & FINAL SCORING

The round ends once someone has revealed or discarded all 15 of their cards.

All other players play one final turn.

It's possible to reveal another player's last face down card on your turn, but the above rule doesn't change. All other players play one final turn, then the round ends. The player who has 15 revealed cards passes their last turn.

After the final turn of the game, reveal any cards that are still face down. Even if you create rows or columns of 3 identical cards, you can no longer discard them!

Add up the values of your 15 cards and write the sum on a piece of paper. The player with the weakest score wins the round.

This game is played over three rounds. Add up the points of each round: the player with the lowest total score wins the game.

What happens when all 15 of your cards are face up?

- You cannot take any more actions.
- If you are the first player to reveal all 15 of your cards, you trigger the last turn of the round. You **must** be the player with the lowest score (**without tying** with another player), otherwise all your **positive** points are **doubled**!

However, if your score is negative, divide it by 2.

You may have a score with half-points.

Clarifications:

- You can negotiate with other players and give them advice.
- Cards in the “shared” column (under the red disc) count towards the score of both players playing with that column.
- If you successfully discard all 15 of your cards, you gain a bonus of -10 points!
- Do not use the “knock” action in 2-player games.
- During 2- or 3-player games, remove 2 cards in each value so you are playing with a total of 94 cards.

VARIANTS

- You can choose the total number of rounds to play, as long as everyone agrees before starting the game.
- You can also establish a point limit, 66 or 77 for example. As soon as a player reaches or passes this limit, the game ends and the player with the lowest score wins.
- You can also play ALLEGRA without the “knock” action when playing with younger kids.

Have fun! Connect, exchange, discard your cards, and don't stop knocking!



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