

# Norul

Rules, rules always those rules. We can't undo us from these rules. But...

Maybe we can change them.

Norule's scoring options change every single action. By this the rules by which to score also change.

## Goal

The goal of the game is to achieve the highest score. Points are gained from scoring rules on the cards.

## Preparation of the game

Shuffle the cards and hand each player the correct amount of cards using the table below. Then place six open cards on the table. Also place the timer cards full-side-up on table.

Player count	Cards per player	Total rounds
	7	4
	7	4
	7	4
	6	3
	6	3
	5	3
	5	2
	4	2
	4	2

Players can optionally add turns. This is not recommended.

The player with the most different colors and tints on their clothing begins.

## Spelverloop

All cards contain both a color and a scoring rule. You score the card when that scoring rule is fulfilled.

Daarnaast zijn er grijze regelkaarten die een regel beschrijven. Deze regel is geldig zodra het in een speelveld komt te liggen. Het speelveld kan de tafel zijn of een hand. De regel is alleen geldig daar waar het zelf aanwezig is. Wanneer de kaart op tafel ligt geldt de kaart voor de tafel en daarmee alle spelers. Wanneer een speler de kaart in hun hand heeft is de regel geldig in hun hand.

A round is played player-per-player. In their turn players do one of the following:

- **Swap** a handcard with an open card. This card will always be placed open.
- **Close** a card by flipping it.
- **Open** a card by flipping it.
- **Pass** their turn to the next. If all players pass, the game ends.

### Rainbow cards

The rainbow cards differ from the normal cards. Rainbow cards count as **one of each color at once**. This means that they count as one in 0-of-something cards and also 1 in at least 1-cards.

Between rounds all player cards and **closed cards** are shuffled into the deck. Each player receives their cards and the table is refilled to six.

## End of the game

At the end of the third round the player with the highest score wins the game.

## Versiehistorie

- Versie 1.0 17-01-2024: Regelboek aangemaakt. Eerste playtest is gedaan maar liep snel uit op een paspartij / spelstop doordat kaarten geraapt werden maar niet gelegd.
- Versie 1.1 15-08-2024: Regelboek aangepast na playtest. Regels waren onduidelijk: Nu zijn er 50/50 gesloten en open kaarten op tafel. Geen nieuwe kaarten in het spel te halen. Spelers voeren één actie uit.
- Versie 0.2 (1.2) 27-08-2025: Rulebook edited for vb10.nl. All scoring is now done with always 6 cards in hand. Opening/Closing cards allowed. Always swap with a card on table. English rulebook established.