



Gracias for 3 – 6 players aged 9 and up

Contents

- 108 playing cards (18 cards each in 6 colors)
- 2 start player cards

In addition, you will need paper and pencil to record players' scores.

Overview

The player with the most victory points wins.

The players earn victory points, not by collecting the most cards, but by collecting the most cards in each of the 6 different colors. **At the end, the player with the most victory points is the winner!**

Playing the game

The game plays in 3 sessions of 4 rounds each.

The game is played over three sessions, each containing four rounds. After each session, the players tally and record their victory points. Then, they begin a new session. After three sessions, the game ends!

The youngest player (or the player chosen by the group) is the first "large" player. He takes both start player cards (the "small" (with the small mouse) and the "large" (with the large mouse)). He first shuffles the 108 playing cards thoroughly as a card supply. He draws 2 cards for each player and places them face up in the player's play area (the space before him on the table).

Always lay out as many triplets as there are players in the game.

These are the players' starting layouts. Next, he draws cards from the supply placing them *face up* next to each other in the middle of the table - as many cards as there are players. Then, he draws cards from the supply to add another face up card to the cards he just placed in the middle. Next, he adds one face down card from the supply to the card sets in the middle. (see below). Finally, He now places the card supply to the side.

Example of the setup for 5 players.



Each player, in clockwise order, chooses a triplet, keeping the face down card and one of the face up cards. He gives the other face up card to an opponent of his choice.

The start player now chooses one of the triplets in the middle of the table and takes it. He looks at the *face down* card (without showing it to the others) and places the face down card in his play area, leaving it face down. Next, he decided which of the two face up cards (of the triplet) to keep, adding it to his play area *face up*. Finally, he gives the other face up card (of the triplet) to *any one* of his opponents, placing it *face up* in the opponent's play area. *The opponent, naturally, responds with a heartfelt, "Gracias!"*

And the others: and now the other players take their turns in clockwise order in the same manner. Each chooses a triplet from the middle of the table, looks at the *face down* card and places it face down in his play



area. He then chooses which of the face up cards to keep, placing it in his play area, and gives the other to any opponent, placing the gift in the opponent's play area, both of these face up (*a player may never choose to keep or gift both cards!*).

In this way, the players take their turns until all triplets in the middle of the table have been taken and distributed in the players' play areas.

When all triplets have been taken, the small mouse passes to a new player, who lays out new triplets which are again taken as before.

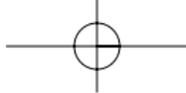
Then, the players begin the next round. The player with the small mouse gives it to his left neighbor, who becomes the new small start player. The small start player takes the card supply and lays out enough triplets for each player in the middle of the table, as before (two face up and one face down card for each player). Then, as before, starting with the small start player, each player chooses a triplet, looks at the face down card and places it face down in his play area, chooses one face up card for himself, placing it face up in his play area, and giving the other face up card to any opponent, placing it face up in his opponent's play area. Rounds 3 and 4 are played as above, with a new small start player each round.

Face down card remain that way until scoring. Sort face up cards by color.

Note: players stack their face down cards together and sort their face up cards by kind/color as shown below, so that all can see which colors and what numbers each player has of face up cards. A player may examine his face down cards at any time.

After three rounds, a player's play area might look like this:





After four rounds, the session ends. After four rounds, each player will have four face down cardsplayed as described, so the session ends with the scoring described below.

Scoring **The scoring**
Turn over the 4 face down cards and add them to the layout. First, the players *must* add their four face down cards to their face up cards in their play areas. As before, they place them with cards of the same kind/color. If a player now has 5 or more *cards* of a color, he places those 5 *cards face down* in a stack in his play area. If a player has more than 5 of a kind/color, these remain face up in his play area, unless he has five more...

The player(s) with the most cards in each color must discard them. Next, the large start player calls out the card colors one at a time - the order is not important. The player with the most cards of a color, as it is called, *face up* in his play area (do not count those in the face down 5 stacks) must discard *all* these cards (place on the card supply). If several players tie for the most, each discards these cards.

All remaining cards earn 1 victory point per card or 5 card stack. After all 6 colors have been handled in this way, the players now score 1 point each for their remaining cards, including their face down stacks of 5 cards (each stack is worth 1 point, not 5).

The players note their points with paper and pencil.

Finally, the players place *all* their remaining cards on the card supply.

The player earns $2 + 3 + 1 + 2 + 1 + 1 = 10$ victory points.



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Shuffle all 108 playing cards for the next session. **The next session begins:** the large start player gives the large mouse card to his left neighbor, who also takes the small mouse card. This player now has both start player cards and begins the new session just as the previous was done: he shuffles *all* 108 playing cards and gives two to each player face up; then, he creates a triplet for each player; and so on, as before. Third session is played in the same way, with the large start player from the second session giving the large mouse to his left neighbor.

Game end

The player with the most points is the winner. After the third session, the game ends. Players sum their scores from the three sessions. The player with the most total points is the winner. If players tie with the most, the player among them with the highest single session score is the winner. If there is still a tie, the player among them with the second highest single session score is the winner.

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Gracias



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