

# Rules of Ovalia for 4 players

These rules complement the Rules of Ovalia for 2 players. Only specific points are given here. Except if mentioned, all rules for 2 players (v.19) also apply in the 4-player game.

## **MATERIAL:**

Two Ovalia decks are used here, giving a total of 160 playing cards.

## **THE GAME:**

**Every player plays for himself, against the three other players.**

A playing direction, clockwise or counterclockwise, is agreed. One player is the dealer for the first half-time. For the second half-time, the dealer is the next player in the agreed direction.

## **POSSIBLE COMBINATIONS:**

Each card being duplicated, **it is possible to achieve a same combination twice**. *For example, a player may score twice a try constituted by 1-2-3 Rose.*

**Two identical cards cannot be associated in a same combination**. *For example, it is not possible to mark a line-out with 4-4 Blue.*

## **PRIORITY:**

It may happen that two players claim a same card discarded by an opponent. The priority order is the following to determine who can take that card:

- 1) Combination value: scoring a try has priority on melding the forth Three Quarter or realizing a scrum.
- 2) If both players claim the same combination, the priority goes to the next player who follows the opponent that has discarded the claimed card.

## **THE LINE-OUT:**

The player realizing a line-out draws **2 cards, randomly, from the hands of the opponents of his choice**: either 2 cards from one opponent or only 1 card from two opponents.

## **RED CARD:**

The Red Card may be put down by any of the opponents. The Red Card player takes the turn and continues to play.

## **END OF HALF-TIME, END OF THE GAME:**

The half-time finishes when there is not enough remaining cards to fulfil the hand of a player. Then, the players play the **extra-time**. When no player cannot play anymore, the half-time is finished.

The winner of the game is the player having **the highest score after two half-times**.