Kaleido Summary

Set-up (This table shows the numebr of components dealt to each player)

# of Players	Triangular Tiles of own color (two of them are used as score indicator)	Game Boards (Hexagonal Tiles)	White Triangular Tiles
3	14	2	2
4	13	2	2
5	13	2	2

Place 2 game boards, connect side by side each other and place them in the center of the table. These are starting Game Boards. The players can put their tiles in.

Turn Sequence

The active player puts one of his tiles in and occupy any empty holes on the game boards.
If the player wishes, he can perform one of the following additional actions just before or after putting a tile.
1. Place one of his game boards so that at least one side of the board is connected to an existing game board.
2. Put one of his white tiles in any empty holes on the game boards.

Scoring

When all the 6 holes of a game board are occupied, a score tallying takes place for the board(s) after active player finished all of his move at the turn.
The player with the most tiles in the game board earns 8 points.
The player with the second most tiles in the game board earns 4 points.
If there is a tie for first place, 12 points (8+4) are divided between the players (round down).
In that case, none of the other players can earn points.
If there is a draw for second place, 4 points are divided between the players (round down).
Any white tiles are NOT counted when scoring.

Rotation

After scoring, the active player can rotate the game board(s) on which the score tallying took place in this turn.

End-game Scoring

On all the hexagons which consist of 3 game boards and are occupied by 6 tiles, perform the same scoring procedure as the above mid-game scoring. After the end-game scoring, the player with the most points wins the game.