

Kolo rules

Kolo is a drafting card game where cards that you play dance around the board. Kolo is a national dance from Serbia, which is usually danced at weddings, with people hop and dance in a circle, holding hands.

Setup

Shuffle the cards, and deal to each player a number of cards according to the number of players : 2 players - 7 card each, 3 players - 6 cards each, 4 players - 5 cards each. Reveal one of the remaining cards face up in front of the first player. This card is called Kolovodja - the leader, and it represents how each card will be scored at the end of the game, and who is the current player. The first player is the person who went to the wedding last, or person who lost last game.

Each payer chooses two cards from their hand, and places them face down in a row in front of themselves.

Gameplay

Each turn consists of 4 phases: peek, place, reveal and dance

Peek

Each player looks at one of their face down cards.

Place

Each player places one of their cards face down in a row in front of them, either at the beginning or the end of the row. Skip in the first turn of the game

Reveal

Player who has kolovodja in front of them, reveals one card, and if it is an action (reveal, swap or dance) everybody does the action the revealed card shows.

Dance

Each player slides a rightmost card of their row to the leftmost position of the row of the player to their right.

After that kolovodja moves to the player on the right.

If dance is triggered by a card, player who triggered it can choose direction of the dance, and kolovodja does not move

End of the game

Game ends after the dance phase of the turn in which players have played their las card. Sum up the points and the winner is player with most points. In case of the tie, winner is the player with most cards that match kolovodja.



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