

Side boards

Hartwig Jakubik



Time for some
top-drawer tactics!

Players: 1-6 Ages: 8+ Duration: 15 mins

Combine your drawers in clever ways to create a sideboard that fulfills the shared objectives. Whoever scores the most points once everyone has placed **8 cards** is the winner.

Components

60 sideboard cards

each with drawers of
5 different colors and
3 different handles



6 swap cards



30 objective cards: colors (#1-7), handles (#8-14), rows (#15-30)



Color combinations



Handle combinations



Row combinations

2 suggestion cards

with 4 suggestions



You also need a pen and paper to keep score.

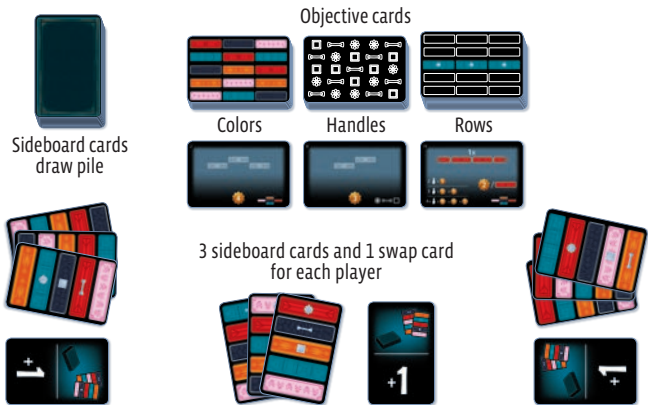
Setup

Take 1 swap card each, and place it face up in front of you, so that the +1 is visible. Separate the objective cards into 3 piles according to the combination type displayed on the back: colors, handles, and rows. Choose a specific card, or pick one at random, from each pile. Place the 3 cards into the middle of the table, and place each remaining pile behind its matching objective card.

Note: there is a number on each objective card. Colors are numbered #1–7, handles #8–14, and rows #15–30. The higher the number within a particular combination type, the harder the objective. For the first few games, we recommend using the objective cards listed on the suggestion cards.

Shuffle the 60 sideboard cards thoroughly, and deal 3 to each player. Place the remaining cards face down next to the objective cards to form the draw pile.

Setup for 3 players:



How to play

In Sideboards, you all play at the same time, completing the following steps together:

- 1.) Choose a card
- 2.) Place a card
- 3.) Pass a card
- 4.) Draw a card

First, choose 2 cards from the 3 in your hand to start your sideboard. Place these next to each other face up in front of you. As you play you will add cards to your sideboard. After you've chosen your 2 cards, pass the **1 card still in your hand to the player on your left**. Then, each draw 1 card from the **draw pile**, so that you now have 2 cards in your hand. From these, **choose 1 card**, and place it next to the cards already in front of you.

After you've all placed a card, pass the 1 card still in your hand to the player on your left. Then, each draw 1 card from the draw pile. Repeat these steps until you each have a **sideboard of 8 cards**. You will finish with 1 card left in your hand; place this card into the discard pile.

Placement rules

You can **rotate** each sideboard card **180°**, and place it at either the **left or right end** of your sideboard. You cannot leave a gap when placing cards, and you cannot move cards already in your sideboard.

Important: choose the cards that will help you to **fulfill the 3 objectives and score the most points**. Pay attention to where each color and handle type are on the card, so that you can cleverly combine your cards. You **can** use the **same drawer** to fulfill all 3 different objectives. However, you **cannot** use the **same drawer** to fulfill 1 objective card **multiple times**. Please see '**Objective cards**' for more information.



Example: Lydia has placed her 2 starting cards. She then adds her next card to the right side of her sidebar. By doing so she has already fulfilled the color combination objective ① once, the handle combination ② 3 times, and has 3 red drawers for the row combination ③.

Note: because you can only use each drawer once for the same objective, Lydia can only score the square handle at the bottom left for the handle combination ② if, for example, she adds a card on the left-hand side with a square handle that is diagonally adjacent to the existing handle.

Swap cards

You can use your swap card at any time **after you've placed your starting cards**. This card allows you to swap the 2 cards in your hand **once per game**, before you choose a card to place. After using the card, place the 2 cards in your hand into the discard pile, and draw 2 new cards from the draw pile. Flip the swap card face down (X). Then continue playing as normal. If you **don't use** your swap card during the game, you score **1 extra point** at the end of the game.

End of the game

When you all have a **sideboard made of 8 cards**, the game ends. It's time to add up your points! First, count **how many times** you have fulfilled **the color and handle combination objectives** with your sideboard. For each matching combination, you score the points displayed on the objective card. For the row combination, count the number of **drawers in your longest continuous row(s)** of the same color or the same handle, as specified on the objective card. **For each matching drawer**, you score **2 points**. Depending on the number of players, you also score **bonus points** for the longest, second-longest, and third-longest row. Finally, if you have **not used your swap card**, you score **1 extra point**.

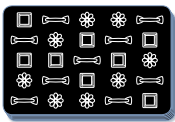
The player with the most points wins the game!
In case of a tie, you share the victory.

Scoring example

Lydia, Charlie, and Peter have played with the following objectives:



Colors



Handles



Rows





Lydia scores the following points for her sideboard:

①  **Color combinations:** 3×4 points = 12 points

②  **Handle combinations:** 5×3 points = 15 points

③  **Row combinations:** 5×2 points = 10 points

In a 3-player game, only the longest and second-longest rows score bonus points. Peter scores the 8-point row bonus because he has a row of 7 red drawers. Charlie scores the 4-point bonus with a row of 6 red drawers. Lydia, with a row of 5 red drawers, has the shortest row and scores no bonus points.

Swap cards: not used = 1 point

Total: 38 points



Objective cards

Note: you can see if an objective card requires colors or handles by the symbol in the bottom-right corner on the front of each card.



= Colors



= Handles

Color combinations (#1-7) and handle combinations (#8-14)

Each color and handle objective card displays a **specific combination** that you need in your sideboard to score points. Each combination must be made of either **drawers of the same color** (red, turquoise, pink, orange, black) or **handles of the same shape** (flower, square, bar) – you can choose the color or handle shape. You can fulfill the same objective multiple times with different drawers. For each of your combinations matching that objective, you can choose a new color or handle shape. Just make sure that, within each individual combination, the drawers are the same color or the handles are the same shape.

Important: you can only use each drawer once for the same objective. You can **flip** and **rotate** the combination displayed on the objective card in any direction.

Color combinations (#1-7)



You score 4 points for every 3 drawers of the same color in this pattern. **Note:** you can flip and rotate the pattern!



or



Handle combinations (#8-14)



You score 3 points for every 2 handles of the same shape in this pattern. **Note:** you can flip and rotate the pattern!



or



Row combinations (#15-30)

To score a row combination, you want to create the **longest continuous row** (horizontal line) you can. The drawers in the row must be of the **same color** or have **handles of the same shape**. You score **2 points** for **each matching drawer in this row**.

- 2 players: 4 bonus points for the longest row
- 3 players: 8 bonus points for the longest row
4 bonus points for the second-longest row
- 4-6 players: 8 bonus points for the longest row
4 bonus points for the second-longest row
2 bonus points for the third-longest row

In case of a tie, all players with that number of drawers score the same bonus points (e.g., 2 players score 8 points each). The player with the next-longest row scores the next set of bonus points (e.g., 4 points).

#15-16



You score points for your 2 longest continuous rows of the same color (#15) or with the same handle (#16). The color or handle shape of the 2 separate rows can be different. Just make sure that, within each row, the color or handle shape is the same. You score both rows, and score 2 points for each matching drawer in a row.

Bonus points: count the total number of drawers in both your rows and compare this total with that of the other players. Those with the most drawers score bonus points.

#17-18



You score points for your longest continuous row of the same color (#17) or with the same handle (#18). You score 2 points for each matching drawer in this row.

Bonus points: count the total number of drawers in your row and compare this total with that of the other players. Those with the most drawers score bonus points.

#19-26



You score points for your longest continuous row of a specific color (#19–23) or with a specific handle shape (#24–26). You score 2 points for each matching drawer in this row.

Bonus points: count the total number of drawers in your row and compare this total with that of the other players. Those with the most drawers score bonus points.

#27-30



You score points for your 2 longest continuous rows of the same color (#27 and #29) or with the same handle (#28 and #30) in a specific position on your sideboard (the 1st and 4th rows from the top, or the 2nd and 3rd rows). The color or handle shape of the 2 separate rows can be different. Just make sure that, within each row, the color or handle shape is the same. You score both rows, and score 2 points for each matching drawer in a row.

Bonus points: count the total number of drawers in both your rows and compare this total with that of the other players. Those with the most drawers score bonus points.

Variant

Want to be spoiled for choice? Try starting with 4 cards in your hand. Choose 2 of these cards to start your sideboard, and pass the 2 cards still in your hand to the player on your left. Then, each draw 1 card from the draw pile. You will now always have 3 cards in your hand. In this variant, you don't need the swap cards. Otherwise, all the rules are the same.

Solo play

If you want to play Sideboards by yourself, start as normal with 3 cards in your hand. Choose 2 of these cards, and place them in front of you to start your sideboard.

Place the card still in your hand into the discard pile. Then draw 2 cards from the draw pile. Choose 1 of these cards and add it to your sideboard as normal. Discard the card still in your hand. Then draw 2 cards, and continue these steps until you have created a sideboard of **8 cards**. You can also use your swap card to draw 2 new cards.

At the end of the game, count your points. Score the color and handle combination objectives as normal. For row combinations, you still score 2 points for each matching drawer in the row. However, you score the bonus points as follows:

#17-26

- A row of at least 4 matching drawers: +2 points
- A row of at least 6 matching drawers: +4 points
- A row of at least 8 matching drawers: +8 points

#15-16 and #27-30

- Rows of at least 7 matching drawers: +2 points
- Rows of at least 9 matching drawers: +4 points
- Rows of at least 11 matching drawers: +8 points

Use your final score to check your ranking below:

Points	Ranking
55+	Sideboards champion!
45-54	Your tactics are top-drawer!
35-44	Well played!
25-34	You're on track!
up to 24	Could do better – try again!

