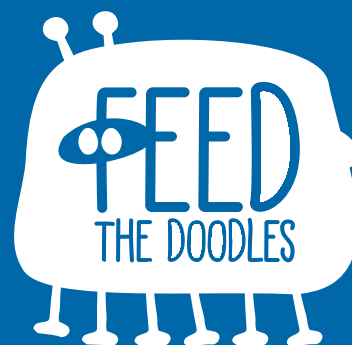SUCH A GAME
HAS NEVER
BEEN SEEN
BEFORE

WILL YOU MANAGE
TO FEED ALL DOODLES?
WE WILL SEE...

MANUAL

CREATIVE CARD GAME
FEED THE DOODLES 2
EXPLORING

FEED
THE DOODLES

8DOODLES

CONNECT PEOPLE THROUGH CREATIVITY

CARD GAMES

ANETTA G. HELLER   ARTUR J. HELLER

A FEW WORDS...

You probably already know that one of the greatest advantages of table games is direct contact with other players. You develop your social skills at different levels and in different situations. Games of this type help to set goals and pursue them. During each game you learn patience and understanding. New neural connections are formed during the game. The perfect time to strengthen your brain. You think, plan. The decisions and actions you make also develop your intelligence.

The card game **FEED THE DOODLES** develops strategic thinking, association and planning skills. Supports fast counting. Improves the ability to remember. Simply great fun for the whole family.

When you play together, you interact and cooperate. Card games will work well on the train, on the beach, on the stairs, on a park bench, in the corridor at school. We guarantee good time and fun. However, play carefully. Always keep in mind: safety first.

GOOD LUCK AND UNFORGETTABLE IMPRESSIONS WISHES THE TEAM

8DOODLES

BENEFITS

- Stimulates the ability to associate,
- Expands spatial imagination,
- Strengthens the interaction between players,
- Develops quick counting and memorization,
- Supports the ability to think logically,
- It allows you to invent your own rules of the game,
- It creates unforgettable moments spent together.

NOTE: This game can be translated into any language as part of the personalization process. Optional add-on playing cards are available online on the 8doodles platform.

ABOUT THE GAME

- **Age:** 7+
- **Players:** 1–6
- **Average gameplay:** 15–40 minutes
- **Difficulty:** easy, medium
- **Cards:** 54+1
- **Additional card games (add-ons):** yes *(optional)*
- **Templates for teh game:** tak *(optional)*

POSSIBILITY OF GAME PERSONALIZATION!

ALL YOU NEED FOR THE GAME

- SET OF 54+1 CARDS - *BLUE DECK*
- A PEN OR PENCIL, PIECE OF PAPER
- GAME SCOREBOARD
- *ADDITIONAL ONLINE CARDS (OPTIONAL)*

YOU SHUFFLE, DRAW, PLAN, YOU ARRANGE AND COLLECT POINTS... AND WHAT NEXT? YOU ENJOY THE GAINED ENERGY

WHAT ARE DOODLES?

DOODLES are small, friendly energy creatures inhabiting the planet called TERROON. They reach a size of about 2 cm and live in clans. Terroon is a small planet situated in the Earth's atmosphere, changing its position every 8 hours. However, no one knows under what circumstances this phenomenon occurs. The probable circumference of the planet is 88 km. It is "almost" invisible to the human eye, like all doodles. However, we have the equipment that allows us to look into the world of doodles :)

Half of the planet's surface is land, the other half is water. The miracle of the planet lies in an unearthly beauty that you can only imagine. There are three moons around the planet. The first one, the biggest one, is NOODOON. The second medium is NEYOON, the third smallest is SONOOS.

There is no time in the world of doodles. All doodles communicate telepathically with the help of special antennas, which they also use to collect the necessary energy. Due to the diversity of the terrain, the energy areas are distributed in different parts of the planet and on the 3 moons. We know that only a small fraction of the energy resources have been discovered by the doodles clans.
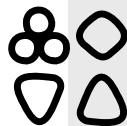
All the time, special groups of seekers are sent out into the field to find and retrieve that life-giving energy needed for all doodles.

Currently known to us doodles are divided into 8 clans. Each clan has its ambassador *(K)*, healer *(Q)*, guide *(J)*, a group of seekers *(10-2)* and a guardian *(A)*. In the second part of the game called "EXPLORING" there are 4 new clans.

- ◇ **FARMERS** FROM ANROOG - *that's DIAMONDS*
- ▽ **CREATORS** FROM DANDOON - *that is, HEARTS*
- ♧ **COMMUNICATORS** FROM JAKKOOM - *that is, CLUBS*
- △ **TECHNICIANS** FROM TEQOOS - *that is, SPADES*

Each color and element represents a separate doodles clan. Clans have been divided into **4 colors**, as in the traditional deck of cards: *SPADES* (from French "pique" - arrowhead, colloquial name: wine; eng.Spades). *HEARTS* (from French "cœur" - heart, colloquial name: red; Hearts). *CLUBS* (from French "trèfle" - clover, colloquial name: acorn; eng. Clubs). *DIAMONDS* (from French "carreau" - quadrangular, colloquial name: bell; Eng. Diamonds). This game also allows you to play other traditional card games that use one deck of cards.

Each clan has a different specialization and different seekers. Each doodle has its own unique name and properties. Detailed information with interesting illustrations about the planet and doodles can be **found in the book** we are currently working on (coming soon).

In the meantime, if you like the world of small but interesting doodles creatures, we invite you to the online store, where you can order a **personalized t-shirt with your own chosen doodle name** and selected clan or an additional set of cards **FEED DOODLES 1 - EXPLORING**.

SUGGESTED ADDITIONAL ONLINE CARD SETS

- *FEED THE DOODLES - EVOLUTION*
- *FEED THE DOODLES - MISSION*
- *FEED THE DOODLES - SOLO*

+ EVEN MORE ONLINE CARDS

ABOUT THE GAME

FEED THE DOODLES 2 - EXPLORING is a great logic game that will not get boring. Thanks to the arrangement of cards, it has a lot of challenges and combinations. A large dose of good entertainment. The game works best for two players, although we also designed a version for three and four players. We have not forgotten about players who like to play solo. One of the several variants we have developed is perfect for single players looking for adventures and challenges.

The basic version of the game consists of four rounds. The main task in each round is to get as much energy as possible, which all DOODLES feed on. Energy is gained through energy balls, combining doodles and creating names, combining characters representing clans. This gained energy is points in the game.

The game is based on taking, placing out and arranging cards according to strictly defined rules, creating appropriate combinations. Each combination created is points. You write down the collected points on a piece of paper or a template specially prepared by us. The template is available for download on our website. We have developed additional sets of online cards for the game, which can cause many unexpected twists during many games. However, they are not required. As a player, you enter the world of doodles and take on the role of a seeker (guardian). Your task is to direct the doodles and help collect as much energy as possible, which is transferred to the clans. Some clans work together, others compete. **This is the beginning of the adventure to which we cordially invite you.**

PREPARATION
AND ARRANGEMENT OF CARDS

Prepare a deck of FEED THE DOODLES 2 cards, consisting of 52 + 1 cards, a sheet of paper (template) and a pen. The 2 JOKER cards are not used in the game. On the additional grey card, for your convenience, we have placed all the energy ball combinations and the description of the graphic elements.

CLAN MARKERS
CLUBS DIAMONDS SPADES HEARTS, COLORS AND FIGURES (KQJ1098765432A)

WIZERUNEK
+ IMIĘ DOODLE

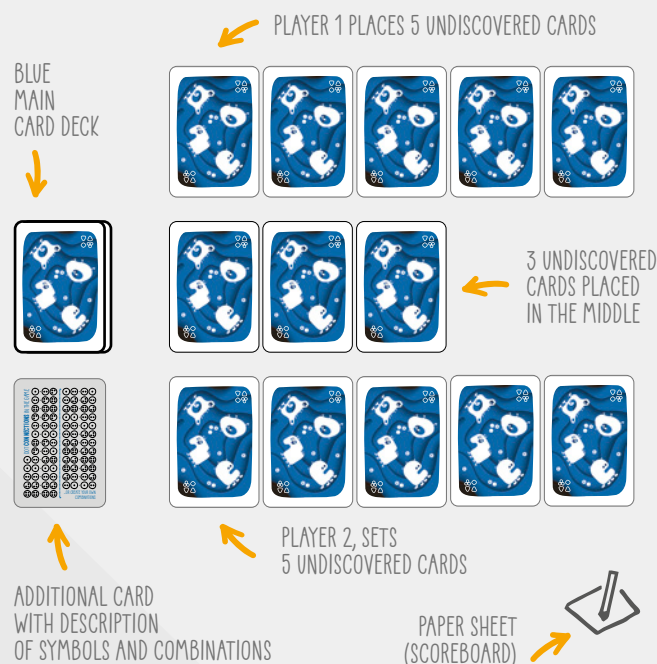| 1 | 2 |
3	4
5	6
7	8
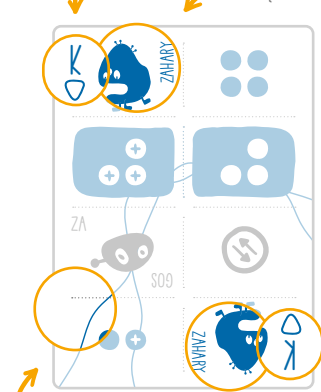
DIVISION OF THE CARD
INTO 8 SECTORS

CONTINUOUS LINES REPRESENT THE TERRAIN, PART OF THE MAP WITH ENERGY DEPOSITS

It is always good having this card at hand. Each game card is divided into **8 sectors**. In 2 sectors, the traditional symbols of **diamonds**, **clubs**, **hearts**, **spades** representing the clan and figures are placed at the top and bottom of the card. Next to them there is **a doodle image with a name.** Names are an important thing for doodles. You identify with them more. The remaining 6 sectors contain special graphics that are the key to the entire game.

Shuffle well and place the main deck of cards on the side of the table, leaving the center free for the remaining cards. The deck of cards should be placed face down, in such a way that it is impossible to see the contents of the cards. Place a piece of paper (template) with a pen in any place to have easy access to it during the game when recording your points.

The player is a **doodles guardian** and **an energy resource seeker**. Game play is a **conquest expedition**. The conquest expedition takes 4 rounds. The round is a mini adventure. The main deck of cards is the **source of doodles**. A single card is a doodle from the selected clan with **appropriate tools (elements) for obtaining energy.**

PLAYER 1 PLACES 5 UNDISCOVERED CARDS

BLUE
MAIN
CARD DECK

3 UNDISCOVERED
CARDS PLACED
IN THE MIDDLE

PLAYER 2, SETS
5 UNDISCOVERED CARDS

ADDITIONAL CARD
WITH DESCRIPTION
OF SYMBOLS AND COMBINATIONS

PAPER SHEET
(SCOREBOARD)

OPTIONAL CARDS
ONLINE WITH ADD-ONS

We have prepared interesting sets of additional playing cards called **FEED THE DOODLES...** which are available online on our website. These are cards dedicated to this game only. They are not required, but they can introduce something new to each game. Online cards are drawn before the physical card on the table is turned over, by executing its instructions first.
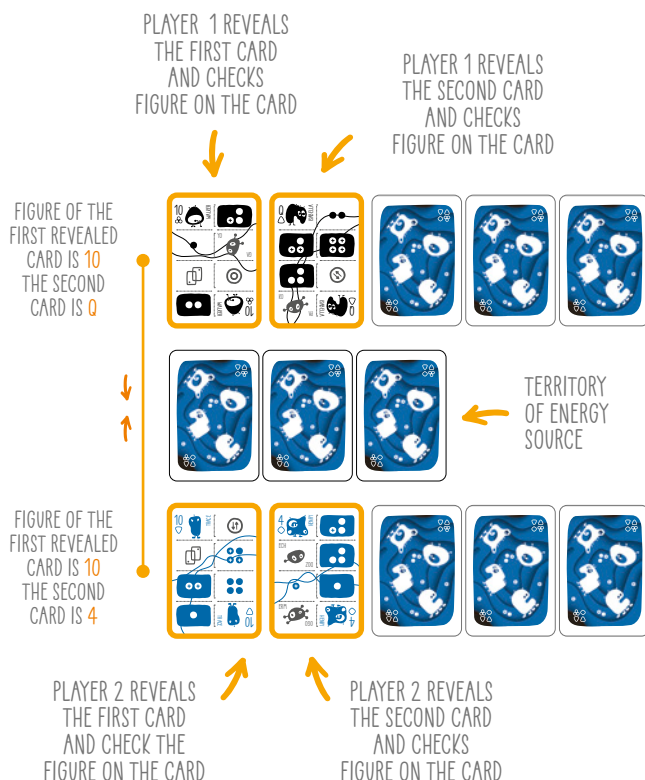
GAMEPLAY

The first round (and each subsequent round) begins with each player drawing 5 cards from the main deck. The drawn cards are placed face-down on the table, side by side, in the order in which they were drawn.

Then one player takes 3 cards from the main deck and places them face down in the center of the table. These 3 cards are the **unexplored territory of an energy resource**. Once all cards are dealt on the table, each player makes a move to reveal one of his cards. The players check which card has the highest figure. If it happens that both cards have the same face, they reveal the next card in the row until one of the players gets the higher figure on the card.

The player with the higher figure on the card begins a round (mini-adventure) gaining new energy reservoir territory where exploration begins. The player receives **8 points**, for capturing the source.
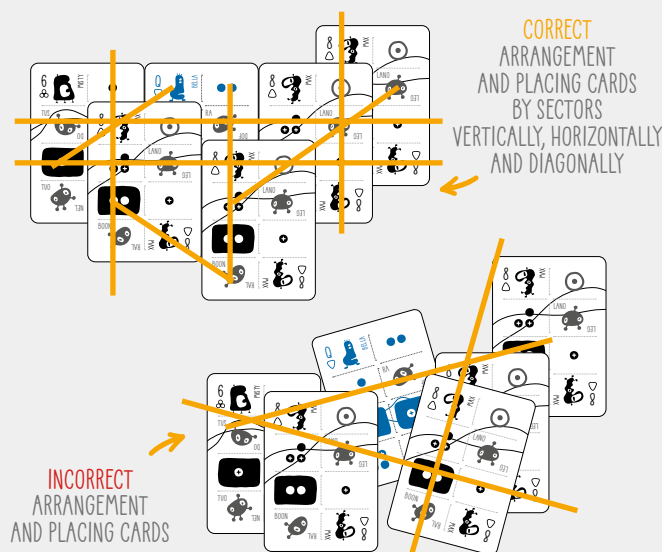
PLAYER 1 REVEALS
THE FIRST CARD
AND CHECKS
FIGURE ON THE CARD

PLAYER 1 REVEALS
THE SECOND CARD
AND CHECKS
FIGURE ON THE CARD

FIGURE OF THE
FIRST REVEALED
CARD IS 10
THE SECOND
CARD IS Q

TERRITORY
OF ENERGY
SOURCE

FIGURE OF THE
FIRST REVEALED
CARD IS 10
THE SECOND
CARD IS 4

PLAYER 2 REVEALS
THE FIRST CARD
AND CHECK THE
FIGURE ON THE CARD

PLAYER 2 REVEALS
THE SECOND CARD
AND CHECKS
FIGURE ON THE CARD

EXAMPLE - The first player revealed a card with a figure **10**, the second player revealed a card with a figure **10**, which means that both of them revealed a card with the same figure. This situation is called **the source takeover challenge**. Then the players reveal more cards. In the second reveal, the first player is dealt a card with a figure of **Q**, and the second with a figure of **4**. So the first player has the larger figure and wins the challenge. He is the first to take over a new energy source and reveal 3 cards in the middle to make a possible combination of them in order to score as many points as possible.

Then, after arranging the 3 middle cards, the player adds the last revealed card to them, trying to make **possible combinations**, thanks to which he scores points. Scored points are immediately written down on a piece of paper or a special template.

Cards can be **overlapped** or **added** to each other so that the sectors on the cards coincide vertically, horizontally and diagonally. Otherwise, you will not be able to properly connect sectors on cards. Note: adding a card to a card is possible only for the 3 middle cards at the beginning, later in the game you can only put a card on a card so that at least one sector overlaps any sector of another card.

If a player cannot make any combination, he places a card on the already dealt cards on the table, anywhere. However, remember that the card should be arranged in such a way that the sectors on this card overlap with the sectors on other cards. Otherwise, it will not be possible to create new combinations.

CORRECT
ARRANGEMENT
AND PLACING CARDS
BY SECTORS
VERTICALLY, HORIZONTALLY
AND DIAGONALLY

INCORRECT
ARRANGEMENT
AND PLACING CARDS

The next player moves next. He places one of his face-up cards on top of the other cards already laid out in the center of the table, making a combination to score points. The players alternately make moves.

The round ends when all 5 cards are used by each player. All the laid out cards in the middle are collected by players and placed on their side. These cards are not used later in the game.

The remaining rounds are played in the same pattern. After completing the 4th round, all saved points are counted. The player who has accumulated the most energy in the entire game wins. Thanks to this energy, clans develop and can continue to search for energy source.

NOTE: If you are using an additional set of cards online, then before revealing your next card, you first draw a card online and complete the task on that card. Only after it you reveal your next card. You will see that it will be interesting :)

COMBINATIONS AND SCORING

Combinations allow you to collect points. Combinations are connecting several graphic elements on cards according to certain rules.

Connections can be made from **2** to **4** elements. Joining is possible **horizontally**, **vertically** or **diagonally**. The elements should be placed one after the other.

You can mix and match **energy balls**, **doodles**, and **card color markers** representing each clan. See all possible combinations below.

ENERGY BALLS

EVERY PLUS ON A BALL IT'S AN EXTRA 1 POINT

DOODLES

7+2=9 POINTS.

7+2+4=13 POINTS

EVERY DOODLE ANTENNA IS AN ADDITIONAL 1 POINT - EACH CONNECTION IS 4 POINTS

CARDS

CONNECTION 2 CARD ELEMENTS ARE 2 ADDITIONAL POINTS OR USE OF ADDITIONAL ONLINE RANDOM CARD

CLAN MARKERS

MARKERS ARRANGEMTS COMBINATION OF CLAN AND COLOR

4 POINTS
4 POINTS
4 POINTS
4 POINTS
4 POINTS
4 POINTS
4 POINTS
4 POINTS

CLAN COLOR - a combination (very difficult to solve) of the same color marker in the amount of **3 or 4** in a **horizontal** or **vertical row** gives additional points for the player. The player scores **4 points**. It is also worth paying attention to these elements when arranging cards.

3 POINTS

3+4 POINTS

4 POINTS

3 POINTS

3+4 POINTS

4 POINTS

CLAN FIGURES - a combination (very difficult to solve) of the figures on the cards: K, Q, J, 10,9,8,7,6,5,4,3,2, A, in the appropriate arrangement it also means additional points. The combination of three figures is **3 points**, of four figures is **4 points**. Extra **4 points** for the same color.

ENERGY BALLS - found in various sectors on the cards. With their help, players collect energy which are points. Each ball is **1 point**. Each plus **(+)** on the ball is an additional **1 point**. If all energy balls are in a horizontal, vertical or diagonal row on a red or black background, an additional **4 points** are added.
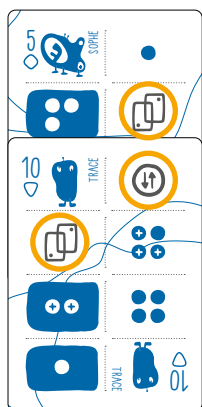

4 (+2 FOR PLUS) + 3 + 2 (+2 FOR PLUS) = 9 + 4 = 13 POINTS

4 + 2 (+1 FOR PLUS) + 3 = 9 + 1 = 10 POINTS

CHANGE OF PLACES - also known as replacing an energy resource - allows you to swap, one time only, two indicated elements on cards in the indicated direction (left, right, up, down, diagonally) on card sectors. It can prove useful in many situations where gaining energy matters.

W TYM PRZYKŁADZIE ZAMIENIASZ MIEJSCAMI 4 KULKI ENERGETYCZNE ZE ZNAKIEM KART, KTÓRE ŁĄCZĄ SIĘ Z TYM SAMYM ZNACZNIKIEM JART, DZIĘKI TEMU ZDOBYWASZ PUNKTY I MOŻESZ POBRAĆ DODATKOWĄ KARTĘ.
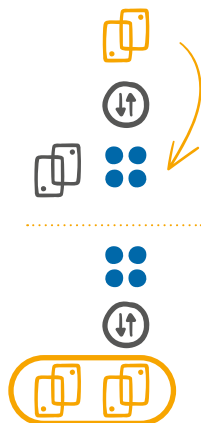
2 POINTS FOR COMBINING CARDS AND THE ABILITY TO DRAW AN ADDITIONAL CARD FROM THE MAIN DECK OR ONLINE

The example above illustrates securing (blockade) 3 sectors. Nobody can cover these sectors for 1 turn, after which the blockade expires. **1 point** per sector.

MOVEMENT BLOCKADE AND RECEIVING SCORING - if you manage to connect two such signs with each other you get **4 points**. But that's not the end of the attractions. You also add up points from the previous move of any chosen player.

GET AN ADDITIONAL CARD - if there are two card characters in the combination. The player has to decide on one of two options:

Option 1: Take a card from the main deck - this is a regular card that you will use to create combinations and score points by adding it to the cards already placed. After you use it, you return the card to the bottom of the main deck and shuffle the deck.

Option 2: You draw a card from the selected deck of online cards - the card gives you even more possibilities. **The online card set is more extensive and can bring many surprises.** There are various challenges, tasks and orders in this deck. We recommend using. We are constantly adding new cards with interesting content to these sets.

Each combination of two characters gives an additional **4 points**.

NUS → PER

4 POINTS
(DOODLES CONNECTION)
6 POINTS
(FOR ANTENNAS)

BO + ELE

DOODLE CREATOR - a very interesting and funny combination. A new doodle is created which gives you extra points. A combination of 2, 3 doodles or even 4 is a good dose of energy that all clans need. The combination of doodle and doodle is **4 points**.
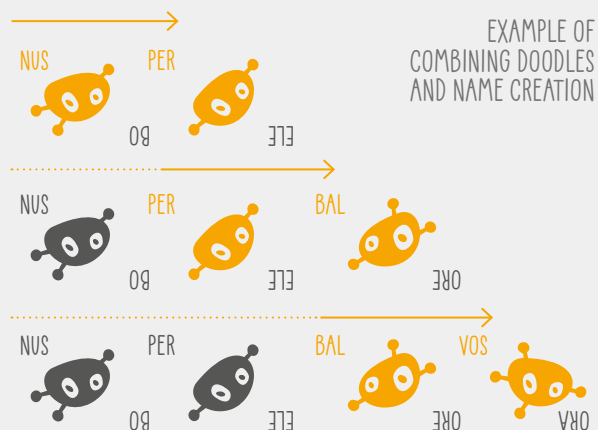
Each of the doodles has antenna. Each antenna is worth **1 point**. The more antennas, the more points you can score. We put short syllables (2,3,4 and 5-letter) next to a single doodle, which you can use to create new names for your doodles. For creating a new name, the player receives an additional **10 points**.

NATA + ER = **NUSPER**   10 POINTS
ELE + BO = **ELEBO**   10 POINTS

So a doodle with 1 antenna + a doodle with 5 antennas = **6 points**. 4 points for combining 2 doodles for a total of 6 + 4 = **10 points**. 10 points for making a name, which together gives 10 + 10 = **20 points**. As you can see it's a simple connection and gives you a lot of extra points. That's why it's so important to try to make as many doodles combinations as possible throughout the game.

We deliberately placed the syllables on both sides of the doodle upside down. When playing with two people and sitting opposite to each other, each player sees different syllables. Remember that you create a doodle name from a card you add to another card.

EXAMPLE OF COMBINING DOODLES AND NAME CREATION

NUS   PER
BO   ELE

NUS   PER   BAL
BO   ELE   ORE

NUS   PER   BAL   VOS
BO   ELE   ORE   ORA

It is worth remembering that from combining 2 doodles only **1 new name** is formed (NUSPER). If 3 doodles are combined, **2 new names** are created (NUSPER + PERBAL). If 4 doodles are combined together, **3 new doodles names** are created (NUSPER + PERBAL + BALVOS). Each created name equals **10 additional points**.

We plan to design an interesting online search and score tool for creating doodles names with graphics of the doodles and a description of their properties. It will be so much fun!

FEW SELECTED GAME VARIANTS

We have created few interesting game variants. We hope you will like our suggestions.

"DIAGONALLY"

This variant of the game introduces a few subtle changes to the game play. Namely, we increase the possibility of creating combinations not only in a straight line, but also in a diagonal line. However, you also place clan markers diagonally. Here are some examples of how to create such combinations from elements and markers.

ELEMENTS ARRANGEMENT

MARKERS ARRANGEMENT
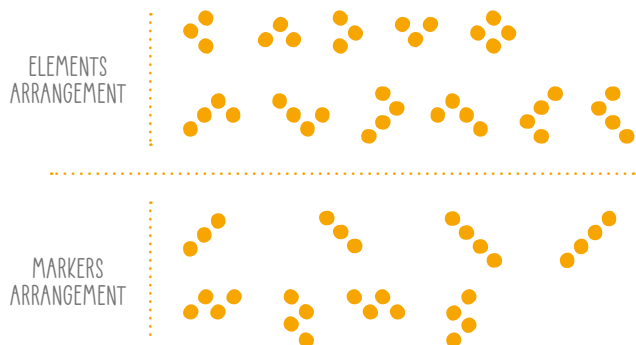
"TWO PLUS ONE"

The **3-player** version of the game differs in the first unfolding of cards on the table. The rest of the rules remain unchanged. In this version, each player takes **3 cards** from the main deck. **4 cards** are placed in the middle of the table.

PLAYER 1
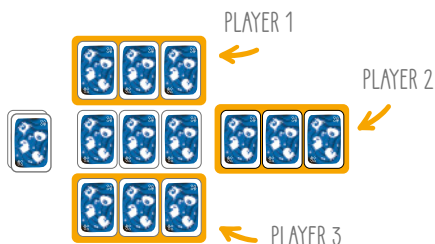
PLAYER 2

PLAYER 3

"FOUR BY FOUR"

The version of the game **for 4 people** differs in the first unfolding of cards on the table. The rest of the rules remain unchanged. This time, each player takes **2 cards** from the main deck. **5 cards** are placed in the middle of the table.

PLAYER 1

PLAYER 2
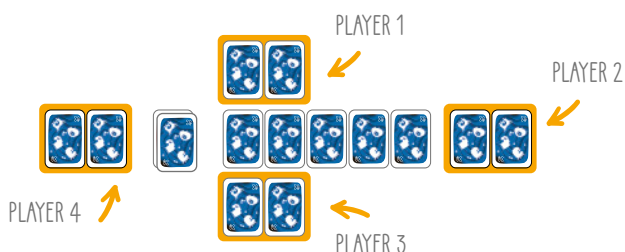
PLAYER 4

PLAYER 3

"ENERGY SEEKER"

The version of the game is ideally suited for 1 person. The player takes 6 cards from the main deck and spreads 3 cards in a row on the table. Cards should touch each other on the edges.

FIRST UNFOLDING OF THE CARDS FOR SOLO PLAY

Then the player turns over all 6 cards one after the other. A great search for energy begins. The player takes one card from the main deck and adds it to the cards that have already been laid out in such a way as to create appropriate combinations for which the player receives a score. The same rules apply to this version of the game as for the 2 player version. Points are written down on a piece of paper or a template specially created by us to record points. The game ends when all the cards from the main deck have been placed on the table. Perfect for solo play. Each time the player tries to get even more energy for the clan.

In our opinion, one of the most interesting card puzzles, because there are a lot of combinations in it, especially when you use an additional set of online cards called FEED THE DOODLES - SOLO. We have prepared some interesting tasks and challenges for players there.

"FAST SEARCHERS"

Game version for up to 6 players. Everyone takes 8 cards from the main deck. From these eight cards, the player arranges the appropriate combinations according to the rules of the game. Whoever manages to collect the most energy wins. There are no rounds here, as each time you complete the cards, they go back to the main deck and you should shuffle them well. Again, each player takes 8 cards and makes different combinations of them. The players play as long as it suits them. If there are more than 6 players, you can reduce the number of cards drawn from 8 to 6, and even to 4. This is the fastest version of the game FEED THE DOODLES.

Did you like the game? Do you want to know what other game variants we have prepared for you? Go to our website and download a free e-book called "EVEN MORE DOODLES". Have fun :)

GAME HINTS

During the game, try to observe which combinations the opponent makes the most, as this can help you decide where to place your own cards. While it's not that simple, it can be helpful at times. We have placed all possible combinations of energy balls on an additional grey card, which should always be available at your fingertips to quickly check whether a given combination is possible.

FINALLY, A FEW RULES, WHICH NEED TO BE REMEMBERED...

1. You cannot create **the same combination** that was created in the previous move, like stacking the same elements on top of each other. But each of these elements can be used to create a new and different combination.

2. The minimum number of items needed to create a combination is **2** and the maximum is **4**.

3. By creating a combination of energy balls, you can add the appropriate number of elements **1 + 2, 2 + 1** and **2 + 2**. You cannot add **1 + 3**, **2 + 3**.

4. When using additional sets of cards online, remember that you always take your card online and complete the tasks described in the card, **before revealing your card**.

5. If you manage to make a combination of energy balls with the same number (eg. all triple balls), **from one edge to any other edge**, you win the round and score an additional **44 points**.

6. You can add any sector (element) to **each JOKER element**, but only in such a way that any possible combination of three or four sectors is created.

7. When the last **cards face up are the same** and the next card cannot be turned over, the players take turns drawing one card from the main deck (or from the cards placed side) to indicate which of them has the larger figure to make the next move.

8. Always **use fair play** in every game**.**

ONE MORE THING...

If you come up with an interesting, custom game variant, please contact us. If we like your version, we will include it in the e-book dedicated to the different game variants. And we will write about you on our blog. It's nice if you can take pictures while playing and send them to us! Don't forget to join us on social networks.

And if you want to earn money with us, join our affiliate program. **Good luck :)**

CHALLENGES FOR THE PLAYERS

Join us on our social networks such as **Facebook**, **Twitter** or **Instagram** to participate in the video challenges we are preparing for all our **FEED THE DOODLES** players.

A FEW SAMPLE COMBINATIONS
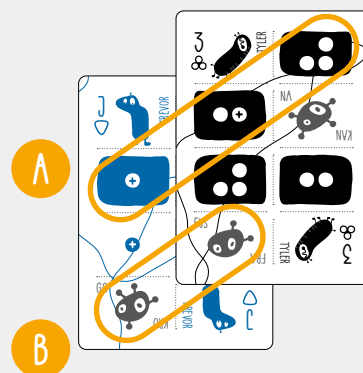
(A) 1+2+3 (+2 FOR PLUS) = 8 POINTS
(B) DOODLE+DOODLE+NEW NAME 4 +10 (+6 FOR ANTENNAS) = 20 POINTS
   NAMES: FUS+GO = FUSGO OR FRA+KRO = FRAKRO
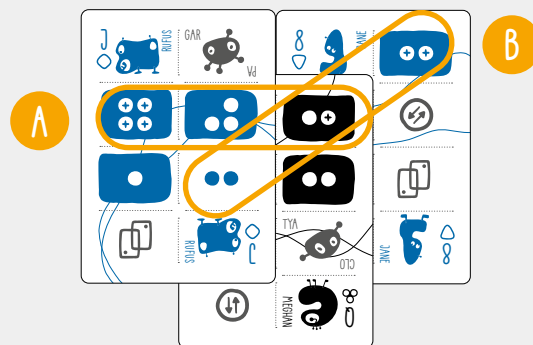
(A) 4+3+2 (+5 PLUSES) = 14 POINTS
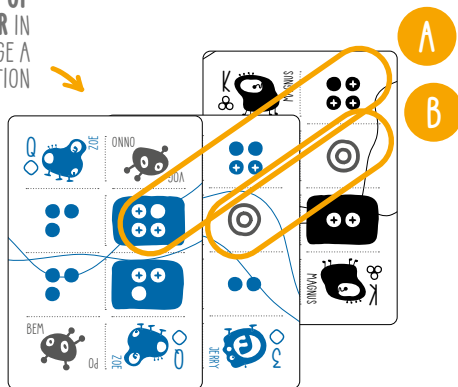(B) 2+2+2 (+3 PLUSES)= 9 POINTS
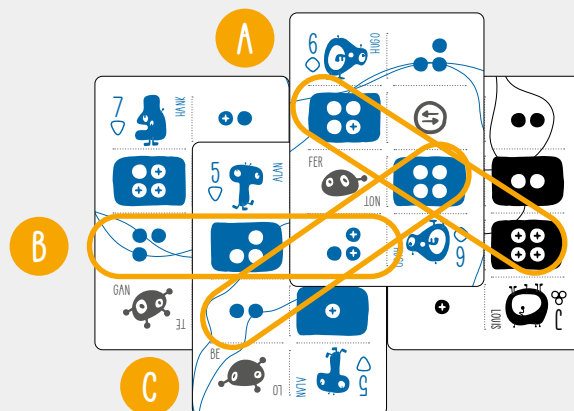
(A) 4+4+4 (+5 FOR PLUS) = 17 POINTS
(B) 3+3+3 (+2 FOR PLUS) = 11 POINTS
(C) 2+3+4 (+2 FOR PLUS) = 11 POINTS

A FEW SAMPLE COMBINATIONS
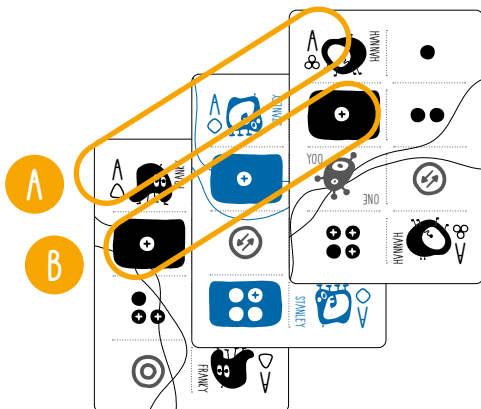
CARD PLACEMENT
**ONE ON TOP OF
THE OTHER** IN
ORDER TO ARRANGE A
COMBINATION

ADDING CARDS TO ONE ANOTHER
TO ARRANGE A COMBINATION

(A) 1+2+3 (+4 FOR PLUS) = 10 POINTS
(B) 2+1+1+2 (+1 FOR PLUS) = 7 POINTS

(A)4+4+4 (+8 FOR PLUS) = 20 POINTS
(B) BLOCKING OPPONENT'S MOVEMENT = 4 POINTS
PLUS THE OPPONENT'S POINTS FROM THE LAST MOVE

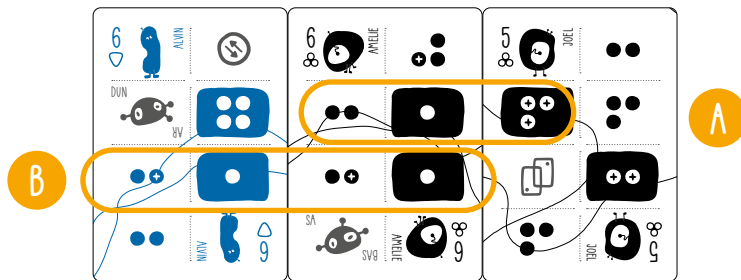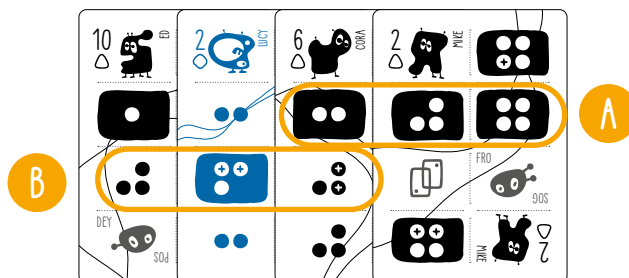(A) DOODLE+DOODLE+IMIE 4+10 (+4 FOR ANTENNAS) = 18 POINTS
     NAMES: DE+TUGA = DETUGA OR DE+ONES = DEONES
(B) 4+3+2 (+5 FOR PLUS) = 14 POINTS
(C) 1+1+1 (+2 FOR PLUS) = 5 POINTS

(A) A+A+A (SAME FIGURES) = 3 POINTS
(B) 1+1+1 (+3 PLUSES) = 6 POINTS
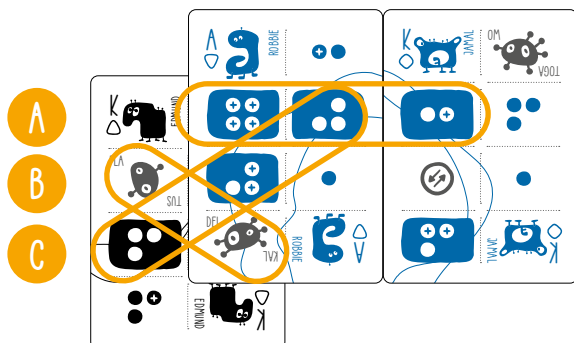
(A) 4+3+2 (+5 FOR PLUS) = 14 POINTS
(B) DOODLE+DOODLE+NAME 4+10 (+7 FOR ANTENNAS) = 21 POINTS
     NAMES: FLA+DEL = FLADEL OR KAL+TUS = KALTUS
(C) 3+3+3 (+2 FOR PLUS) = 11 POINTS

(A) 2+3+4 = 9 POINTS
(B) 3+3+3 (+4 FOR PLUS) = 16 POINTS

THANKS TO CONNECTING DOODLES YOU WILL COLLECT EVEN MORE POINTS. OBSERVE, STACK, CONQUER...

A FEW SAMPLE COMBINATIONS
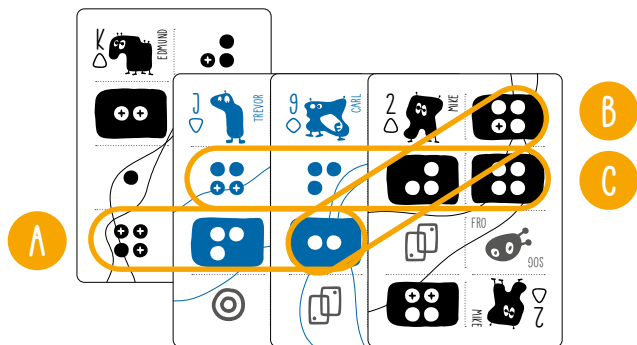
(A) 4+3+2 (+3 FOR PLUS) = 12 POINTS
(B) 4+3+2 (+1 FOR PLUS) = 11 POINTS
(C) 4+3+3+4 (+2 FOR PLUS) = 16 POINTS
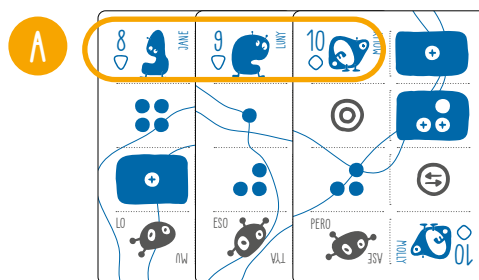
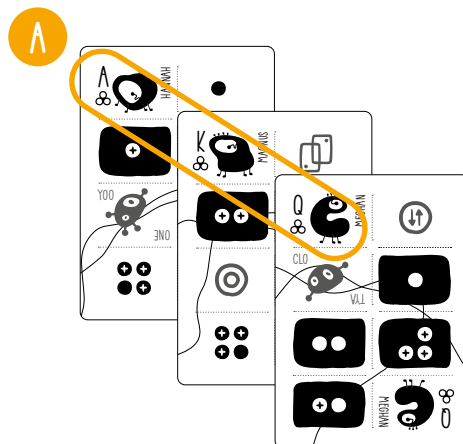(A) 3 FIGURES OF ONE COLOR (8,7,6) +4 = 7 POINTS

(A) **SPECIAL COMBINATION**
FROM EDGE TO EDGE THE SAME ENERGY BALLS = 44 POINTS
- SUCH A CONNECTION CAN BE MADE OF BALLS 1,2,3 AND 4
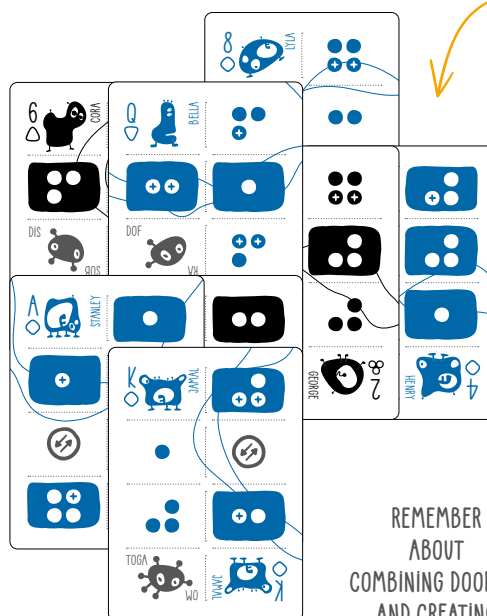
(A) 3 FIGURES OF THE SAME CLAN (A,K,Q) + SAME CLAN COLORS
3+4 = 7 POINTS

AND NOW THE TASK FOR YOU:
FIND AND COUNT HOW MANY CONNECTIONS ARE POSSIBLE IN THIS SET OF CARDS AND WHAT IS THE SUM OF ALL POINTS?

(A) 3 (4,5,6 FIGURES OF THE SAME CLAN)+4 = 7 POINTS

REMEMBER ABOUT COMBINING DOODLES AND CREATING NEW NAMES.