



INTRODUCTION

It's party time! Music, food, dancing and lots of Piñatas! Stuff Piñatas with tasty sweets and toys, or trick the others by secretly placing useless objects inside them! When the time is right, hit and break the correct Piñata to get all the goodies for yourself - or make a mistake and end up with banana peels and tuna cans...

In Piñata Party, players place cards on columns that represent Piñatas. When a Piñata is full, it breaks and the player that Hits it, collects all of its cards. Wisely play your cards to gather sweets and toys or bluff your opponents into breaking Piñatas with useless objects!

COMPONENTS

- 96 Game Cards
- 4 Ability Reference cards
- Rulebook



Positive
Number



Item
Depiction

Negative
Number

GAME CARDS

There are 3 types of cards:

- Sweets and toys: Cards with a positive number
- Useless objects: Cards with a negative number
- Ability Cards: Cards with abilities (See Ability Cards on page 12).

The cards come in 4 different colors, which are visible on both sides. Each color is accompanied by a unique pattern, making the game colorblind friendly. Each color group has there are 10 positive cards (from 1 to 10), 7 negative cards (from -4 to -10) and 7 ability cards, making each card in the game unique.

PLAYING PIÑATA PARTY:

Shuffle the deck and deal 5 cards to each player. Place the rest of the deck face down on the table, within easy reach for all players. Leave some free space next to the deck for a discard pile. Draw the first 4 cards of the deck and place them face up on the table, next to each other. These 4 cards, are the first cards of each Piñata.

Note: If any of these 4 cards is an Ability Card, do not resolve its ability.



In the first round, the player that broke something most recently goes first. In subsequent rounds, the first player is the one with the lowest score. Starting from the first player and going clockwise, players take turns one at a time, until the round ends (See “End of Round” below). During their turn, players have to play at least one card, or several of the same color, on one Piñata. At the end of their turn, they have to refill their hand back to 5 cards from the deck. If a player is unable to play a card, he has to pass his turn (see “Passing your turn” below).

Cards on Piñatas are placed vertically, overlapping each other, forming columns from top to bottom. They also have to be placed in the opposite facing way of the previous card. So if the last card of a Piñata is face-down, the next one must be placed face-up and vice versa (See image 2).



HIT:

The 7th card on a Piñata is called a “Hit” and it is the one that breaks the Piñata, allowing players to take its contents. **The “Hit” card must be of the same color as the 6th card of the Piñata.** The player that placed the “Hit” card, removes the Piñata from the table and collects all of its cards, placing them face down in front of him. He can freely look at these cards anytime to remember which ones have already been played, but he is not allowed to show them to the other players.

Important: A Piñata can never have less than 1 or more than 7 cards (including the first card and the Hit)

ABILITIES

Ability cards offer interesting powers that allow you to break the rules and mess with the other players. These cards can be played as any other card, but their power **can only be triggered when played face-up**. Using a face-up Ability card’s power is not optional, **you have to use it**.

Important: If the Hit of a Piñata is a face-up Ability card, use its power and then break the Piñata normally.

PASSING YOUR TURN:

If a player is unable to play a card in his turn, either forced by an Ability Card or because he doesn't have the required color to break Piñatas with 6 cards, he has to pass his turn. He can then discard as many cards as he wants from his hand and refill it, by drawing an equal number of cards from the deck.

Important: All of the discarded cards are placed on the discard pile face-up.

END OF ROUND:

A round ends when all Piñatas are broken or when the last card of the deck is drawn. Each player adds up the cards he collected from breaking the Piñatas and writes down his score on a score pad. Ability cards are worth zero points. Points gained during a round, are summed up with points from previous rounds. If the game is not over (see "Game End" below), shuffle all the cards together and begin a new round as detailed above.

GAME END:

The game can end in 2 different ways; players have to decide beforehand on one of them.

1. The game ends after 3 rounds, and the player with the most positive points wins the game.
2. The game ends when a player exceeds 60 points at the end of any round. If more than 1 player exceeds 60 points, the winner is the one who has the most points. In both cases, if there is a tie, play one more round.

ALTERNATIVE WAYS OF PLAY:

TEAMS

You can play Piñata Loca in teams of equal size. Each team keeps one total score. Players of the same team should not be seated next to each other. In a 6 player game with 3 opposing teams, one player of each other team must sit between 2 players of the same team. So, players of teams T1, T2, T3, should be sitting as follows: T1 Player - T2 Player - T3 Player - T1 Player - T2 Player - T3 Player.

RULES FOR YOUNGER CHILDREN

You can have an easier and more kids friendly game, by removing all of the ability cards from the game. This way, children can play the game and practice adding positive and negative numbers. They can also develop their decision making and strategy skills, by bluffing and competing for the Piñata with the most points. The rest of the game is played as normal.

ABILITY CARDS

Important: Remember, all of the abilities below are triggered **ONLY** when the card is played as a face-up card. When played face-down, their ability is lost.



1. Pass: You, or a player of your choice, passes his next turn. “Passing your turn” rules apply as normal.



2. Remove: Remove any number of cards **of the same color** from the Piñata this card is played on. The removed cards are placed face-up on the discard pile. Don't change the face-up/face-down orientation of the remaining cards.

Important: This ability can never entirely empty a Piñata.



3. Gift: This ability can only be triggered if played as the “**Hit**” of a Piñata (7th card). The Piñata breaks normally, but you **have to give** all of its cards to an opponent. If played in **any other** position, this ability has no use.



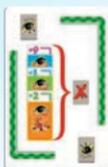
4. Rainbow: This card is considered a card of all 4 colors. If played as a “Hit”, it can break any Piñata, regardless of the color of the 6th card. If played along with other cards, it is considered the same color as they are. For the remaining round, the Rainbow is considered a normal card of its printed frame color (when playing a Hit or a Remove card).



5. Stuff: When this card is played, all players can only place cards on the Piñata this card was placed on, until it breaks. If a Stuff ability is removed this way, its effect no longer applies.



6. Break: This card acts as a “Hit”, **regardless of the current number of cards on a Piñata**, but it still has to be placed on a card of the same color. After you break the Piñata and collect its cards, draw a card from the deck and place it face up on the table, starting a new Piñata. If the drawn card is an ability card, do not trigger its power.



7. Look: Look at the face-down cards of the Piñata this card is placed on. Discard one card from this Piñata (either a face-up or a face-down card) and place it face-up on the discard pile. You can rearrange the cards of the Piñata without changing their facing (face up/ face down). If a Stuff ability is removed this way, its effect no longer applies.