



COMPLETTO

The exciting tile-laying game
by Heinz Meister for 2 to 4 players from the age of 8.

IDEA OF THE GAME

Each player tries to form a row of ascending numbers from left to right out of 22 tiles. The person to do so first wins the game. However, at the start of the game, most of the tiles are still face down! You need to plan wisely when positioning your tiles – and be prepared to take a risk at times! That is why the players are always careful to position the unturned numbers such that there is enough space for the numbers they uncover later on in the game.

PREPARING TO PLAY

All 100 tiles are placed in the middle of the table face down, and shuffled well. **Each player picks up 17 tiles** and positions them in a horizontal line in front them, face down. The rest of the tiles are left face-down in the middle of the table. At the start of the game, each player takes another **5 tiles which he turns over one after the other**. He pushes each tile into any position in his row of tiles he wants (in front of or after) other tiles, before he turns over the next tile. It is important to position the tiles in **ascending order**.

TIP

When you are choosing the position in your row of the 5 tiles you have picked up, ensure that there is enough space left for further numbers. A very low number should be positioned on the left-hand side, whereas a very high number should be positioned on the right-hand side.

Example: Andrea has turned over 5 tiles with the numbers 3, 14, 42, 82 and 85. Before starting the game, she decides to insert these numbers between the other 17 tiles as in the following:



Now you can get started! The youngest player starts.

HOW TO PLAY

The player whose turn it is has **two options** how to play:

1. To pick up one tile from the middle and to position it in his row of tiles.

In this case, the player picks up a **tile from the middle** and **turns it over such that the side with the number on it is face up**. He now **replaces** this upturned tile with a face-down tile from his row of tiles, and puts the **face-down tile** in the middle of the table. The upturned tile now takes up the original position of the face-down tile. The **positioning rules** (see below) must be observed.

or

2. To move one face-down tile from his own row to a different position in his row of tiles.

In this case, he takes a **face-down tile** from his row of tiles and moves it to a different position in his row of tiles. To do this, he pushes it **between two tiles** and pushes the other tiles such that the gap which was made when the tile was removed is closed. It isn't necessary to observe the positioning rules in this case.

The game then continues in a clockwise direction.



POSITIONING RULES

The following applies to positioning your tiles:

A) A tile must fit in with the numbers that have already been played.

The number on the tile must go before, behind or between the numbers which have already been played. The distance between the two numbers doesn't make any difference, however.

Example: Thomas has turned over a tile in the middle of the table. This tile is number **21**. He now has the option of positioning the number **21** in either of the indicated positions. To do so, he removes one of the two face-down tiles from his row of tiles and puts it in the middle of the table face down, without looking at it. He then positions the number **21** in the free space. Now it is the next player's turn.



B) If a tile is placed in the row such that a new pair of two consecutive numbers is formed, the player gets another turn.

If a player forms a triplet of three consecutive numbers, the player does not get two more turns, but only one more turn nevertheless.

Example: It is Thomas' turn again, and this time he has turned over the number **32**. The number **32** can now be inserted in the indicated position. He takes the face-down tile from his row of tiles and places it face down in the middle of the table. He then positions the number **32** in the free space. Since the numbers **32** and **33** follow each other, Thomas gets another turn.



C) If a tile doesn't fit in anywhere, it has to be put back in the middle of the table, face up.

An upturned tile in the middle of the table can be picked up by any player whose turn it is instead of a face-down tile.

Example: In his extra turn, Thomas once again picks up a tile from the middle of the table. This time it is the number **22**. Since there are no face-down tiles between the number **21** and the number **32**, Thomas cannot use the number **22** and has to put it back in the middle of the table, face up. Now it is the next player's turn.



D) In the case of tiles which form a different number when turned 180 degrees, the player can decide which number he wants to use.

This rule only applies to numbers which form a legible number when turned 180 degrees. Hence, a **45** cannot be used as a **54**. The same applies to the number **10**, which cannot be used as the number **01**.

Example: It is Andrea's turn and she has taken the number **89** from the middle of the table. She decides to turn the tile 180 degrees to form the number **68** and to place it in the indicated position. Along with the number **67** which has already been played, the number **68** now forms a pair of consecutive numbers, which means that Andrea gets another turn. Andrea could have played the number **89** after the number **85**, but then she wouldn't have had another turn.



In her extra turn, Andrea decides to move a tile in her row of tiles. To do so, she takes the indicated, face-down tile and pushes it right after the number **68**. The tiles 81, 82 and 85 are pushed to the right, closing any gaps in the row of tiles. Now it is the next player's turn.



END OF THE GAME

The first player to have a row of 22 upturned tiles in ascending order is the winner!

If you want to play a few rounds of Completto, at the end of the game write down the number of each player's face-down tiles as minus points. The person to the left of the player who ended the game starts the next round. The number of rounds to be played is decided before the start of the game: the person with the fewest minus points at the end of this number of rounds is the winner.