

8 Gates is a tile laying and hand building card game for three or four players. Players will draw and place Gate cards in the middle, next to existing Gate cards to trigger abilities and score points, depending on where the Gate card is placed. Each player has a single opportunity to have a double turn, but doing so decreases their hand size. And hand size is important, because each player is also secretly building a scoring hand for the end of the game (either a Run or a Set). The Archivist keeps track of scores and always takes the last turn, but begins with less cards than the other players. At the end of the Archivist's 4th turn (5th in a 3 player game), the game ends, hands are revealed, and the player with the most points wins!

For a how to play video, please visit smallboxgames.com/8gates

SET UP

Each player takes a **Player Reference card** and places it in their play area, set to the (*UNFLIPPED*) side.

Shuffle together the **48 Gate cards** and 1 card is dealt to each player face up. If any player's card has the highest Value, that player takes the **Archivist card** and places it their play area. If any players are tied for the highest Value card, continue dealing 1 card to each tied player until the tie is broken. The player with the highest Value cards takes the Archivist card and places it in their play area. The player with the Archivist card is the Archivist this game.*

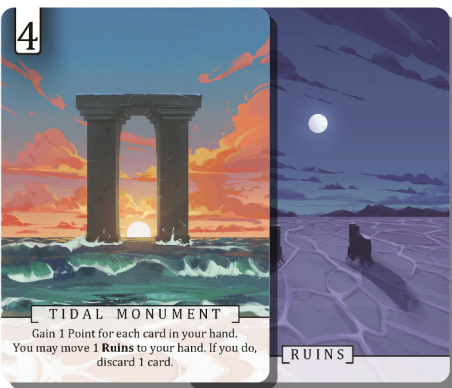
After the Archivist is chosen, the 48 Gate cards are shuffled together and placed in a face down deck to the side of the play area, accessible to all players. The Archivist draws 1 card. Each other player draws 2 cards.

The Archivist places the top 3 cards of the deck next to each other in the middle of the play area, forming the middle.

The Archivist will record scores during the game. A pencil and a piece of paper will work perfectly!

The game begins with the player to the left of the Archivist taking the first turn.

**If players wish to select the Archivist using a different method, they are more than welcome to!*



GATE CARDS

8 Gates revolves around drawing and playing **Gate cards** next to other Gate cards in the middle to gain Points and trigger Abilities (and Gate cards in a player's hand, which are kept secret from other player, matter at the end of the game). Unsurprisingly, there are 8 different **types** of Gate cards. Each Gate card belongs to one of these types, and also features a Value of 1 - 6 (located in the upper corner). These Values are used to determine several things during the game and are covered later in these rules. The back of each Gate card is a **Ruins**. Ruins count as Gates with no special ability and no Value.

If an ability or text refers to "card(s)" it is referring to Gate cards.

REFERENCE CARDS

Each player has a double sided **Reference card**. These cards lay out the basics of the player's turn, and are identical on both sides save for one difference. Once per game, a player may flip their Reference card to the other side to play an additional Gate card during their turn.

ARCHIVIST CARD

The player with the **Archivist card** is the Archivist for the game.

The Archivist starts with one less card than the other players, must keep score, and track the game's rounds. But, they also get to take the last turn.

PLAYER REFERENCE (UNFLIPPED)

When it is your turn, draw 2 cards.

Next, play 1 Gate from your hand to the middle.

To play a Gate, you place it face up next to (orthogonally adjacent) at least 1 other Gate in the middle. If it is placed next to a Gate of the same Value, gain points equal to the number of Gates with that Value in play. Finally, follow the text of your played card in the order printed.

Once per game, after playing 1 Gate you may flip this card face down to play a second Gate.

END OF THE GAME SCORING

When the game ends, you make 1 Run or 1 Set using the remaining cards in your hand and reveal it.

A Run is a group of cards in consecutive numerical order

A Set is a group of cards of the same Value. You score 4 Points for each card in your Run or Set.

ARCHIVIST

You are the **Archivist**. You keep track of things.

As players gain Points, you record their Scores.

You will take the last turn.

At the end of your turn, place the top card of the deck face down next to the deck. Then...

If there are less than 4 face down cards* next to the deck, the player to your left takes a turn.

If there are 4 face down cards* to the side of the play area, the game ends and players reveal their Run or Set from their hand.

*Check for 5 of fewer face down cards in a 3 player game.

The player with the highest Score wins.

PLAYING 8 GATES

8 Gates is played over a series of player turns, taken in clockwise order. During each player's turn, they will always draw 2 Gate cards from the deck and then they must play 1 Gate card from their hand next to (*orthogonally adjacent*) another Gate(s) in the middle of the play area. Playing a Gate card to the middle will trigger an ability and earn the player a number of Points, which the Archivist records for each player. Each player takes 4 turns (5 in a 3 player game), and the Archivist keeps track of this as well. After the Archivist has taken their 4th turn (or 5th in a 3 player game) the game ends and each player reveals a **Set** (*cards of the same Value*) or **Run** (*cards in numerical order*) from their hand and gains additional Points. The player with the Points wins!

Player Turns

At the beginning of a player's turn, they draw 2 cards from the deck. Then, they **must** play 1 Gate card from their hand to the middle.

To play a Gate card, the player places the Gate card face up next to (*orthogonally adjacent*) at least 1 other Gate in the middle. If it is placed next to at least 1 Gate of the **same Value**, they gain Points equal to the number of Gates with that Value in play in the middle. Finally, they follow the text of their played Gate card in the order on the card.

Note that these abilities are to be followed in the order presented and to the best of the player's ability.

Points that a player gains are added to their Score, which is recorded by the Archivist.

If an ability calls for a player to discard a card, the player reveals a card from their hand and it is placed on the bottom of the deck.

If an ability prompts a player to "destroy" a Gate, they simply flip that Gate card over to its **Ruins** side. **While Ruins have no ability or Value, they count as Gates for the purposes of playing a Gate next to another Gate. Players may never look at the other side of a Ruins in the middle.**

After a player has played a Gate, their turn ends and the player to their left takes a turn.

Reminder: There is no maximum hand size. There is no discard pile (discarded cards go beneath the deck).

Flipped Reference Card

Once per game, after a player has played a Gate, and before ending their turn, they may flip their Reference card to the (FLIPPED) side to play another Gate from their hand to the middle. **Note that doing this will cause the player to have 1 less card in their hand at the end of the game.**

Archivist Turns and Ending The Game

At the end of the Archivist's turn, they have an additional step. They place the top card of the deck face down to the side of the play area.

If there are less than 4 face down cards (5 in the 3 player game) to side of the play area, the Archivist shuffles the deck and the game continues, with the player to their left taking a turn.

If there are 4 face down cards (5 in the 3 player game) to the side of the play area, the game ends.

Runs and Sets

When the game ends, each player reveals a **Run** or **Set** of cards from their hand to gain Points. **A player may only reveal a single Run or a Single set, even if they have the cards to make multiple Runs, Sets, or a combination.**

A **Run** is a group of cards in consecutive numerical order.

A **Set** is a group of cards of the same Value.

A player gains 4 Points for each card in their Run or Set, which is added to their Score. The player with the highest Score wins the game. In the event of a tie, the tied player with the most cards in their Run or Set wins.

It's Susan's turn. She draws 2 cards and then must play 1 Gate from her hand to the middle. It must be played next to at least 1 other Gate in the middle. She can play it to any of the indicated spaces.

She plays the Value 2 Dimensional Lens here. It's placed next to a Gate of the same Value (2), so she would gain 3 Points (there are 3 Gates with a Value of 2). Then she follows the text of the Dimensional Lens' ability.



Jimmy has these 6 cards in his hand at the end of the game. He could make a Run of 3 cards (a 2, a 3, and a 4), but he also has a Set of 4 cards (4 cards of Value 2). He reveals the Set of 4 and gains 16 Points (4 points for each card in his revealed Set).