Vivo

3-4
20'
10+

Harmonize with other players to hit the right notes and play a perfect puppy performance!

COMPONENTS

A 48 Playing Cards
(4 suits, ranks 1-12)

B 15 Harmony Cards

SETUP

1 Grab a pen and paper to keep score.

2 Remove the harmony cards and playing cards listed on the right for your player count.

3 Shuffle the harmony cards and place 1 faceup in the middle of the table.

4 Pile the other harmony cards off to the side. Flip the top card faceup *(so everyone can see what will be drawn next).*

5 Shuffle the playing cards and deal each player a hand of **12** cards. The player who most recently sang a song **leads** the first trick.

OVERVIEW

Vivo is played over **2** rounds, each made up of **12** tricks. In each trick, players must ensure that the exact number of **suits** shown on the current harmony card are played, if possible.

At the end of each trick, both the player who played the lowest card **and** the player who played the highest score points. The player with the highest score at the end of the game wins!

	Playing Cards	Harmony Cards
3👤	Remove any 1 suit	Remove all 3 Quartets
4👤	Use all 4 suits	Remove 1 Solo, 1 Duet, and 1 Trio

PLAYING A TRICK

The player who is leading starts the trick by playing **any** card they have. Each other player must then play 1 card in clockwise order and must **follow the harmony** if possible. If a player **can't** follow the harmony, they must play "off-harmony" instead *(see next page).*

FOLLOWING THE HARMONY

On your turn, you must check whether the required number of **suits** shown on the harmony card have been played during the current trick.

If the required number of suits **have** been played, you must play a **previously played** suit. If they have **not** been played, you may play **any** suit, provided the required number of suits can still be played by the end of the trick. If the required number of suits can only be played if you play a **new** suit, you **must** play a new suit.

Player 1 leads

10

4

6

12

Player 4 must play 1st or 2nd suit

Player 2 chooses to play new suit
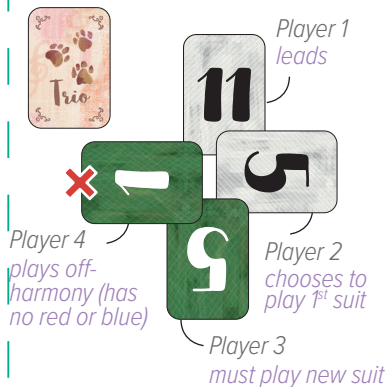
Player 3 must play 1st or 2nd suit

Example 1: *Player 1 leads red. Since the trick is a Duet, Player 2 may play any suit. They choose to play green. Now that 2 suits have been played, Players 3 and 4 must play red or green.*

Player 1 leads

4

∞

4

9

Player 4 must play new suit

Player 2 chooses to play 1st suit

Player 3 chooses to play 1st suit

Example 2: *Player 2 may again play any suit, this time choosing blue. Since only 1 suit has been played, Player 3 may also play any suit, and they also choose blue. Player 4 **cannot** play blue, because 2 suits must be played before the end of the trick.*

PLAYING OFF-HARMONY

If you have **no cards** that follow the harmony, you must play off-harmony. Choose **any** card in your hand and play it faceup as normal. When the trick is scored, your card is **ignored,** and you cannot score points.

Player 1 leads

Player 2 chooses to play 1st suit

Player 3 must play new suit

Player 4 plays off-harmony (has no red or blue)

Example 3: *Player 4 must play either red or blue to complete the Trio, but has neither, so they play off-harmony.*
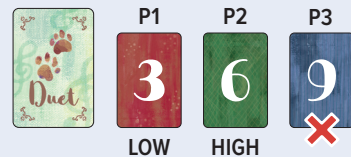
SCORING A TRICK

When everyone has played a card, follow these steps to score the trick. Ignore all cards played off-harmony. Each player keeps their scored cards in a **scoring row** in front of themselves.

▶ **SCORE HIGHEST:** The player who played the card of the highest rank flips their card **facedown** and adds it to their scoring row.

▶ **SCORE LOWEST:** The player who played the card of the lowest rank keeps their card **faceup** and adds it to their scoring row.

▶ **DISCARD:** Discard all other played cards facedown.

If players **tie** for either highest or lowest rank, whoever played **later** in the trick wins the tie and scores their card. If **all** players are tied, the tie winner scores their card as **highest** rank, and no one scores lowest rank.

3P Scoring Example

The 3rd player was off-harmony, so they can't score highest rank.

4P Scoring Example
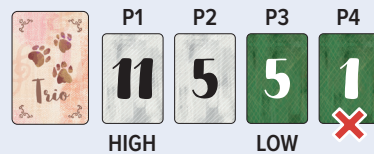
The 4th player was off-harmony, so they can't score lowest rank. The 3rd player wins the tie, since they played later.

THE NEXT TRICK

After scoring a trick, discard the harmony card in the middle and replace it with the top card from the pile. Flip the new card on top of the pile faceup, if there is one.

The player who scored **lowest** rank in the previous trick leads the next trick. *If no one scored lowest rank, the player who scored highest rank leads instead.*

ROUND END

After 12 tricks, the round ends. Each player counts up the points in their scoring row:

• Each **facedown** card is worth **2** points.

• Each **faceup** card is worth points equal to its **rank.**

Write down each player's score on a piece of paper. If you have only played 1 round, set up and play another round. The player who scored lowest rank in the last trick of round 1 leads the first trick of round 2.

After round 2, the game ends, and the player with the most points wins. In a tie, victory is shared.

ROUND TOTAL EXAMPLE

LOWEST (x3): 13 pts

HIGHEST (x4): 8 pts

TOTAL: 21 pts

CREDITS

Design: Vic Village, LEO
Illustration: Sai Beppu
Graphic Design: Anca Gavril & Co.
Rules Editing: Jeff Fraser, Eric Slauson
3D Artist: Filip Gavril

CLARIFICATIONS & TIPS

▶ During the round, players may **not** look at the discard pile or facedown cards opponents have scored.

▶ In a **Solo,** all players must play the same suit as the lead player.

▶ In a **Trio** with 3 players or a **Quartet** with 4 players, every player must play a different suit.

▶ In a **Trio** with 4 players, if Players 1 and 2 play the same suit, Player 3 must play a new suit. *Since Player 4 can only play 1 suit, 2 suits must be played before their turn.*

▶ If the required number of suits cannot be played before the end of the trick regardless of what suit you play, you must still play a **new** suit. *Example: In a Trio with 3 players, Player 2 plays off-harmony. It is now impossible to complete the Trio, but Player 3 must still play a new suit.*