



ALWAYS A BRIDESMAID

Play cards together, time your HOLD BACK, and aim for second place.



2-5
Players



20
Mins



10+

Play Accessories at the same time. Stop with HOLD BACK at the perfect moment. Aim high—but not highest.



GOAL & COMPONENTS

Play 3 rounds. Each round, build a high Accessory total without being the highest. Score by rank. Most points after Round 3 wins.

A. Each Player Has

· 11 Accessories: -5, -3, -2, 0, 1, 2, 3, 5, 6, 8, 10.



· 1 HOLD BACK



· 1 THE START card, with WILD on the back



B. Key Terms

· **Accessory**: Adds its value this round.

· **WILD**: -1 point at game end.

· **HOLD BACK**: Stop playing this round.

· **Displayed Card**:

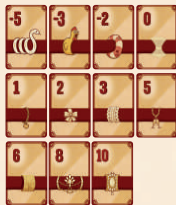
Scores points and cannot be reused.

Setup

From your 11 Accessories, choose 5 as Reserve Cards. Place them face down. Only you may look at them. Your other 6 Accessories plus HOLD BACK form your Round 1 hand. Place THE START face up in front of you.

A. Setup

1 11 Accessories



2 Reserve 5 cards



3 Round 1 hand



4 THE START in front



B. Hand Growth

1 Round 1:
Use your starting hand.



2 Round 2:
Add 3 Reserve Cards.



3 Add your last 2
Reserve Cards.



For 2 players, see p. 7.

Round Flow

Each turn, all active players choose 1 card from hand and play it face down. Then reveal all chosen cards together.

- 1 Choose 1 card.



- 2 Reveal together.



- 3 Resolve the card.



Accessory:
Place it by THE START.
Add it to your total.



HOLD BACK:
Stop. Play no more cards this round.



- 4 Check for scoring.

Score the round when everyone has held back, or when only one player remains active.

HOLD BACK & WILD

Playing **HOLD BACK** locks in your total. You score using the Accessories you have already played.

A. Earliest **HOLD BACK**

Only the first player or players to play **HOLD BACK** may set aside 1 Accessory from hand face down.



Reveal it during scoring. It counts as played this round.

Later **HOLD BACK** players may not set a card aside.

No Accessory in hand? You lose this right.

B. **WILD**

When you play or reveal -5, -3, or -2, flip **THE START** to **WILD**. **WILD** costs -1 point at game end.



Scoring

Add all Accessories played this round, including any set-aside card. Rank totals high to low.

The highest steals the spotlight;
second place is just right.

A. Ranking Points

3 Players

1st	1pt
2rd	2pts
3nd	0pt

4 Players

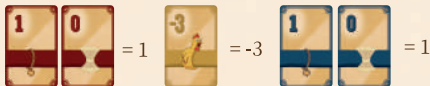
1st	1pt
2rd	3pts
3nd	2pts
4th	0pt

5 Players

1st	1pt
2rd	3pts
3nd	2pts
4th	1pt
5th	0pt

Tied players share that rank's points. Round fractions down.
Ties do not skip the next rank.

B. Example



In a 3-player game, Red and Blue tie for highest. They share 1st place: $1 \div 2 = 0$ pts each. Yellow is next, so Yellow takes 2nd place and scores 2 pts.

CLEANUP & GAME END

After scoring, display face-up Accessories equal to the points you earned. Use Accessories played this round first. If you need more, take them from hand. Displayed cards score points and cannot be used again.



Example:

You score 3 pts.

Display the 2 Accessories you used, then 1 from hand.



Next round, you score 1 pt.

Display 1 Accessory used that round. Unscored played Accessories return to hand. HOLD BACK always returns to hand.

Final Score = Displayed Accessories - WILD penalty

After Round 3, highest final score wins.

Tie? The player who has been single longest wins.

2-Player Variant

With 2 players, add 1 Robot Bridesmaid and use 3-player scoring. The Robot joins ranking and can share tied points. It does not score and display cards.

A. Robot Setup

- 1 Prepare its 11 Accessories, THE START, and HOLD BACK.
- 2 Randomly remove 1 Accessory without revealing it.
- 3 Deal the other 10 Accessories to the two players, 5 each. Each player secretly chooses 2. Shuffle those 4 cards with HOLD BACK. This is the Robot's hand.

B. Robot Play

- 1 Both players play as usual.
- 2 Each turn, reveal the top Robot card with the players' cards. Accessory: Add it to the Robot's total. HOLD BACK: The Robot stops this round.
- 3 Score as a 3-player game. The two players use the normal hand-growth and cleanup rules.



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Special Thanks: Great Play Space 玩聚空間&聚樂子