



Diamond Dreams mode

Diamonds are power ups in this mode



Getting Diamonds

Players each start the game with .

Each gambit, the bank antes:

for 2 players,

for 3 or 4 players,

for 5 or 6 players.

Whenever you fold from an ability, take from the pot if possible.

Big Snacks

If you're going to snack during the 2nd snack phase, you can pay any number of to the bank first to get TWO extra snack cards per spent.

Big Abilities

During the ability phase, you can pay any number of to the bank to do that many Big Abilities, in addition to your regular abilities
(As usual, announce all your abilities first, then do them one at a time.)

Big Draw Draw two cards, discard a card, then put a card face down on top of the deck.

Big Add Deal two cards (face up), then you may add one as the 6th community card. If there already is one, pay whoever added it 5 gold to replace the old card. Discard the unused card(s).



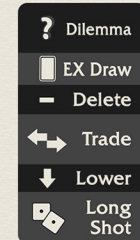
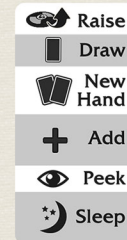
Sirlin
games

Pandante Quick Start Rules

You can mix and match all the game modes

1 Choose **light** or **dark** abilities for your game
(It's best to start with light)

Fun
and
Joy!



Misery
and
Woe!

When you learn the base game, try adding some of these:

2 (Optional)
Visit a new **Casino** each gambit
Each one changes the rules somehow



3 (Optional)
Give each player a **Panda Champion** for special powers



4 (Optional)
Activate **Diamond Dreams**
Everyone gets Diamond chips as powerups!



How to Play Pandánte

GOLD

Each player starts with 44 gold
(A lucky number in the Pandalands)



Gold Fairy

- Refills you back to 20 gold each gambit if you go below 20.
- Pays your debts if you go below 0, but you must sit out the next gambit and frolic with her.



Gold to Win

2 pandas	75 gold
3 pandas	90 gold
4 pandas	120 gold
5 pandas	150 gold
6 pandas	175 gold

CARDS

Deal each player two cards.
(These are private cards, keep yours secret.)



Community Cards

- 5 community cards will be dealt over the course of the gambit.
- Make the best 5-card hand you can with any combination of these and your private cards.



Got a Joker?

- The Joker counts as any color and any number!
- The Joker loses all ties. (333 Joker loses to 3333.)
- If you challenge someone with the Joker in their hand, you don't have to pay them.



DEALER BUTTON

- Give the dealer button to someone (choose randomly?)
- That panda acts last in everything.
- Pass the dealer button to the left at the start of each gambit.



Gambit Phases

Ante

Splash • bet • snacks

Paws • bet • snacks

Tail • bet • **abilities**

Upgrade Tie-break? **Showdown!**

Bet

Put 2 gold on your claimed hand (or fold).
It's ok to lie, but you can be **challenged** during the **showdown**.
You can't claim a lower hand on later bets.



Snacks

Snack means draw a card and discard a card to improve your hand.
Highest claimed hand(s) snack for free.
Others can pay 2 gold per space below the highest hand to snack.



Abilities

You can do 0, 1, or 2 abilities during your ability phase.
Declare them all first, then resolve them one at a time.



Upgrade

You can pay 2 gold to increase your claimed hand.
It's optional and no one else has to match it.



Tie Breakers

Try to break ties for highest claim by saying your hands out loud.
If still tied, they each get challenged one at a time during the showdown.



Showdown

Everyone (even folded players) can challenge the highest claimed hand.
If multiple players challenge, only the first in turn order counts.

Exposed liars pay the challenger 5 gold.

False-accusers pay the truth-teller 5 gold x # of players!

Go to the next highest player if the highest is caught lying.
If they weren't lying or if no one challenged, they win the pot!



Panda Coin

If you won the gambit (alone) by lying, you get the Panda Coin.
Spend it to draw 5 cards, then discard 5 cards (in place of an ability).

