

2-10
MINUTES

1-4
PLAYERS

5-105
AGE



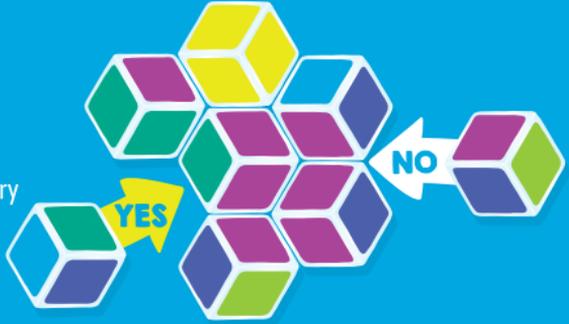
stellö

INSTRUCTIONS

The creative, color-matching tile game.

The stellö tiles

- There are **48 tiles**.
- Each tile has **3 sections** that vary in color combination.
- Connect tiles **by color**.



Basics of all stellö games

Play 1

Can be any tile.

Play 2

Can be any tile that matches 1 color of the tile played.

Play 3

Beginning with the third tile, all tiles played must **touch at least two tiles** on the board and at the same time **match tile colors**.

Winning

The first player to use **all of their tiles** wins!



Dividing the Tiles: 2 PLAYERS = 24 TILES EACH | 3 PLAYERS = 16 TILES EACH | 4 PLAYERS = 12 TILES EACH

Stellö Point System: If no player is able to use all of their tiles, the player with the least amount of points based on the following point system is the winner!

= 5 points
YELLOW

= 3 points
TRIO

= 2 points
DUO

= 1 point
UNO



How to use yellow tiles

block tiles

Block Tiles act as **any color** when connecting to the board, but cannot be played off of once they are played. Block Tiles make Stellö games more difficult, requiring more strategy.

Block Tiles cannot be played on your first two or last two plays.



wild tiles

Wild Tiles can be played as **any color** and used at **any time**. Wild Tiles make Stellö games a little easier.

NOTE: Suggestions for using the yellow tiles as Wild Tiles or Block Tiles are included with each game instruction. Ultimately you can decide as a group how to use the yellow tiles. Just make sure that you decide prior to starting your game.



Are yellow tiles distributed evenly?

There are 4 yellow tiles. Please decide as a group if you wish to distribute the yellow tiles in a particular way or if you want to leave it to chance!



Snap a picture of your finished game board and share using **#playstellö**.

A stellö for everyone!

From the competitive **Turbo Stellö** to the more relaxed **Mello Stellö**, there are many ways to connect, create and compete!

For more ways to play Stellö and for more Möbi fun and games, please visit: **playmobi.com**

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5+ WAYS TO
PLAY



BIG BOARD GAMES: All players are building one shared board.

jumbo stellö

 2-4 PLAYERS or 2 TEAMS OF 2 **BLOCK TILES**

- 1 Divide the Stellö tiles evenly between players.
- 2 Player 1 is the youngest player, and can play any tile. Play continues clockwise.
- 3 Player 2 can play any tile that matches at least one color of the tile played by Player 1.
- 4 Beginning with the third tile, all tiles played must touch at least two tiles on the board and at the same time match tile colors.
- 5 Play continues until a player uses all of their tiles. The first player to use all of their tiles shouts **"Stellö!"** and is the winner!

play big!

What if I don't have a play?

If a player does not have a tile that fits on the board, **that player is skipped** and the next player plays. The skipped player will resume play once it is their turn again and they have a tile to play.

At the end of the game, what if no player is able to use all of their tiles?

If no player is able to use all of their tiles, please use the point system previously described to determine the winner.

nutso stellö

 2-4 PLAYERS or 2 TEAMS OF 2 **WILD TILES or BLOCK TILES**

The same instructions from **Jumbo Stellö** apply but...**there is no turn-taking!**

Player 1 plays a tile and then all players simultaneously race to place their tiles on the same big board. The first player to play all of their tiles shouts **"Stellö!"** and is the winner!

out of my way!

lotto stellö

 2-4 PLAYERS or 2 TEAMS OF 2 **WILD TILES or BLOCK TILES**

- 1 Place all 48 Stellö tiles in the Stellö pouch.
- 2 The youngest player begins by choosing one tile from the pouch **without looking** and placing it on the board.
- 3 Play continues clockwise with each player choosing and playing one tile, following basic **Jumbo Stellö** instructions.
- 4 When the pouch is empty, the first player to play their last tile shouts **"Stellö!"** and is the winner!

NO peeking!



What if I don't have a play?

If a chosen tile cannot be played, **that player is skipped** and keeps that unplayed tile. The next time the pouch comes to the skipped player, that player still has to choose a tile from the pouch but then has the choice to play either tile on that turn.

mello stellö

 1-4 PLAYERS **WILD TILES**

This is the non-competitive, *chill* version of **Stellö**.

- 1 Place all tiles **FACE UP** on the table.
- 2 Players work together to build one big board.
- 3 Tiles can be rearranged at any time by any player.

take it easy

Relax. Find unique connections. Create a masterpiece.

SMALL BOARD GAME: Each player builds their own personal board.

turbo stellö

 2-4 PLAYERS or 2 TEAMS OF 2 **WILD TILES**

- 1 Place all tiles **FACE DOWN** and divide them evenly between players.
- 2 On the word "Go!", all players turn over their tiles and build their own **personal Stellö board** as fast as they can. Players can rearrange their personal Stellö board at any time.
- 3 The first player to connect all of their tiles shouts **"Stellö!"**.
- 4 Before that player can be named the winner, the other players check their board. If there are no mistakes, that player is the winner! If there are mistakes, play continues until someone completes a mistake-free board.

think FAST!



SWAPPING:

In the event that a player cannot play a tile, the player can place that tile face down in the middle of the table and yell **"SWAP!"**. Other players can then choose to place one of their tiles face down and pick up the other tile. Swapping can happen as many times as desired in a game.