

Pairanoia



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by James Ernest & Paul Peterson, illustrated by Markus Wagner

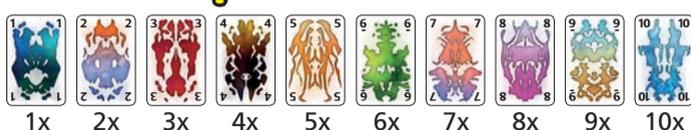
Players: 2 to 8

Ages: 8 and up

Duration: about 15 minutes

Components

55 cards, valued "1" through "10"



The Goal of the Game

In *Pairanoia*, each new card is a risk! In turn, you take cards until a player passes or has a pair of cards in front of him- or herself. Either way, that player earns penalty points—which you all want to avoid since the first player to reach the point limit loses the game!

Setting Up the Game

Shuffle all the cards and choose a player to be the dealer. Only the dealer deals out cards to the players during the game. Other than that, the dealer takes part in the game normally.

The dealer first places five cards **face down** in the middle of the table to start a discard pile.

Then he or she places one card **face up** in front of each player (including him- or herself) to start the players' card displays. The player with the lowest card goes first.

If more than one player has the same value on their face-up card, those players each get an **additional** card. If necessary, repeat this step until it is clear who will go first. If a player gets a second card with the same value during this step, put that card on the discard pile and deal a replacement card to that player.



Tanja



Melli



Discard Pile



Andy



Hagen

Melli will begin the round since her card has the lowest value.

Playing the Game

Players take turns going clockwise. On your turn, you must do one of two things:

- Take 1 Card, or
- Pass

Take 1 Card

If you decide to take a card, the dealer gives you one card from the deck, face up. If it has a **different** value than all of the cards in front of you, add it to your display. Then it's the next player's turn.

A Pair

When you take a card, you hope that you don't get one with the same value as any of the cards already in your display. If that happens, those cards make a pair. Put one of the pair cards face up in front of you, separate from your display. It will count towards your penalty point limit. Each card you have in this area is worth penalty points equal to its value.

Pass

If you don't want to risk taking another card and getting a pair you can pass. In that case, you must take the **single** card with the **lowest value** from **all** the card displays. If there is more than one card of the lowest value, you must pick one of them. Put this card with your penalty point cards. It gives you its value in penalty points, too.

End of a Round and a New Round

As soon as any player has earned penalty points, either by **passing** or for **getting** a **pair**, the round ends immediately. All players' card displays are put on the discard pile, face down, and the next round starts. Once again, the dealer hands one card to each player, to determine a new starting player.

If the dealer has no more cards to hand out, he or she takes the discard pile and shuffles it, then puts 5 new cards in the middle to start a new discard pile before continuing to deal out cards to the players.



Tanja



Melli



Discard Pile



Andy



Hagen

Melli takes a card: It's an "8". Now it's Hagen's turn.



Tanja



Melli



Discard Pile



Andy



Hagen

Hagen's Penalty Points

Hagen also takes a card, but he gets another "9". This card earns him 9 penalty points. If Hagen had chosen to pass instead, he would have taken Melli's "4" as penalty points.

End of the Game

As soon as any player's penalty points reach or exceed the limit, the game ends and that player loses. All the other players win!

The penalty point limit depends on the number of players:

Point Limit

No. of Players	2	3	4	5	6 or more
Point Limit	-31	-21	-16	-13	-11

Keep Going!

A game of *Pairanoia* doesn't take very long—why not play another game right away?

Variants

The following four variants slightly change the way you play *Pairanoia*. Each one adds a different new dynamic to the game. But avoiding pairs is still the main objective, no matter which variant you use!

The more the merrier

In this variant you build up a positive score instead of earning penalty points. The aim is to achieve the highest total value in your card display as possible, without getting a pair.

Prepare and play the game as per the basic rules.

If you get a pair, you are eliminated from the current round and the cards in your display go to the discard pile. You do not earn any points for this round.

If you decide to pass, you don't get any more cards for the rest of the round but your card display remains in front of you. The other players continue playing until everyone has either passed or has been eliminated by getting a pair. Then you check to see who has the highest total value in their display.

The player with the highest total earns a number of points equal to the number of players taking part in the game. The player with the second highest total earns one point less, and so on. In case of a tie, both players get the higher number, and the player with the next highest total gets fewer points accordingly.

Keep track of all players' points and continue playing until at least one player has reached 21 or more points. The player with the highest total wins. In case of a tie, all tied players are winners.

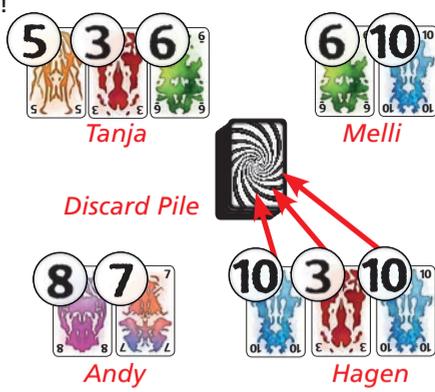
Stick Around

In this variant, the whole game consists of one extended round. Game setup and general gameplay are the same as in the basic rules.

If you get a pair, you score penalty points as per the basic rules. However, **only you** put **your** card display on the discard pile, and the next player continues to play as normal. You stay in the game, and get a new card on your next turn.

If you pass, you get one card **of your choice** from among all players' card displays, which counts towards your penalty points. As above, **only your** card display goes to the discard pile, and you remain in the game.

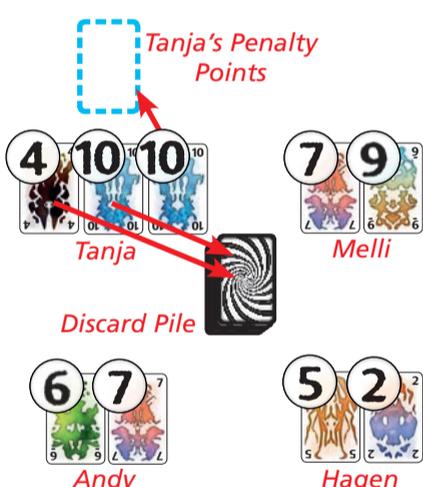
As soon as any player reaches or exceeds the penalty point limit, the game ends and that player loses. He or she becomes the dealer for the next game.



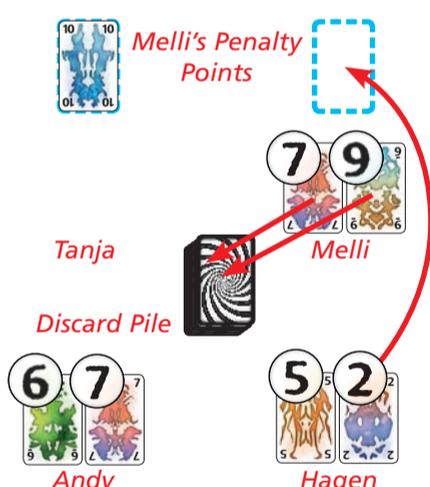
Melli doesn't want to risk taking a third card, so she chooses to pass. Hagen wants to earn more points. He takes another card and gets a pair.



Tanja's display has a total value of 21, Melli's is 16, Hagen has been eliminated, and Andy also reached 21. Tanja and Andy each get 4 points and Melli gets 2. Hagen does not earn any points this round.



It's Tanja's turn, and she decides to take another card. It's her second "10". This card will count towards her penalty points. The other cards in her display go to the discard pile, and it's Melli's turn.



Melli doesn't want to risk getting a pair and passes. She takes Hagen's "2" as penalty points. The cards in her display go to the discard pile, and it's Hagen's turn.

Watch for Eights!

In this variant, **cards with the value "8"** play a special role.

Game setup and general gameplay are the same as in the basic rules: As usual, you need to decide whether to take a card or pass. But, you have a third option during your turn if you have an "8" in your card display: you may choose to put the "8" on the discard pile and get two cards from the dealer.

If, after discarding your "8", the first new card you get makes a pair with one of the cards in your display, you don't get the second card.

This variant can be combined with "Stick Around".

Unlucky Seven

In this variant, **cards with the value "7"** play a special role.

When determining the starting player, a "7" counts as the lowest card. Other than that, game setup and general gameplay are the same as in the basic rules.

Also, if you get a "7" during your turn, you immediately get a second card from the dealer.

This variant can be combined with "Stick Around".

You have purchased a quality product.

Should you have any reason for complaint, please do not hesitate to contact us.

Do you have any questions? We will be glad to be of help:

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