

Idea and object of the game

Play a card and add its value to the value of the cards that have already been played. Be clever with how you use the special cards and avoid multidigit numbers with identical digits as well as any number over 77, because they'll cost you a chip. If you run out of chips, you're out of the game. If you're the last person in the game, you win.

Contents



One card of each of the numbers **76** and the multidigit numbers with repeated digits **11, 22, 33, 44, 55** and **66**



Four cards with the number **0** and four of each of the special cards **-10, x2** and **Reverse direction**



Three cards with each of the numbers **2** to **9**



Eight cards with the number **10**



Set up

Shuffle the entire deck and deal each player **five cards** face-down. Place the remaining cards face-down to create a draw pile. Leave room next to it for the discard pile. Each player takes three chips, and then you can start playing.

How to play

You play several rounds with each player taking their turn, going clockwise. The player who is best at mental maths begins. When it's your turn, follow these three steps:

- 1. Play a card:** First place any card from your hand face-up on the discard pile.
- 2. Announce:** Then add the number on your card to the number that was announced last and say the new number out loud. If you're the first player in the round, simply say the number of the card you play.
- 3. Draw a new card:** The last step is to draw a new card. If you forget to draw a new card, you're not allowed to do it later and have to play the round with one less card in your hand.



Joe starts the round with a **5** and says '5' out loud. Then it's Reinhard's turn and he plays a **10**. He says '15' out loud.



If you put down a **-10**, you subtract 10 from the number that was said last. This means the new number can also be less than 0.

If the draw pile runs out, shuffle all of the cards from the discard pile except for the top card. Create a new draw pile with the shuffled cards.

Special cards

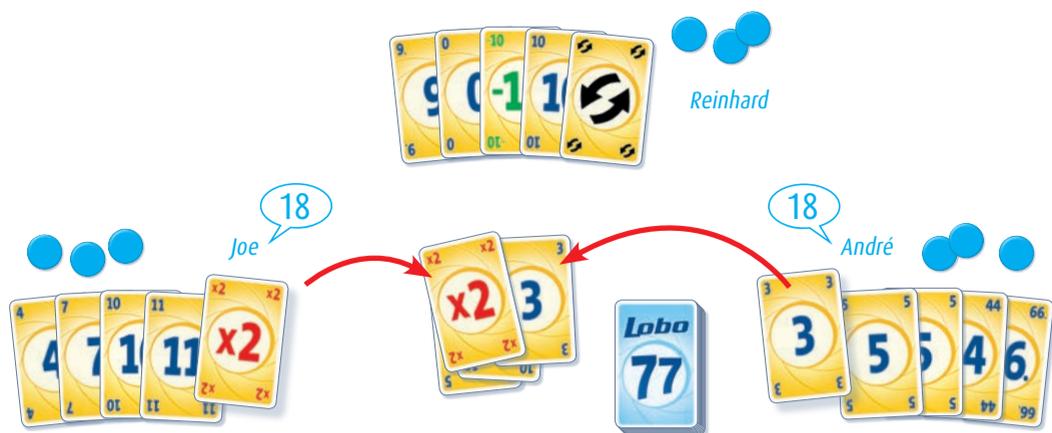
Special cards do not have a numerical value. You can use them to annoy your fellow players.



If you put down a **Reverse** card, repeat the number that was said last. The round is then immediately played in the opposite direction. If you've been playing clockwise up to that point, you now play **anticlockwise** - and vice versa.



If you play a **x2** card, repeat the number that was said last. The **following** player has to play two cards and also say two numbers. The same player then draws two cards. You cannot play a **x2** right on top of another **x2**.



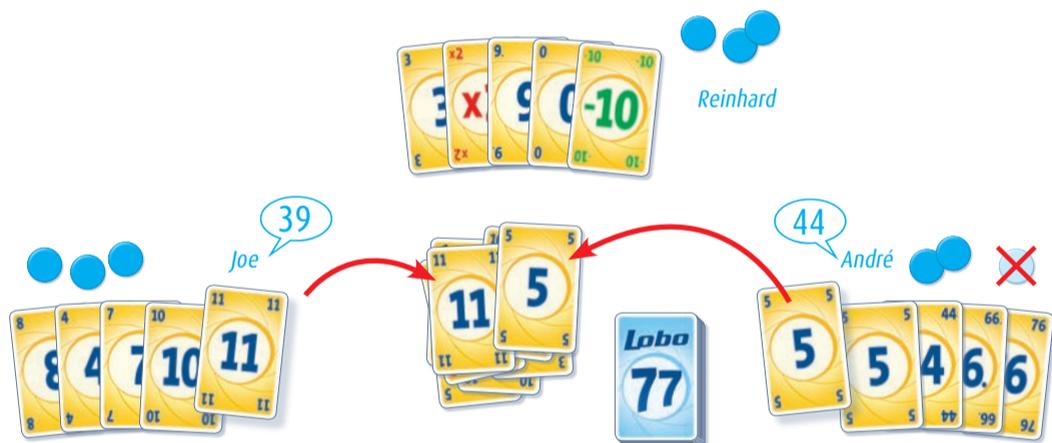
Reinhard just said '15'. The next player going clockwise is André. He puts down a **3** and says '18'. Joe then plays a **x2** and repeats what André said: '18'. Now Reinhard has to play two cards.



Reinhard plays a **Reverse** card first and repeats '18'. As his second card, he plays a **10** and says '28' out loud. Due to the change in direction, the round now goes anticlockwise and it's Joe's turn again.

Announcing numbers with identical digits or over 77

If you say a multidigit number with identical digits (11, 22, ..., 77) or a number over 77, it will **immediately** cost you a chip. It also costs you a chip if you have to repeat a number with identical digits after a special card has been played.



Reinhard just said '28'. Because the round is now being played anticlockwise, it's Joe's turn and he plays an **11**. He says '39'. Even though Joe played a number with identical digits, he **didn't** announce it. Regardless of which card André now plays, he will have to pay a chip. He decides to play a **5** and says '44' out loud. So he has said a multidigit number with identical digits and that costs him a chip. The round continues and it's Reinhard's turn.

If you run out of chips, you aren't out of the game yet – you're **'on welfare'**. You're only out of the game for good when something would have cost you another chip. The rest of you then complete the round.

Ending the round

If one of you says a number that is **77 or more**, that costs the player a chip. It also immediately ends the current round.

If at least two players are still in the game, they immediately start playing the next round. Shuffle the entire deck and deal five new cards to each player who is still in the game. The first player is determined by shifting clockwise after every round.

End of the game

The game is over and you win when all of the other players have been eliminated from the game.



You have purchased a quality product. Should you have a complaint, however, please contact us directly.
Do you have any questions? We would be happy to help:
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