



## GAME IDEA

Each player tries to be the first to get rid of his cards.

## GAME MATERIALS

- 1 set of instructions
- 112 cards: 26 cards in 4 colors (2x each) and 8 "Free Choice" cards with black background



## SET-UP

- The player who has read the rules becomes the dealer for the first round.
- He shuffles the cards well and deals out **7 cards** face down to each player.
- Then he lays **1 card face up** on the table. That is the first card of the **discard pile**.
- He puts the remaining cards next to it as the face-down draw pile.

## COURSE OF THE GAME

The game is played clockwise. The dealer begins the round. On your turn, you have to play 1 suitable card from your hand onto the discard pile. This card has to have either the **same color** or the **same number** or the **same symbol** as the top card of the discard pile. After that, your turn ends and your left neighbor takes his turn.

*Example: On a blue 4, you can put any blue card or a 4 of any color.*

If you are not able or not willing to play a suitable card, you have to take 1 card as a penalty from the draw pile. With this, your turn ends and it becomes your left neighbor's turn.

*Note: If the draw pile is depleted, take the top card of the discard pile to begin a new discard pile and then shuffle the remaining cards of the old discard pile to put in the middle as the new draw pile.*

### Exception: Playing out of turn

If any player has **exactly** the same number card (color and number) as the card currently lying on top of the discard pile, he can play it immediately, even if it is not his turn. This does not apply to symbol cards; they cannot be played out of turn. The difference between number cards and symbol cards is described under "Card Explanations" in the end of the game instructions.

*Explanation: On a blue 4 on the discard pile, any player can play the second blue 4 from his hand even if it is not his turn.*

After that, the game continues with the left neighbor of the player who has just played the card out of turn. This means that players can even be skipped if somebody has played a card out of turn!

### Calling "Watch out!"

If a player plays his next-to-last card, he must call out loud "**Watch out!**" He has to call **before** his card lands on the discard pile; otherwise, as a penalty, he has to draw 2 cards from the draw pile and take them into his hand.

### Calling "Stop!" – End of the Game Round

If a player plays his last card, he must call out loud "**Stop!**" The game round ends immediately after the card has been discarded. He has to call **before** his card lands on the discard pile; otherwise, as a penalty, he has to draw 2 cards from the draw pile and take them into his hand. In this case, the game round continues.

## SCORING

When the round has ended, the other players get minus points for each card they have left in their hand:



Each number card without a special function counts its value in minus points.

After that, the next round begins. The left neighbor of the dealer of the round that just finished becomes the dealer of the new round.

## END OF THE GAME

The game ends when a player reaches 500 minus points.

But, of course, it is the player with the fewest minus points who wins!

**Illustration:** ABACUSSPIELE

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## CARD EXPLANATIONS

**THE NUMBER CARDS** 1, 3, 4, 5, 7 and 8 have no special functions. The 0, 2, 6 and 9 are number cards with special functions:

### 0 = Stop

You can play the “0” as a normal number card. But it can also be used as a card to protect yourself from the effects of the cards “Skip”, “Pass cards”, “2” and “+X”. The “0”, however, must have the same color as the card you want to protect yourself from.



### 2 = Draw two cards

The next player in clockwise order must take 2 cards from the draw pile and skip his turn. Now it is his left neighbor's turn.

The player concerned can prevent this in two ways:

1. He plays a color-matching “0”.

The game continues as usual with his left neighbor.

2. He **reinforces** the action by playing another “2”, no matter what color; with this, the number of cards that need to be drawn increases by 2.

In this case, his left neighbor would now have to draw 4 cards, and so on.

*Note: If any one player plays a “2” out of turn, his left neighbor must draw the cards if he can't protect himself.*



### 6 / 9 = Six on nine and vice versa

You may discard a 6 on a 9 regardless of the color, and vice versa. In this case, they are considered the same number. If the color matches, too, they are even considered identical cards. Since these two number cards exist four times in each color, they are especially well suited for playing out of turn.



**THE SYMBOL CARDS** have special functions. The normal card-laying rules apply for them unless stated otherwise. However, you can **not** use them to play a card out of turn.

### Hourglass = Skip

The next player is skipped; even though it normally would be his turn, he may not play a card.

The player concerned can prevent this in two ways:

1. He plays a color-matching “0”.

The game continues as usual with his left neighbor.

2. He plays another “Skip” card, no matter what color.

In this case, his left neighbor would be skipped, and so on.



### Double-headed arrow = Pass cards

If a player plays this card, he has to decide whether

1. all players pass their hand cards to their **left** **or**
2. all players pass their hand cards to their **right**.

If any one player plays a suitable “0” before the passing action, all effects of the “Pass cards” card are prevented. The game continues as usual with the left neighbor of the player who has played the “0”.



### +X = Draw X cards

The next player in clockwise order has to reveal the topmost card from the draw pile. Depending on whether it is a number card or a symbol card, he has to do the following:

1. If it is a number card, he has to draw as many cards from the draw pile as the number indicates. He takes them, along with the revealed card, into his hand..
2. If it is a symbol card, he has to take only the revealed card into his hand.

Additionally, the player has to skip his next turn. It becomes his left neighbor's turn.

The player concerned can protect himself from the “+X” card by playing a color-matching “0”. Play continues as usual with his left neighbor. That player may not play another “+X” card for protection.



### Color wheel = Free choice

You can play this card **onto any card** that is lying on top of the discard pile regardless of its color, number or symbol. This card is now used to determine a color of your choice by immediately playing a color card onto the “Free choice” card. So, if you play a “Free choice” card, you always discard two cards! If you don't have any additional color card in your hand, you may not play a “Free choice” card!

