ENGLISH REFERENCE EDITION

The Big Book of Games

34 complete tutorials for learning, choosing and sharing games.

Tokiniaina Hervé

How to use this book

Find a game by name, category or number of players. Each tutorial explains the edition, setup, play and common mistakes, with examples and a quick recap.

Player counts refer to the versions described in each tutorial. Look for any special conditions in the chapter and its references.

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3 players

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7 players

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9 or more players

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CLASSIC CARD GAMES

Belote

Players 4 **Duration** 30–60 min **Difficulty** Hard

Classic belot to 4, without ads outside belot-rebelote.

Remember cards, play as a team and manage cutting obligations.

01 Discover the game

The Belote opposes two teams of two people. A fold is a turn where each one plays a card; the winner picks up the four cards. Some cards are worth a lot of points, and a sign chosen as an asset can beat the others. We play without any suites or squares ads, except belot-rebelote. Contract agreements are specified below, because the family tables differ.

02 Equipment

Use 32 cards: 7, 8, 9, 10, Valet, Lady, King and Ace in the four signs. It takes four people, a score sheet and a pencil. Remove the 2 to 6 and the jokers from a 52 game.

03 The goal

The team that chooses the asset must win at least 81 of the 162 card points of the deal. Partners add up their folds. In our agreement without other announcements, this contract is judged on the cards and the last fold, before adding the belot. The first team that reaches 1,000 points cumulative wins, after the full count of the deal.

04 Distribute and choose the asset

Sit with the partners face-to-face. Play and distribute in the opposite direction of the hands of a watch. After the cut, the donor distributes three cards and then two to each, starting on his right. He then returns a card of the remaining package in the middle.

From the right-hand neighbour of the donor, everyone can take or pass. Take choose the sign of the card returned as an asset. If all pass, a second round allows you to choose one of the other three signs. If all pass again, gather the cards and pass the deal to the next.

The taker receives the returned card and two other cards; the others receive three cards. Each one now has eight cards. The taker's team is the attack, the other the defense. The right-hand neighbour of the giver opens the first fold; the winner of one fold opens the next.

05 Play the eight folds

Order and value of cards

The order of force is Valet, 9, As, 10, King, Lady, 8, 7. Their points are 20, 14, 11, 10, 4, 3, 0, 0 respectively. In the other three signs, the order is As, 10, King, Lady, Valet, 9, 8, 7; their points are 11, 10, 4, 3, 2, 0, 0, 0. Strength and value are therefore not always the usual order of numbers.

Gambling obligations

Everyone plays a visible card, in turn. You have to provide the required sign if you have one. If the asset is requested, you also have to mount: play an asset stronger than the best already laid, if you can. This obligation applies even if your partner temporarily wins the fold. If you can't climb, play another asset.

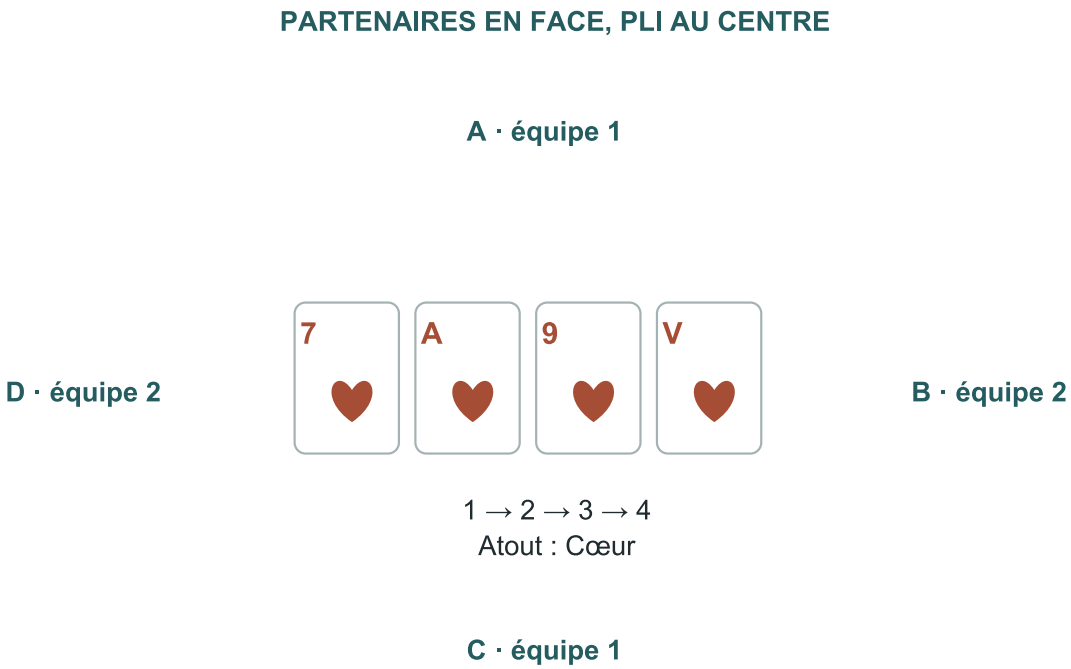
If another sign is requested and you don't have one, look who wins the fold temporarily. If it is your partner, you can undo any card or cut. If it is an opponent, you have to cut with an asset if you have one. When the fold already contains an asset, you have to overcut with a stronger asset if you can; otherwise, you play a weaker asset if you have one. Without an asset, defeat any card.

In the convention of this chapter, if you choose to cut while your partner is master, you also have to overcut if you can. In an ordinary sign requested, you do not have to play harder: provide enough.

Without an asset, the strongest card of the requested brand wins. Put the folds of each team together, without mixing the cards in hand.

Bean and Rebel

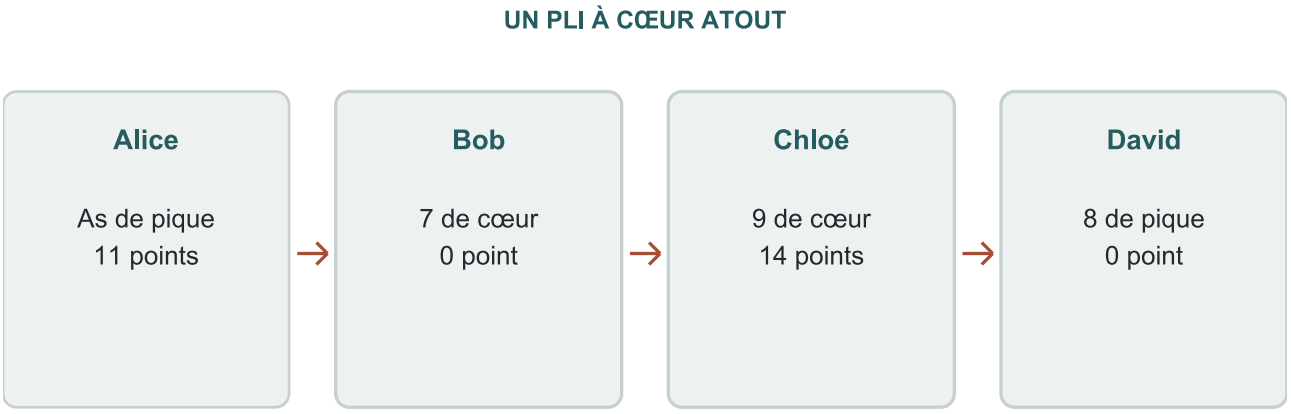
If you own the King and the Dame d'Aout, announce "belote" by playing the first of these two cards, then "rebelte" by playing the second. The team gets 20 extra points. You must have both in hand: a Lady at your partner's house is not enough. This announcement does not allow to breach the cut obligations.



Four places: the partners face each other. The four cards of the fold are in the center, in the order indicated. Example to Heart: 7, As, 9, Valet. The Valet d'atout wins this fold; his camp picks up the four cards.

06 An example to understand

The asset is heart. Alice opens with a prick's Ace. Bob has no prick; Alice is his opponent, he must cut and play the 7 of heart. Chloe, Alice's partner, also has no prick; she has the 9 of heart and must overcut Bob. David still has a prick: he must provide spades, even if he has the Valet of heart. Chloe wins the fold with his 9 of asset.



Chloe wins with the 9 d'atout. His team gets the 25 points of the fold.

The fold contains Ace of spades, 7 of hearts, 9 of hearts and 8 of spades: 11 + 0 + 14 + 0 = 25 points. The 9 is worth 14 because it is an asset.

07 Counting the data and the part

Add the values of the cards won. The team in the last fold receives 10 more points, called "ten de der". The total is 162. If a team wins the eight folds, it is hooded: it scores 252 points of cards, the 100 points of hood replacing the 10 of the last fold.

In our convention, if the attack gets at least 81 card points, each team marks its card points. If the attack is under 81, it falls: the defense marks 162, or 252 if it has made a hood, and the attack zero. Then add the 20 belots to the team that announced it, even in case of a fall. No round to ten is used here. This choice therefore admits a contract to 81-81; other tables carry it, variant not used.

Example: the attack won 92 points and announced belot. It entered 112; the defense entered 70. If the attack had only 74 points, it would only enter its belot, that is 20, and the defense 162. At 1,000 points, compare the totals after the deal; if both exceed the threshold, the highest win. In case of exact equality, play an extra deal.

08 Frequent errors

Do not rank the 9 of asset as a small 9: it beats the As. Don't forget to mount when the asset is requested, even on your partner. Do not cut when you can provide. Do not count the belot to reach the 81 of the contract in the agreed agreement. Finally, do not mix this rule without ads with a table that counts third parties and squares.

09 Start well

Memorizes the assets already played, especially the Valet and the 9. Before taking it, consider your assets and your Aces, then think about the possible help of your partner. If your partner will already win a fold, you can deposit a rich card to protect, while respecting the obligations of the game.

10 Express summary

• Four people, two teams, eight cards each; the lessee chooses the asset.

• Provide the required sign; at the required asset, go up if you can.

• Without the sign, cut if the opponent is master and overcut if possible.

• Valet then 9 dominate the asset; Ace then 10 elsewhere.

• Count 162 points per given, or 252 for a hood; belot-rebelote adds 20.

• Here, the attack succeeds from 81 card points; the game is played up to 1,000.

References and edition notes

Pagat: classic belot and variants
https://www.pagat.com/jass/belote.html

PARTY GAMES

Best of Werewolves

Players 8 to 28 + 1 leader **Duration** 30–60 min **Difficulty** Hard

Compilation 28 Role / 19 types cards, booklet July 2017; personal box to be confirmed.

Social deduction, bluff and many powers; increased burden for the leader.

01 Game presentation

Best of Werewolves is a game of deduction and bluff. Some residents hide a dangerous identity. At night, characters act in secret. During the day, survivors discuss and vote to eliminate a suspect. A leader drives the game without receiving a role.

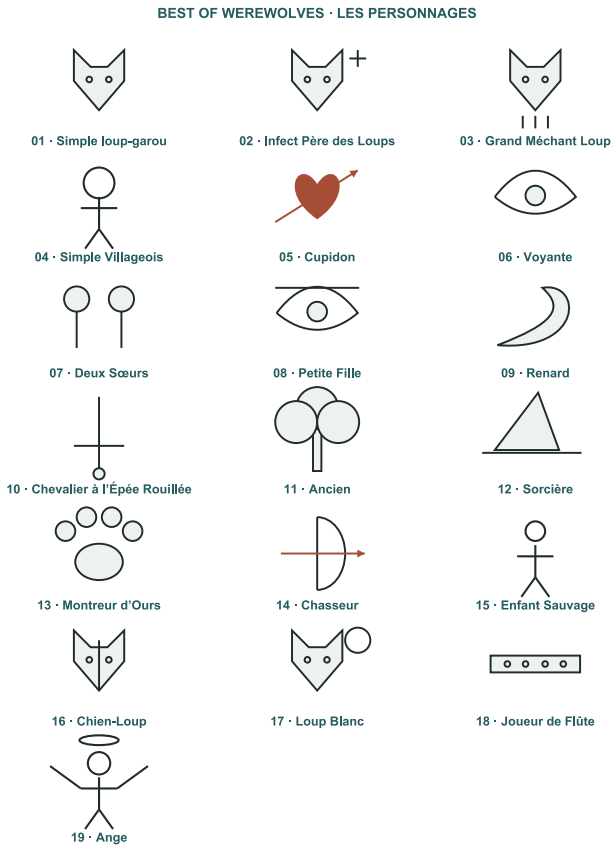
The overall difficulty is difficult: persuading, deducing and managing the interactions of powers requires experience. The leader has a more demanding task than the players of a simple first game.

Reference edition: Compilation of 28 Role cards and 19 character types, July 2017 booklet, third edition. This content is documented; the exact correspondence with your box bearing Best of Werewolves is not confirmed by a personal reference or inventory. If its content differs, do not add an absent role and do not assign it the powers of another. The name used in this book remains Best of Werewolves.

02 Equipment requirements

- 28 cards Role: 3 simple Wolves-Garous; 1 Infect Father of the Wolves; 1 Grand-Méchant-Loup; 7 simple Villagers; 1 Cupid; 1 Voyante; 2 Sisters; 1 Little Girl; 1 Fox; 1 Knight in the Rugged Sword; 1 Ancient; 1 Witch; 1 Bear Showr; 1 Hunter; 1 Wild Child; 1 Dog-Loup; 1 Wolf-White; 1 Flute Player; 1 Angel.
- 1 captain's medal. The 2017 booklet also mentions 1 blank card, which is not a predefined role and does not serve here.
- For the leader: a follow-up sheet and a pencil are very useful.

Choose as many role cards as there are participants in the character of a resident. The leader remains in addition, without a card: the compositions shown below always distinguish the players on their own and the total number of people. The catalog announces 8 to 28 players; this chapter interprets this range as the players on their own and therefore provides for 9 to 29 leaders included. The exact counting agreement on your personal box remains to be confirmed.



Nineteen types of characters from the 2017 compilation chosen in this chapter. These original pictograms are read marks, not card drawings. For quantities and powers, consult the text; compare this list to the contents of your box before playing.

03 The purpose of the game

Villagers seek to eliminate the Loups-Garous. Loups-Garous seek to eliminate the other inhabitants. Some characters have a solitary goal; lovers of opposing camps can form their own camp. The leader does not try to make anyone win: he enforces the powers and announces the end as soon as a condition of victory is fulfilled.

04 Preparing the game

1. Choose a leader who has read this chapter, especially the selected roles. Set up the players in circles to see their neighbours clearly.
2. Prepare only the chosen roles and publicly explain all their powers. Do not use the 28 cards at once for a first part.
3. Mix them and give each inhabitant a hidden card. Everyone looks at it and then the guard faces hidden in front of it. No one shows it to prove what he says.
4. The leader draws a map of the squares and notes the identities during their calls. He keeps the information hidden.
5. You can elect a Captain now or later. It is a function added to the role, not a separate character. His voice is worth two; he slices the equities and designates his successor when he dies.
6. Without Angel, start with the first night. With Angel, start with a day of debate and an eliminatory vote, then the first night if the game continues.

Learning compositions

These proposals are editorial, not official compositions guaranteed balanced. The following numbers exclude the leader; always add one person. The booklet recommends, for the beginnings, many simple Villagers and at most a quarter of Loups-Garous.

- 8 players, so 9 people: 2 simple Loups-Garous, 1 Voyante, 1 Witch, 4 simple Villagers.
- 10 players, so 11 people: 2 simple Loups-Garous, 1 Voyante, 1 Witch, 1 Hunter, 5 simple Villagers.
- 12 players on their own, 13 people: 3 simple Loups-Garous, 1 Voyante, 1 Witch, 1 Hunter, 6 simple Villagers.
- 16 players on their own, 17 people: 3 simple Loups-Garous, 1 Voyante, 1 Witch, 1 Hunter, 2 Sisters, 1 Fox, 7 simple Villagers.
- 20 players on their own, 21 people, experienced group: 3 simple Wolf-Garous, 1 Infect Father of the Wolves, 1 Voyante, 1 Witch, 1 Hunter, 2 Sisters, 1 Fox, 1 Bear Shower, 1 Sword Knight, 1 Ancient, 7 simple Villagers.

For other people, start from a nearby composition and adjust especially the simple Villagers, without exceeding the seven of the box. For the very large groups, it takes more special roles: add them gradually and re-evaluate the real strength of the camps, including the possible conversions of the Dog-Loup and the Wild Child. Do not add an improvised map to reach a staff.

05 How to play?

Night, day and elimination

At night, everyone closes their eyes. Only the people called open their eyes, designate their choices without speaking, then close them before the next call. The leader clearly indicates when a group goes to sleep.

In the morning, he reveals the victims, applies the effects triggered by their deaths, and eventually causes the Bear to grow groan. Survivors discuss: they can lie about their identity and suspicions, but do not show their card. The eliminated remain silent and help no one with eyes or gestures.

At the signal of the vote, each person simultaneously designates a suspect. The person having the most votes is eliminated and shows his role. Without Captain, a tie leads to a new vote limited to ex æquo; if equality remains, no one is eliminated. With Captain, his voice counts double and he designates the victim among the ex æquo. After any consequences, the night starts again if no camp has won.

The 19 character types

Simple Wolf-Garou. Every night, all the pack members together identify a non-Wolf-Garou victim. They recognize themselves during this call. During the day, they participate in debates and votes like the others.

Infected Wolf Father. He takes part in the pack. Once in the game, after his sleep, he can ask to infect his victim instead of devouring her. The leader secretly warns the victim: she joins the pack from the following calls. A character with night power keeps him in addition to his new camp, unless exception specified by his role. The healing of the Witch does not remove the infection.

Grand-Méchant-Loup. He participates in the pack and then wakes up a second time to devour another non-Wolf-Garou victim, as long as no other Wolf-Garou has been eliminated. As soon as one of his congeners has died, this second attack disappears; he remains a member of the pack.

Simple Villagers. He has no night calls. His power is to compare words, defend innocent people and vote. He wins with the village, even if he was eliminated before the victory.

Cupid. On the first night only, he designates two lovers, including himself if he wishes. The leader warns them and wakes them together so that they recognize each other. They must never harm each other. The death of one immediately causes the death of the other. If their camps are opposed, they must survive alone to win against all the others.

Seeing. Every night, she designates a person; the leader shows her her role card. A map may not show a change of camp due to infection: do not replace the map reading with an invented ad from the current camp.

Two sisters. The two holders open their eyes together the first night to recognize each other. They defend the village. The booklet proposes to the experienced to remind them from time to time for a short silent concertation; to begin, use only the initial recognition.

Little girl. She can keep her eyes open during the Wolf-Garous collective appeal only. If the pack surprises her, she can choose her as a victim instead of the intended victim. She can't open her eyes wide by pretending to be a wolf and does not receive an individual call.

Fox. On his appeal, he may designate a person and his two neighbours still at stake. The leader indicates whether this group contains at least one Loup-Garou, without showing a map or specifying which one. Positive answer: he retains his power. Negative answer: he cleared this group at this moment, but loses his power for the rest of the game. He may choose not to probe one night.

Knight in the Rugged Sword. If it is devoured, it dies, but contaminates the first responsible Wolf-Garou met to its left around the circle. This wolf dies at the beginning of the next night; the leader reveals this death the following morning. It is not an immediate elimination the same morning as the Knight.

Old. He survives the first devouring attack of the pack and dies at the second. The leader secretly keeps the number of remaining lives. The vote, the poison of the Witch or the shooting of the Hunter kill him immediately and deprive the villagers of their special powers for the end of the game. Death by grief does not cause this loss. A cure only makes him one life. The Infected Father of the Wolves does not infect him.

Witch. It has a cure and poison for the whole part, each usable only once. The leader indicates to it the victim(s) of the wolves; a cure saves a person, including himself. The poison eliminates a person of his choice. He can use his two potions during the same night. Note the expenses: they do not recharge at each turn.

Bear Showr. Every morning, after the victims, the leader grunts if at least one of his two still alive neighbors is Loup-Garou. The places of the dead no longer count. If the Montreur is infected, the leader grunts every morning as long as he lives. The grunt is public, but does not identify the suspect neighbour.

Hunter. When he dies, whatever the cause, he immediately designates another player to be eliminated, subject to not having lost his power by the Elder. This shot can trigger other consequences. Infected, he seeks to favor wolves. If the chain kills everyone, no camp wins.

Wild child. On the first night, he secretly chooses a model. As long as he lives, he defends the village; when his model dies, he becomes Loup-Garou and joins the pack the next night. The role of the model does not change it. He can help eliminate his model.

Dog-Loup. On the first night, he definitely chose to stay a village or join the wolves. The leader took this choice secretly before the first call of the pack, to know if he had to participate. He could not change his mind later.

White Wolf-Garou. He hunts every night with the pack, but wins only if he remains the only survivor. From the second night, one night out of two, he is awakened alone after the pack and can kill another Wolf-Garou. He is an enemy of both sides; do not announce a joint victory with wolves as long as he pursues his goal.

Flute player. Every night, he designates two new people to be charmed, or the last still uncharacterized if there is only one left, never himself. The leader warns them and then wakes up all the charms so that they recognize themselves. They keep their powers and their camp. As soon as all the other survivors are charmed and the Flute Player is alive, he wins alone. The charm is not transmitted between lovers and the Witch does not heal him. Infected, he loses this goal and becomes simple Loup-Garou.

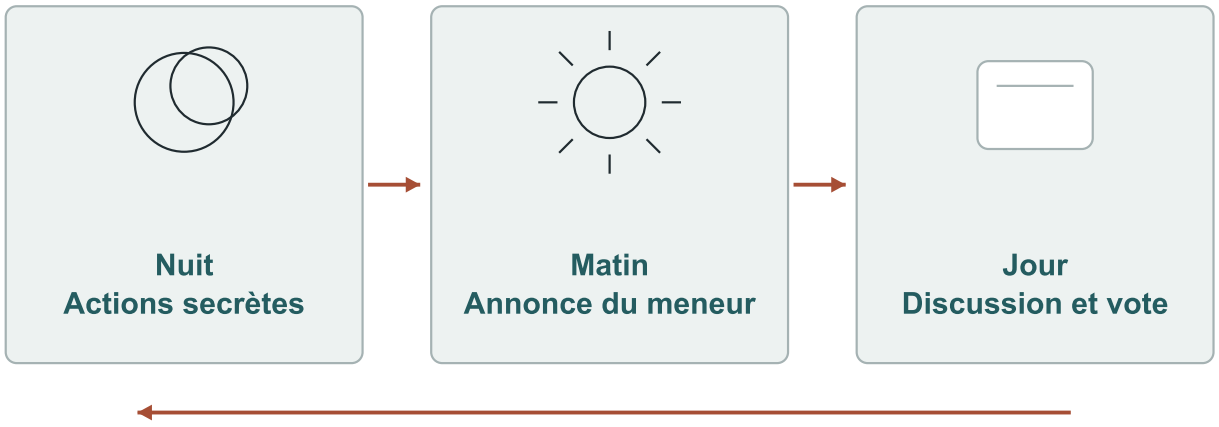
Angel. His presence requires him to start with one day. If he is eliminated during the first round by the vote, wolves or poison, he wins alone immediately. If he survives this first cycle, he becomes simple Villagers. If he falls in love, his goal of Angel disappears: he must survive with his partner.

Solve the consequences without mistake

After each elimination, check the lovers, the Hunter, the model of the Wild Child and the Captain's transmission. Set the consequences triggered before continuing the phase. Then check the conditions of victory. Do not call a dead person to make him use a later power.

Some very rare interactions of simultaneous deaths or cross-infections are not entirely arbitrated in the reference booklet. Do not present them as official decisions: the leader must agree to an announced arbitration before bringing together the relevant roles. To learn, the simple compositions above avoid these conflicts.

UN CYCLE DE NUIT ET DE JOUR



Puis une nouvelle nuit, si aucun camp n’a gagné.

At night, the leader only calls the characters present. In the morning, he announces the consequences; the survivors discuss and vote. The players eliminated remain silent. The case of the Angel on the first day is explained in the powers.

06 An example of a game

Nine people come together: Nora leads, eight embody inhabitants. Alice and Bob are Wolf-Garous; Chloe is Voyante; David is Witch; Emma, Farah, Hugo and Inès are simple Villagers. The list is known only from Nora.

First night: Nora closes her eyes. She calls Chloe, who designates Bob and sees his wolf card. Chloe goes to sleep. Nora calls the two wolves; they designate Emma, then go to sleep. She wakes up David and tells Emma: he spends his cure. Her poison remains available.

In the morning, Nora only announces that there is no victim. She does not say that Emma was saved. Chloe wants to accuse Bob without making herself too visible: she evokes a suspicion. Bob contradicts her and accuses Farah. Everyone chats, then votes simultaneously. Bob gathers the most voices, reveals his wolf and then remains silent.

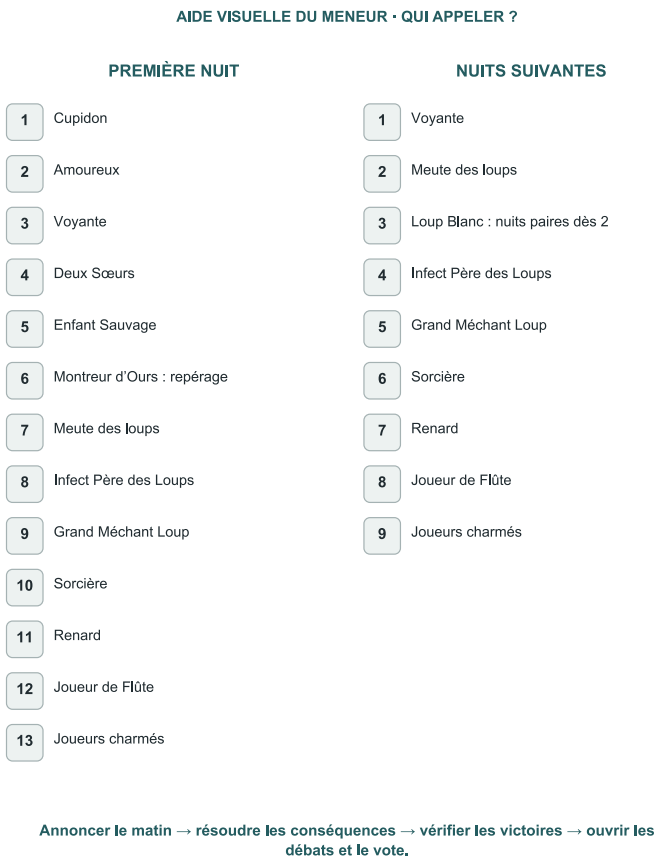
Second night: Chloe sees that Alice is a wolf. Alice, alone in the pack, designates Hugo. David cannot heal a second time; he does not use his poison. Hugo dies in the morning. Chloe clearly explains his two observations. If the vote eliminates Alice, there is no wolf left: the village wins, Hugo included.

If the village had eliminated Chloe on the first day, it would have lost its source of information. It would be a misdeduction, not a fault of rule. The leader must leave this possibility without secretly helping the village.

07 How can I win?

The village wins as soon as all Loups-Garous are eliminated, if no particular goal has already ended the game. Wolves win when they have eliminated their opponents. The reference booklet calls for the elimination of the other inhabitants: a simple numerical equality with the village does not replace this condition as long as powers can still change the result.

The White Wolf-Garou must remain alone; the Flute Player must have charmed all the other survivors; the Angel must accomplish his original goal; lovers of opposing camps must remain the only two survivors. The particular goals interrupt the game as soon as they are fulfilled. The victory of a camp is shared with its members already eliminated, according to their actual camp. There is no score of cards. If no one survives, no camp wins.



The secret choice of the Dog-Loup is made before the pack on the first night. The Little Girl can spy only during the pack. The leader checks the effects and victories after the eliminations.

08 Errors to avoid

• Lanceur: changing your voice, looking at a place at length or touching a victim loudly reveals information. Keep the same way to speak and move.

• Forgetting the Angel: starting with one night makes its initial goal false.

• Make a potion to the Witch, remind a dead person or let the Fox probe after a negative response.

• Groaning the Bear by counting an eliminated neighbour; killing the rusty wolf too soon.

• Automatically declare a win with digital equality; forget solitary goals and conversions.

• Use all roles to "do more comprehensive": their full description does not require them to be combined.

09 Tips for starting

Players: Compare votes and changes of opinion, not just the volume of the vote. A charge can be honest and false. Lead: Prepare the list of calls that match exactly the cards distributed and check the resources for single use. A former eliminated can become your silent assistant after receiving your explanations.

Special Aide-mémoire leader : installation and first night

• Before departure: seating plan; roles; camps; resources of the Witch; infection available; Captain possible. With Angel, debate and vote before any night.

• Provide the secret choice of Dog-Loup before the first pack wakes up.

• First night, in the order of the booklet, omitting the absent: Cupid ; Lover ; Voyante ; Two Sisters ; Child Wild ; Identification of the Bear Showr ; pack ; Infect Father of the Wolves ; Grand-Méchant-Loup ; Wizard ; Fox ; Flute player ; all the charms.

• During the group call of the pack, the Little Girl can spy. She does not open her eyes during the other calls.

• The White Wolf-Garou does not receive a solitary attack on the first night.

Special Aide-mémoire leader : next nights and day

• Early night: remove the wolf condemned by the Sword if its delay arrives; do not allow it to hunt. His death will be announced in the morning.

• Night : Voyante ; pack with new wolves ; Wolf-White Garou one night out of two from the second ; Infect Father of the Wolves if he retains his power ; Grand-Méchant-Loup as a permit ; Wizard ; Renard if he can still probe ; Flute player ; charmed.

• Morning: reveal the dead; resolve the consequences and verify the victories; grunt of the Bear according to the living neighbours; debate; simultaneous vote; equality according to Captain or second vote; consequences; new verification of the victories.

• After each death: lover ? Active hunter ? model of the Wild Child ? Captain ? Ancient and loss of powers ? solitary victory ?

• Follow-up sheet: healing used; poison used; infection used; first attack on the Elder; Fox deprived of power; charmed; rusty wolf and maturity; evenings pairs of White Wolf-Garou.

10 Express summary

• Distribute one card per inhabitant; the leader is an additional person without a role.

• Night: only the characters called open their eyes; day: victims, debate and then vote.

• The dead show their map, apply the required consequences and remain silent.

• Captain: double voice, separation and succession at his death.

- The call list depends on the roles actually distributed; see the checklist just before this summary.
- Check special goals and camp changes before announcing a victory.

References and edition notes

The leader has no role: a total of 9 to 29 people for 8 to 28 players.

Zygomatic: Best of Werewolves presentation and booklet
https://www.zygomatic-games.com/fr/game/les-loups-garous-de-thiercelieux-best-of/

Compilation Reference Booklet, July 2017 (copy of the editor document)
https://cdn.1j1ju.com/medias/b1/9c/f7-best-of-les-loups-garous-de-thiercelieux-regle.pdf

CLASSIC CARD GAMES

Blackjack

Players 2, 3, 4, 5, 6, 7 **Duration** 15–30 min **Difficulty** Medium

Pedagogical table without money: table rules specified in the chapter.

Probabilistic choices with incomplete information; significant chance.

01 Discover the game

At Blackjack, each person plays against the donor, called dealer. The goal is to approach 21 without exceeding it. The table rules vary: here we fix a pedagogical table at a game, where the dealer stays on all 17, even with a counted Ace 11. The chips have no monetary value.

02 Equipment

It takes 52 cards without joker, one place for the dealer's cards and chips. For our table of two to seven people in total, one person holds the bank and the others play. Give twenty chips to the players and keep two hundred chips at the bank. Place two chips per hand so that you can pay the Blackjack bonus without half a token. This reserve and fixed bet are practical choices of the book.

03 The goal

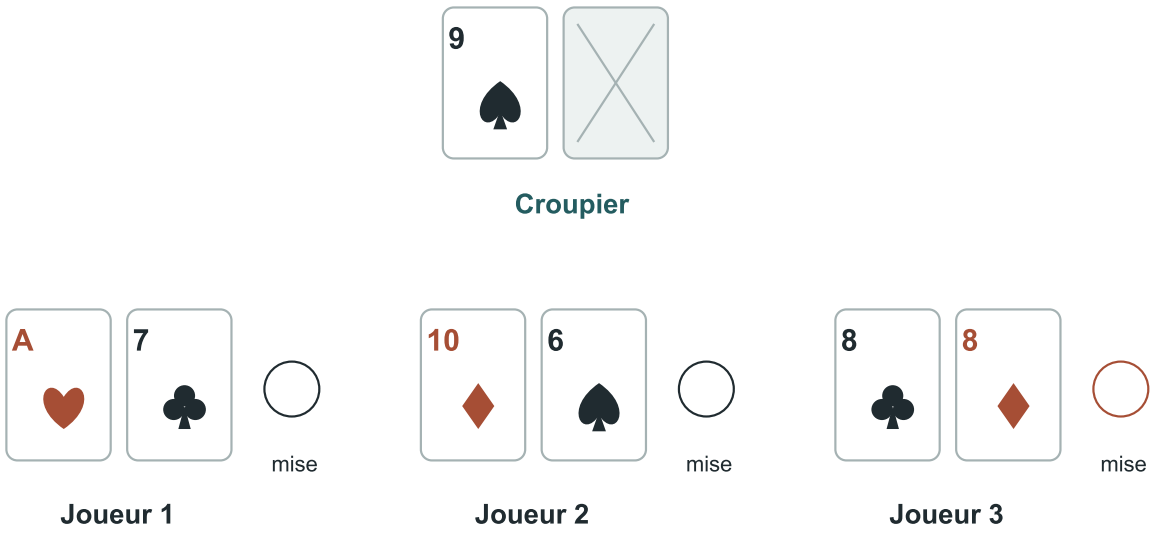
Beat the dealer's hand: your total must be greater than yours without exceeding 21, or the dealer must exceed 21 while you are still at stake. You must not beat the other players. If you exceed 21, you lose immediately, even if the dealer also goes beyond.

04 Prepare and distribute

The dealer mixes and cuts. Each player sets his bet before receiving cards. Gives each one a visible card, then a visible card to the dealer. Start again: players have two cards visible; the dealer's second card remains hidden.

The cards from 2 to 10 are worth their number; Valets, Ladies and Kings are worth 10. Each Ace is worth 1 or 11, depending on what arranges the hand without making it exceed 21. As-6 is worth 7 or 17: it's a 17 supple. As-6-10 is worth 17, because the Ace must now count 1.

An ace and a 10-value card in the initial two cards make a natural blackjack. A total of 21 with three cards or after splitting a pair is not a natural.



One table after the initial distribution: two cards per player and two at the dealer, one hidden in the variant described. Each player compares his hand to the dealer. The bets remain separate; the dealer's cards are not common cards to be added to hands.

05 Play Hand and Options

Check the dealer's nature

In our convention, if his visible card is an Ace or is worth 10, the dealer discreetly checks if he has a natural before the players act. If he has one, the ordinary hands lose and the natural opponents equal. Otherwise, the game continues without revealing his hidden card. With another visible card, his natural card is impossible.

Choosing action

The first player to the left of the dealer acts, then the others, in the clockwise direction. In turn, you can **pull** : receive a visible card and decide again, until you exceed 21. **remain** : keep your total and no longer ask for a card. At 21, stay; above, your bet is taken immediately.

You can also **double**, only with your two initial cards: add a bet equal to the first, receive exactly one card and then necessarily stay. We do not allow double after separation; this limit is a table convention and is not universal.

If your two cards have the same rank, you can **separate** the pair: add the same bet, form two hands of a card and give each one a second card. Play them separately, from left to right. Here, only one separation is allowed, without further separation or double. If these are two Aces, each receives exactly one card and must stay. One Ace and one 10 obtained so are worth 21 ordinary, paid as a normal victory.

Insurance

If the dealer shows an Ace, he can offer the insurance before checking his natural. It is a separate bet, up to half of your start bet. It gains twice its profit value if the dealer has Blackjack; otherwise it is lost. With an initial bet of two tokens, an insurance of a token brings back two tokens of profit, plus the return of this token, in case of natural dealer. Your main hand is set separately. The insurance is optional and does not protect against a simple 21 in several cards.

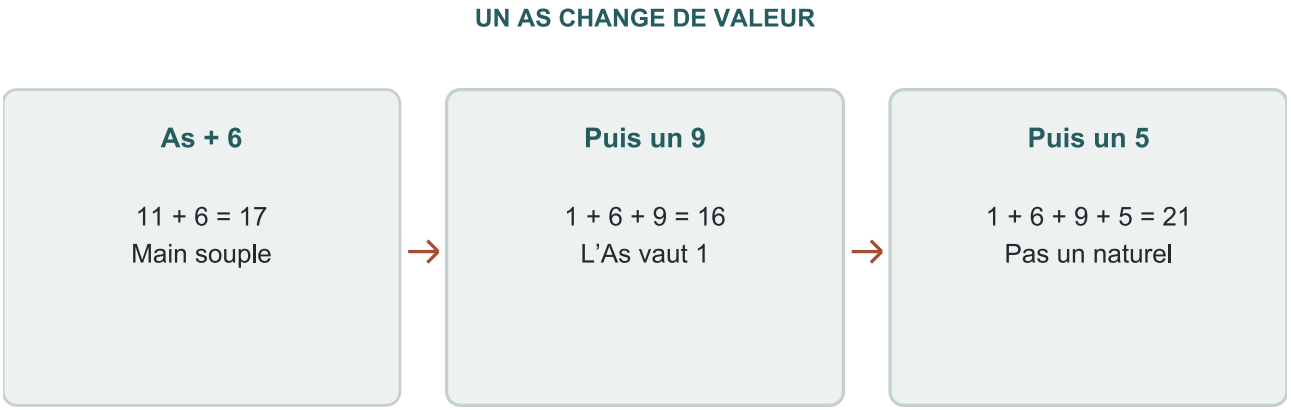
The dealer's turn

After all the players, the dealer reveals his hidden card. He shoots until he reaches at least 17 and stays on 17 to 21, including As-6. He does not adapt this choice to your cards. If all the players have already jumped, he can cash without completing a hand that has become useless.

Between two datas, gather and mix all the cards. If an exceptional data exhausts the Stock, mix only the cards of the previous datas, never those of the current hands; with the mix after each given held here, then use a second 52-card backup set, announced before starting.

06 An example to understand

You get A and 6: your total can be 17. You shoot a 9: 11 + 6 + 9 would be 26, but the Ace goes to 1 and your total becomes 16. You can still shoot or stay. If you shoot a 5, you get 21 with four cards, not a natural Blackjack.



L-As can be increased from 11 to 1 to avoid exceeding 21.

In another hand, you have 19 and the dealer finishes at 18: your bet of two chips wins two tokens of profit. Your neighbor, who has 17, loses his bet, even if you have won: each face the bank separately.

07 Set the bets and finish the game

An ordinary win pays 1 to 1. You get your stake back plus the same amount in winnings. A natural blackjack pays 3 to 2. For two chips bet, you get your stake back plus three chips. A natural beats any 21 made with more cards. Two naturals tie.

If you and the dealer have the same unnatural priority total, it's a tie: get your bet, no profit. If the dealer exceeds 21, all the hands left in play win, but the hands that had already exceeded 21 remain losers. Separate hands and insurances settle individually.

For a family session, agree on ten points, then compare the players' tokens; this ranking is a session agreement, not the official goal of a hand. If a player can no longer bet, he stops or waits for a new session.

The bank must be able to pay the winnings: if his reserve is insufficient, add fictitious tokens of the same value before a new deal.

08 Frequent errors

Don't always set the Ace to 11. Don't ask for a second card after doubling. Don't pay a 21 after separating at the natural rate. Don't let the dealer choose to shoot 18 to beat a hand: he follows his obligations. Check the table rules before any other version: notably the separate Ace and the flexible 17th.

09 Start well

First count the hand with all the Aces at 1, then add 10 if it stays under 22. Find the soft hands, which better support an additional card. Observe the visible card of the dealer, but accept that a good choice can lose. To learn, start by pulling and staying, then add double and separate once the totals are well understood.

10 Express summary

- Each player bets before receiving two cards; the dealer hides his second card.
- Numbers at their value, figures at 10, Ace at 1 or 11.
- Shoot, stay, double on your first two cards or separate a pair according to the conventions indicated.
- Above 21: immediate defeat. The dealer shoots under 17 and remains as early as 17, even soft.
- An ordinary win pays 1 to 1. A natural blackjack (an ace and a 10-value card in the initial hand) pays 3 to 2. A tie returns the bet.
- Plays with tokens without money and settles each hand separately against the bank.

References and edition notes

Total number, dealer included; detailed table conventions, no money.

Bicycle : Blackjack, values, tricks and options
https://bicyclecards.com/how-to-play/blackjack

BOARD GAMES

Catan

Players 3, 4 **Duration** 60–90 min **Difficulty** Medium

Basic game to 3 or 4 players, rules and almanach 2020; without extension.

Planning constructions, negotiating and adapting its choices to resources.

01 Game presentation

On Catan Island, you set up settlements, map roads and transform some settlements into cities. The land gives resources. You will have to exchange them and spend them to develop your small community.

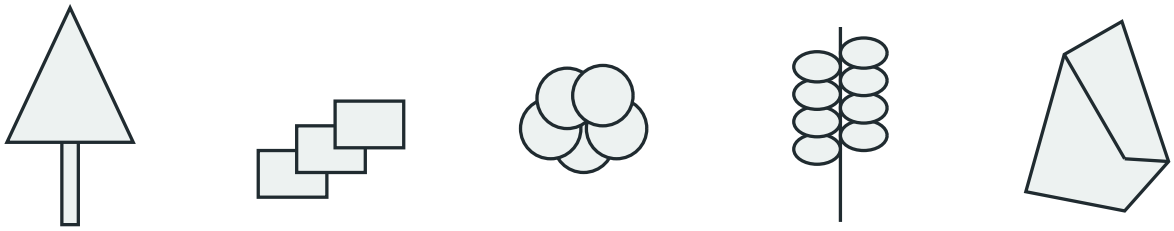
This chapter follows the basic game and the Almanach 2020 with 3 or 4 players. It uses the common French names: clay, wood, wool, wheat and ore. Extensions, the official two-way variant and the 2025 edition are not described here. So don't add a fifth player with this one rule.

02 Equipment requirements

- 19 tiles of land: 4 forests, 4 pastures, 4 fields, 3 hills, 3 mountains and 1 desert.
- 6 maritime frame elements, 9 port markers and 18 numbered tokens.
- 95 Resource cards: 19 of each type.
- 25 cards Development: 14 Knights, 2 Road construction, 2 Discovery, 2 Monopole and 5 Victory point.
- Each of the 4 colors has 15 roads, 5 settlements and 4 cities, for a total of 60 roads, 20 settlements and 16 cities.
- 2 dice with six faces, 1 thief, 4 cost cards and 2 reward cards: The longest route and the most powerful army.

You need the special hardware of the basic game. The drawings of the book explain situations; they do not replace the tray, cards and chips of your box.

ASSOCIER CHAQUE TERRAIN À SA RESSOURCE



Bois	Argile	Laine	Blé	Minerai
Forêt	Colline	Pâturage	Champ	Montagne

Five different resources: wood, clay, wool, wheat and ore. These original pictograms serve as a reference; they do not replace the illustrations or words printed on the maps of your box. The desert produces no resources.

03 The purpose of the game

Reach at least 10 win points during your own round. Your colonies and cities earn points. Rewards and some cards can complete your total. You start with two colonies, so already 2 points.

04 Preparing the game

Building a variable island

1. Assemble the maritime frame by matching its markers. Mix the 19 terrains and place them inside in rows of 3, 4, 5, 4 and 3 tiles.
2. Keep the harbours in the frame or cover their nine locations with the mixed markers. A harbour must open on its two coastal intersections.
3. Place at random the 18 numbers, one on each plot except the desert. Two red numbers, 6 or 8, must never be on tiles nearby by one side; exchange chips if necessary. Place the thief in the desert.
4. Sort the resources into five common piles: it's the bank. Mix Development cards and put them up in the dark. Leave the two rewards aside.
5. Each one takes a full color and its cost sheet. At 3, place the fourth color.

Installing the first colonies

1. Each throws the two dice. The largest total begins; restart between people equally if necessary.
2. In a clockwise direction, each one lays for free 1 colony on a free intersection, then 1 road on a side that leaves this colony. An intersection is a corner where the land meets; a road is placed along one side.
3. Respect the distance now: no colony or city should be on a corner directly next to another, even in its own color.
4. Take a second tour in reverse order, so the last one poses his second colony and his second road immediately; the first one poses last. The second colony does not need to be connected to the first one.
5. After its second colony, each takes a resource per productive field that touches it. Don't give anything for the first. The player designated in stage 6 then starts the game; the game resumes in the clockwise direction.

A et C peuvent être occupés ; B reste sans bâtiment.



B et D sont voisins d’une colonie : aucune nouvelle colonie ici.

Local scheme: buildings are on the corners and roads on the sides. A directly adjacent corner must remain without a building.

05 How to play?

A. Launching the dice: everyone can receive

In your turn, throw the two dice and add them together. Except on a 7, the fields carrying this number produce. For each colony that touches a particular land, its owner receives 1 map of this land; a city receives 2. This applies to all players, even those whose turn it is not.

The forest gives wood; the hills, clay; the pastures, wool; the fields, wheat; the mountains, ore. The desert gives nothing. The land occupied by the thief produces nothing, even if its number goes out.

Keep your resources hidden, but honestly announce how many you have if someone asks. If the bank lacks a resource to pay for multiple players, no one receives this type of production. If only one person has to receive it, give it what is left, even if it does not cover everything. Other types are distributed normally.

B. On a 7th: discard, move, fly

There is no production. Each player who has more than 7 Resource cards returns half of it to the bank, rounded down. With 9 cards, we return 4. Development cards do not count. At exactly 7 cards, we do not defeat anything.

Then the player who launched moves the thief to another field, including possibly the desert. If there are settlements or cities around, he chooses one of their owners with resources and takes a Resource card at random. He only steals a total card. Without a victim with resources, he takes nothing.

Solve all this before the trade. The thief only blocks the production of the land where he is; he does not destroy any building.

C. Sharing resources

After production or on the 7th you can negotiate with others: "I propose a wood against a clay." Everyone can refuse. All exchanges between players must involve you during your turn: the others do not trade between them at that time.

We exchange resources for different types of resources. We don't give free cards and we don't sell buildings or Development cards. A promise for later does not require a future exchange.

You can also exchange with the bank: 4 identical cards for 1 resource of your choice. If you have a colony or city on a port, its rate applies: 3 identical cards against 1 port 3:1; 2 cards of type drawn against 1 to a specialized port 2:1. Owning a road near the port is not enough.

D. Building and purchasing

In the sequence of discovery held here, finish your exchanges before building. You can build several times if you can pay and if there are still the necessary coins in your reserve. The cards spent return to the bank.

Project	Resources payable	Items
Road	1 wood + 1 clay	0
Colony	1 wood + 1 clay + 1 wool + 1 wheat	1
City	3 ores + 2 wheats	A total of 2
Development	1 ore + 1 wool + 1 wheat	According to the map

A road must extend your network or leave one of your buildings. One side only receives a road. You cannot extend a road through a colony or other city.

A new colony must touch one of your roads and respect the distance: the immediately adjacent corners must remain without a building. The first two colonies are the only ones exempted from connection to the network.

A city replaces one of your settlements: put the little house back in your reserve. It is worth 2 points in total, not 3, and doubles local production. No city directly on an empty corner. Stocks of coins are limited; no sixth colony is made.

E. Using Development Cards

When you buy a card, take the top of the pile and keep it secret. You can't trade it. You can play at most one Action Development card per turn, only during your turn, including before launching the dice. A card purchased this round waits for a later turn, except the revealed Victory Points to win.

- Knight: Moves the thief and steals a resource as above. There is no waste of half of the hands, because you did not throw a 7. Keep the Knight played visible in front of you.
- Road construction: places up to 2 roads free of charge, within the limits of your stock and authorized placements. The second can extend the first one.
- Discovery: Take 2 resources available at the bank, identical or different.
- Monopole: announces a type of resource. Everyone else gives you all their cards of this type. The bank does not give anything.
- Winning point: keeps this card hidden. It is worth 1 point. Reveal your cards of this type only when they allow you to reach the victory during your turn; you can reveal several of them, even bought this round.

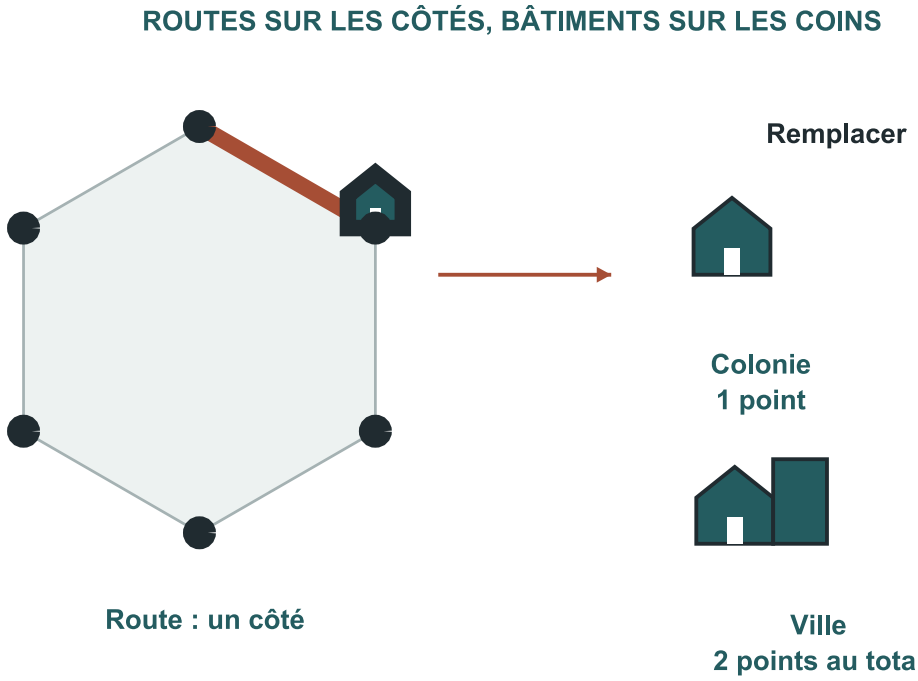
After their use, the action cards remain off the Stock. The Knights played remain visible to count the Army. The other effects are finished after their resolution.

F. The two awards

The longest route is worth 2 points. The first network that contains a continuous route of at least 5 routes gets it. Counts a single route without using the same route twice: does not add up all branches. A loop can count. An opposing colony crosses the route.

It is necessary to exceed the length of the holder to take the reward. In case of a cut, he keeps it if he remains tied at the top with at least 5 routes. Otherwise, she goes to the player alone in mind with at least 5 routes; if there are none, put it aside until a player fulfils the conditions alone.

The most powerful Army is also worth 2 points. The first person to play 3 Knights gets it. Another must have played strictly more Knights to take it. The cards still hidden do not count.



On this schematic fragment of the island, a road follows one side and a building occupies a summit. The city represents two points in total and replaces a colony; it is not a second colony set next to it. The pieces are generic silhouettes.

06 An example of a game

Alice plays with Bob and Chloe. She owns a colony against a forest bearing 8. Bob has a city against that same forest. Chloe throws 8: Alice takes 1 wood and Bob 2 wood, even if it's Chloe's turn.

In Alice's turn, her throw adds nothing to her hand. She has 2 woods, 1 clay, 1 wool and 1 ore. She wants to build a colony, but she lacks wheat. Bob accepts 1 of her wood for 1 wheat. Alice now owns wood, clay, wool and wheat: she pays them to the bank.

She lays her colony at the end of one of her roads, on a free corner with empty corners. She gains 1 point and will be able to produce on the land that touches this new corner. Her ore remains in her hand. She finishes her turn.

A little later, Bob throws 7. Alice has 9 resources and renders 4 of his choice; Chloe has 7 and does not return anything. Bob then moves the thief to the forest 8. He chooses Alice as a victim and takes him 1 resource at random. As long as the thief stays there, the 8 will no longer give the wood of this forest, for Alice as for Bob.

07 How can I win?

The game ends immediately during your turn if you have at least 10 points. Count 1 per colony, 2 per city, 2 per reward held and 1 per card Winning point. A road alone and a Knight alone are worth no points.

If you reach 10 during another's turn thanks to a reward, wait for your own turn; you still have to have at least 10 at that time. You can win from the beginning of your turn, without obligation to throw the dice. There is no final turn for the others and no victory sharing. Revealing several Victory Points to conclude does not consume several action cards.

08 Errors to avoid

• Receive only in its turn: each production concerns all neighbouring owners.

• Set up one colony next to another: keep a free corner between the buildings.

• Count 3 points for a city replacing a colony: it is worth 2 in total.

• Defaulting on a Knight: this only happens on the result 7 of the dice.

• Play immediately a purchased action: it must wait for a later turn.

• Spending resources without checking the place: pays only for a legal construction.

09 Tips for starting

Initially, look for several types of resources and different numbers. The 6 and 8 often produce, but the place to expand also counts. Before an exchange, formulates a concrete project: "This clay will allow me to make a road."

Keep the cost sheets at hand. Before the first part, train together to recognize a corner, a side and an authorized colony placement.

10 Express summary

• Departure: island of 19 tiles, each laying 2 colonies and 2 roads in the order of return. Resources of the second colony only.

• Round: dice and production for all; trade; construction and purchasing; development action at the maximum, possibly before dice.

• 7: hands of more than 7 resources lose half rounded down; move the thief and steal a card.

• Costs: road = wood + clay; colony = wood + clay + wool + wheat; city = 3 ores + 2 wheats; development = ore + wool + wheat.

• Placement: linked roads; connected and spaced settlements; towns in place of a colony.

• Victory: at least 10 points in his own lap.

References and edition notes

CATAN: Basic game rules and almanach, 2020
https://www.catan.com/sites/default/files/2021-06/catan_base_rules_2020_200707.pdf

CATAN: official details of the basic game
https://www.catan.com/faq/basegame

CATAN: catalogue of booklets, separate editions
https://www.catan.com/understand-catan/game-rules

Classic UNO

Players 2, 3, 4, 5, 6, 7, 8, 9, 10 **Duration** 15–30 min **Difficulty** Easy

Classic rules Mattel to 108 cards; remove bonus cards from a newer box.

Simple hand management, anticipation and important part of chance.

01 Discover the game

UNO classic is a game of defeat: you put up a card that matches the one on top by its color, number or symbol. Action cards change the rhythm. This chapter retains the classic package of 108 cards, without any rules of cumulation or personalized cards.

02 Equipment

It takes 108 cards: 76 Number cards, i.e. 19 in each color, with one 0 and two copies of each number from 1 to 9; 8 +2, 8 Inversion and 8 Pass, i.e. two of each action per color; 4 Jokers and 4 Jokers +4. Plan a sheet and a pencil to count up to 500 points. If your box has 112 cards, remove the four additional cards for this version.

CINQ CARTES SPÉCIALES À RECONNAÎTRE



Passer	Inversion	+2	Joker	Joker +4
Le suivant saute	Le sens change	Deux cartes et tour sauté	Choisir la couleur	Quatre cartes et tour sauté

Educational models of the five actions, redesigned for this book. They help to recognize the name, symbol and effect; they do not reproduce the Mattel cards. The Joker +4 remains subject to its color condition.

03 The goal

Empty your hand before the others to win the round. Then you get the points of the cards left in the opponent's room. The first person who reaches 500 points wins the game.

04 Prepare the handle

Each person draws a card; the largest number is the donor, the actions being zero for this choice. Mix and then distribute seven hidden cards to each. The rest forms a Stock. Return his first card to start the Waste. The donor's left neighbour normally starts, and the meaning is hourly.

If the first card is +2, the first player picks two and passes. If it's Pass, it's skipped. If it's Inversion, the donor starts and the direction becomes inverse. If it's a Joker, the first player chooses the color and then plays. If it's Joker +4, put it back in the Stock, mix and return another card.

05 The turn and the action cards

Put only one card of your hand on the waste, if it corresponds to its color, number or symbol. On a red 7 you can put a red card or a 7 of another color. A Joker allows you to choose a color. When a color has been announced, it must be followed.

If you can't or don't want to play, pick one card. You can play it immediately if it's allowed. Otherwise, keep it and finish your turn. After picking, you can't choose instead an old card from your hand. Don't pick up until you find a playable card.

- **+2** : the next player picks up two cards and loses his turn. He can't answer with another +2 to pass the penalty. The +2 is on the same color or on the +2 symbol when no penalty is in progress.
- **Inversion** : changes the meaning of the game. It arises on the same color or on another Inversion.
- **Pass** : jumps the next player. She sits on the same color or another Pass.
- **Joker** : announces the color you choose, including the one already requested. You can play it even if you have a card of the current color.
- **Joker +4** : choose the color ; the next picks four and passes. You can only play it if you have no card of the color requested before you pose. Having the right number or symbol in another color does not prohibit the +4.

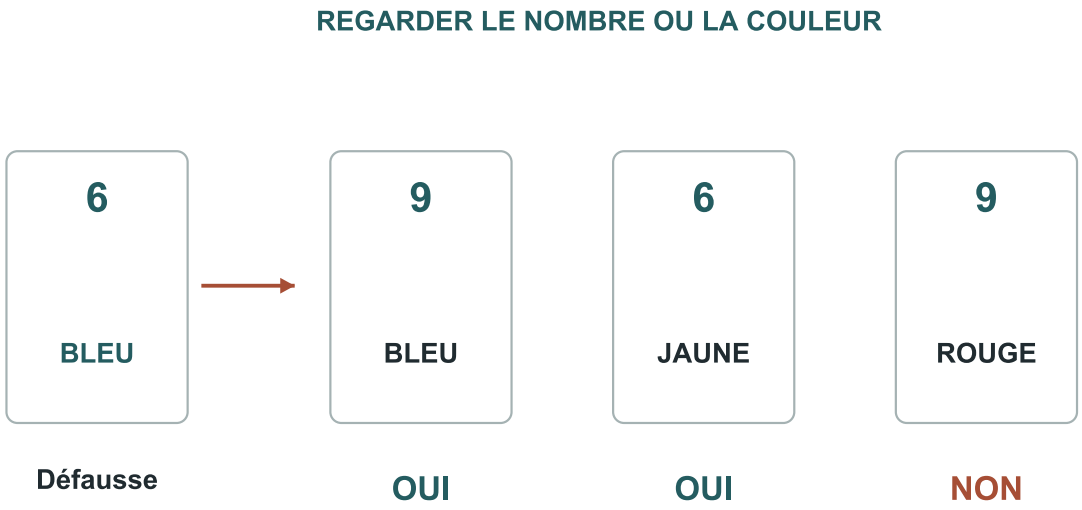
Contest a Joker +4

The player who has to pick four can contest if he thinks that the +4 was illegal. The author then shows him his hand, on his own. If he had a card of the color requested, he picks four in his place and the protestor plays his turn. If the +4 was legal, the protestor picks six cards in total and passes his turn. In both cases, the advertised color remains the new color. This contest relates to the available color, not the fact that the author would have preferred another action.

Advertise UNO and play two

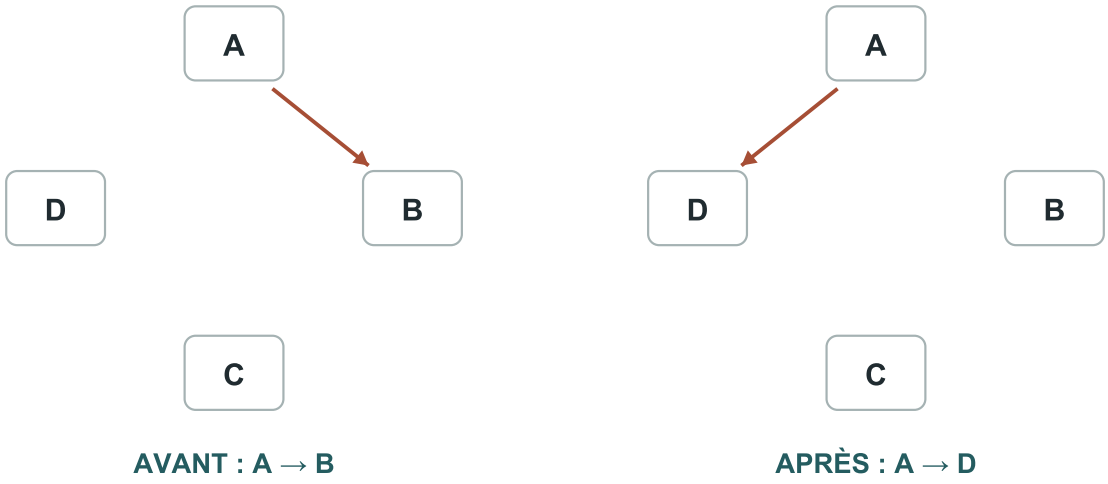
When you put down your penultimate card, announce "UNO!". If someone notices oblivion before the next player starts to play or pick up, you have to pick up two cards. If you fix yourself before you get caught, no penalty. Once the next round starts, it's too late to claim.

With two, Inversion works like Passer: its author replays. Passer also immediately gives him a new turn. After a +2 or +4, the opponent suffers the Stock and loses his turn; the author replays. The other rules remain the same.



Une seule carte est posée pendant le tour.

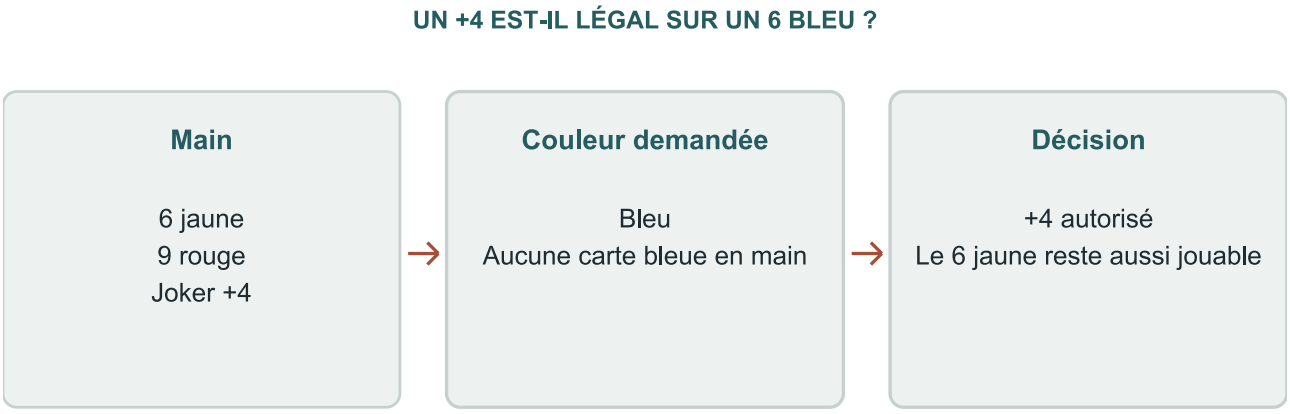
On the 6 blue, the 9 blue is suitable for the color and the 6 yellow is suitable for the number. The 9 red is not suitable for either of the two criteria. The color words and the signs YES/NO allow you to read the drawing without colors.



On four, an Inversion moves from the clockwise direction to the opposite. The arrows designate the next player from A. Only two, Inversion acts as Passer and its author replays: this case is not that of the drawing.

06 An example to understand

The top of the waste is a 6 blue. You have a 6 yellow, a 9 red and a +4. You can play the 6 yellow; you can also play the +4, because you have no blue card. However, if your 9 was blue, the +4 would be illegal, even if you absolutely wanted to change color.



The +4 test is about the colour available, not about the absence of any other playable card.

You then put down your penultimate card and shout UNO. The opponent plays +2: you take two cards, your turn is jumped, and you no longer have one card. You have to announce UNO again when you return to a card after a pose.

07 End of round and dots

The handle ends as soon as a person has no more cards. A last card +2 or +4 still picks the penalty before counting; a +4 challenge must be settled before declaring the winning handle.

The winner adds all the opposing cards: numbers at their value; +2, Inversion and Increase to 20 points each; Joker and Joker +4 to 50 each. Example: 7 + 3 + Inversion + Joker is 7 + 3 + 20 + 50 = 80 points. The winner adds this result to his total; the others do not score anything in this system.

If no one has finished and the stock is missing, keep the top of the waste and then mix the other cards to redo the stock. Play new runs until a winner reaches 500 points. Variations where each receives penalty points are not mixed with this count.

08 Frequent errors

Do not cumulate +2 or +4: the penalty must be taken. Do not place several identical cards at once. Do not play out of your turn, even if you have exactly the same card. Do not give 20 points to a Joker: it is worth 50. Do not confuse the absence of the right color card with the absence of any playable card to allow the +4.

09 Start well

Observe the requested colors and the hands that decrease. Sometimes keep a Joker to avoid being blocked, but remember that it is worth 50 points if someone finishes. Before taking action, check the meaning: you could help or hinder the wrong person.

10 Express summary

• Seven cards each; plays a card of the same color, number or symbol.

• Otherwise, pick up a card, which you can play if it suits; no other hand card after that Stock.

• Apply the shares and do not cumulate the penalties.

• The +4 requires that you have no map of the color requested; a challenge can move or increase the Stock.

• Announce UNO by placing your penultimate card.

• Empty hand: count the opposing cards; the first at 500 points wins.

References and edition notes

Mattel: UNO classic, 108 cards, multilingual notice G7942
https://service.mattel.com/instruction_sheets/g7942-0720.pdf

Mattel : classic rules and +4, notice M2062
https://service.mattel.com/instruction_sheets/M2062-0920.pdf

BOARD GAMES

Cluedo

Players 3, 4, 5, 6 **Duration** 30–60 min **Difficulty** Medium

Waddingtons/Hasbro 1996: two dice, no bonus, possibility to stay in a room.

Crossing hidden information and choosing your questions.

01 Discover the game

Cluedo is a deducing game. Three hidden cards give the identity of the culprit, the weapon and the piece of crime. You move to ask questions and eliminate false leads. We choose the classic Waddingtons/Hasbro 1996 rule, without bonus cards, for three to six participants; recent editions can modify characters and travels.

02 Equipment

Prepares a manor tray, six pawns Personal, six miniature weapons, 21 cards comprising six suspects, six weapons and nine pieces, one envelope, two dice and one investigation sheet per person with a pencil. The six conventional weapons are the dagger, candlestick, revolver, rope, English key and lead rod or pipe, depending on the translation. The names of the cards in your box are used to formulate the questions.

03 The goal

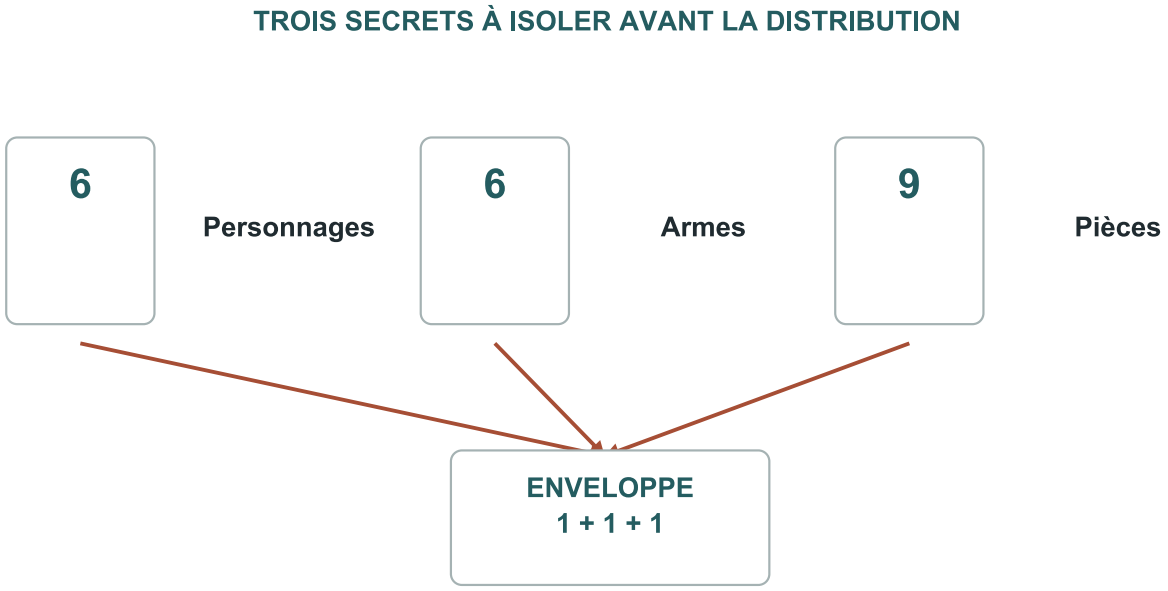
Discover the three cards in the envelope and make an exact accusation before the others. A simple suggestion is to get a clue; a charge commits your only chance to win.

04 Preparing the Mystery

Place the six pawns on their squares Departure, even those that no one will choose. Place the weapons in the rooms, no importance for the hidden solution: to take back the booklet 1996, dagger in the living room, candlestick in the dining room, revolver in the office, rope in the ballroom, pipe in the veranda and English key in the kitchen.

Separate suspects, weapons and coins. Mix each package without seeing the faces and take one card from each: slide these three cards into the envelope without looking at them. Mix the remaining 18 cards and distribute them all, one by one. Some players will have one more card; it's normal.

Choose each one a pawn and an investigation sheet. Secretly bar all your cards: they can't be in the envelope. Each throws a dice; the biggest result starts, re-launching the equities. The turns move in the clockwise direction. This dice start is that of the version chosen; other records always give the start to Miss Rose.



Twenty-one cards: six characters, six weapons, nine coins. One card of each family is hidden in the envelope; the other eighteen are mixed and distributed as equitably as possible. Here the symbols replace the commercial illustrations.

05 Getting around and investigating

Getting around in the mansion

In your turn, throw the two dice and move your pawn at most their total by following the corridors, horizontally or vertically. No diagonal, no crossing of the walls or one square occupied by another pawn. Do not use twice the same square during the trip. Enter a room by a door: arrive in the room stops your move, even if there are points left. Several pawns and weapons can share a room.

If you start in a room with a secret passage, you can borrow this passage in place of the throw. It connects the living room to the veranda, or the kitchen to the office. You arrive in the other room and can make a suggestion. The passages do not allow you to then continue in the corridors the same turn.

The 1996 version allows you to stay in a room to continue the investigation; some later versions require you to leave before a new suggestion. Here we retain permission to stay. If an opposing suggestion has moved your pawn there, you can use this new piece in your next turn without having to leave it first.

Make a suggestion

When your pawn is in a room, you can make a suggestion including this room, a suspect and a weapon. Bring the named pawn and the gun into this room, even if that pawn belongs to someone else. They stay there. Say for example: "I suspect Colonel Mustard, with the rope, in the kitchen."

The first person on your left looks at his hand. If she has at least one of the three cards named, she must show you exactly one, secretly. If she has several, she chooses which one. If she has none, the request goes to the next player, then so on. As soon as a card is shown, we stop the answers: the others show nothing.

Note the card actually seen and who showed it. If no one can answer, the cards absent from your own hand are serious candidates for the envelope. You can include a card you have in a suggestion to isolate the question on another card. You must not reveal to the group the card you were shown.

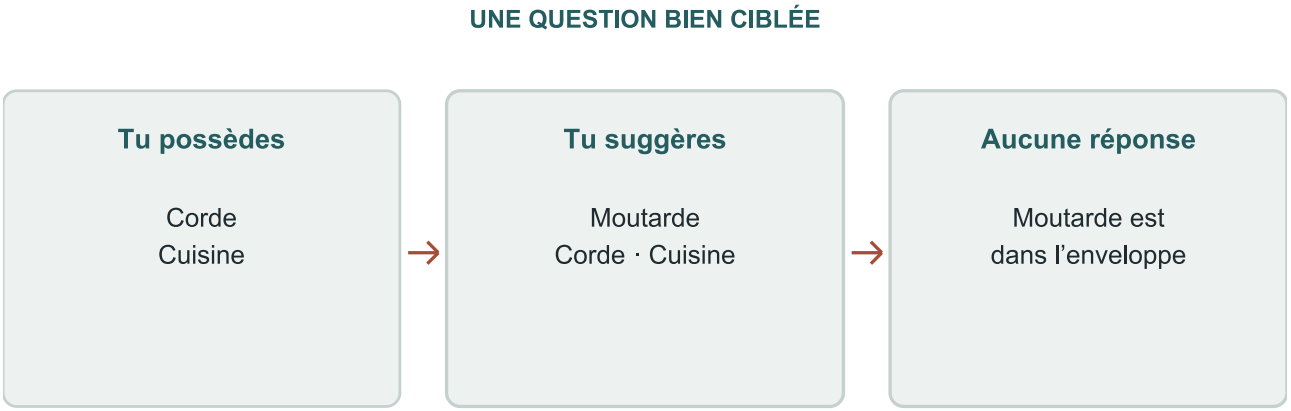
Make a charge

When you're sure, clearly announce a charge during your turn, possibly after your suggestion. Name a suspect, a weapon and a room, then check the envelope alone. In the classic rule chosen, you can accuse without having to go into the room accused. You are only entitled to one charge throughout the whole game.

If you're wrong about a single item, put the cards secretly in the envelope. You can't move, suggest or accuse, but you keep responding to the suggestions with the cards of your hand. You don't reveal what you learned in the envelope.

06 An example to understand

You have the Corde card and the Kitchen card. From the kitchen, you suggest Mustarde-Corde-Cuisine. No one shows a map. Since you have the last two, the absence of an answer proves that Mustarde is in the envelope. It does not prove that the crime took place in the kitchen: you have this map!



The two known maps isolate the only unknown information: the suspect.

Conversely, if the first player shows you Mustard, you don't know anything about the Corde or Cuisine cards in the following players: they were not asked to answer after this first proof.

07 Win or lose

A charge that matches exactly the three cards wins immediately. Then show the evidence to everyone. There are no points. A bad accusation prevents you from winning but does not prevent you from answering the questions. If everyone has been wrong, no one wins: reveal the solution to understand the errors of investigation.

08 Frequent errors

Do not confuse the piece of your pawn with a room freely chosen for a suggestion. Do not require to see all possible cards of an opponent. Do not treat a lack of response as evidence on a card that you have in hand. Do not return in their original place the pawns and weapons moved by a suggestion.

09 Start well

Note each evidence with its source, not only a cross without explanation. Use two known cards to test the third element. Also observe the suggestions of others: you can infer that a player has at least one card of a trio, even without knowing which one. Accuse only when your conclusion is based on the three categories.

10 Express summary

• Hides a suspect, a weapon and a room in the envelope; distributes all other cards.

• Move to the dice or by secret passage; in a room, make a suggestion on this room.

• Opponents respond in order; the first one who can show only one card in secret.

• Write down the evidence and make deductions.

• One accusation: exact, it wins; false, it only lets you respond to others.

• Respects the chosen version, especially for departure and the right to stay in a room.

References and edition notes

Hasbro: classic historical booklet, scan
https://www.hasbro.com/common/instruct/Cluedo.pdf

Transcription of the booklet Waddingtons 1996 and variants
https://www.cluedofan.com/origrule.htm

PARTY GAMES

Codenames

Players 4 or more; variants to 2 or 3 **Duration** 15–30 min **Difficulty** Medium

CGE, basic word play, classic booklet 2015; official adaptations 2-3 included.

Create meaningful links and estimate the interpretations of his team.

01 Discover the game

Codenames is a word survey. Two teams look for their agents in a common grid. Only the master spies know which cards belong to whom. A single well-chosen word can link several cards, but a bad association can lead to the killer.

The normal game requires at least four people. The classic booklet also provides the two or three variants explained here. There is no mechanical ceiling to enlarge the two teams, even if each must be able to participate in the discussions.

02 Equipment

The basic word game consists of 200 double-sided cards, i.e. 400 words, 40 key cards, 16 agent cards in eight reds and eight blues, a double-sided agent card, seven neutral Witness cards, an Assassin card and a key support. The 2015 booklet also provides for an optional hourglass; it is not necessary to proceed. Recent editions change certain words and presentation components, without changing the principle described here.

03 The goal

Meet all the agents of your team before the other. Avoid the murderer: designate him immediately loses. Neutral words waste time; opposing agents push the other team forward.

04 Install grid and teams

Form two teams of close sizes. Each one designates a master spy. The two masters sit on the same side of the table; the investigators opposite. Draw 25 Mot cards and form a grid of five rows and five columns.

Draw a Key at random and place it in its support, in a chosen orientation without examining its advantages. Only the masters see it. Its boxes correspond exactly to the grid: red and blue for the agents, beige for the witnesses, black for the murderer. Check the orientation together without showing it to the investigators.

The markers around the Key indicate the team that starts. She has nine agents and receives the double-sided agent card turned to her color; the other one has eight. Place the covers of the two teams, the witnesses and the murderer within the reach of the masters.

UNE GRILLE COMMUNE, UNE CLÉ SECRÈTE

BALEINE	VAGUE	REQUIN	PIANO	FORÊT
ÉTOILE	CHÂTEAU	POMME	TRAIN	NUAGE
CHAUSSURE	LUNE	ROBOT	FLEUR	BATEAU
LIVRE	CHAT	MONTAGNE	VERRE	AVION
SOLEIL	PORTE	DRAGON	CLEF	NEIGE

CLÉ : vue du maître-espion

B	B	X	N	R
R	B	N	R	B
B	R	N	B	N
R	B	N	R	B
N	B	R	N	R

Original example of a 25-word grid. The miniature key is reserved for master spies: B = nine blue agents (first camp), R = eight reds, N = seven neutrals, X = assassin. The position of each letter corresponds exactly to a word from the large grid.

05 Give a clue and then investigate

The master of the active team announces a single word, then a number. The word connects words of its color; the number indicates how much it targets. "Ocean, 2" can for example connect BALEINE and VAGUE. Investigators discuss freely and then touch a card to validate their answer. The master immediately covers this card according to his true identity on the Key.

If it is an agent of their team, they can continue, without new clues. If it is a witness or an opposing agent, their turn stops; the opposing agent is actually found for the other team. If it is the murderer, they lose the game. After a good answer, they can also stop voluntarily.

The team must try at least one answer. It can do as much as possible the number announced plus one answer, as long as it is not wrong. This additional answer can take up an idea of an old index. For an index "Ocean, 2", the normal ceiling is therefore three cards.

What clues are allowed?

The index must relate to the meaning of the words, not their letters, length or position. "Upstairs, 3" to designate the first row is prohibited. Does not give a word yet visible, nor a form of the same word or a recognizable part of a compound word. A covered card no longer blocks its word.

Play in French; a foreign word running in French can be accepted by agreement of the masters. The proper names in one word are possible. Before the part, agree on the own names composed, acronyms or composite words: the booklet presents them as relaxations. You never produce an artificial word to bypass the limit.

The number is used to count the targeted words, not to convey a second idea. The master does not confirm the reasoning, does not grimace and does not designate an area of the look. He only gives his index, then the identity of the actually affected cards. An invalid index noticed finishes the round; the opposing master can cover one of his agents for free before his index.

Two leading indices

With a number **0**, the master indicates that none of his words correspond to the index. Investigators can then try as many answers as they wish, with at least one mandatory. **unlimited** Instead of the number, they also have as many tests as they want, but don't know how many words fall under the new index. Any mistake always ends the round.

06 An example to understand

Of the 25 cards, BALEINE and VAGUE are blue, REQUIN is black and PIANO is neutral. The blue master thinks of "Ocean, 2", but REQUIN notes: the index risks losing immediately. Instead, he chooses a more precise index for a single card. The best index is not always the one that promises the most answers.

TROIS MOTS À EXAMINER AVANT L'INDICE

BALEINE	VAGUE	REQUIN
Agent bleu	Agent bleu	Assassin

« Océan » pourrait aussi désigner REQUIN : danger.

Pedagogical extract from a grid: Colored identities are known only from the masters. REQUIN is here the murderer.

If the team finds BALEINE then hesitates, it can stop. If it touches PIANO, it loses its turn but not the whole game. REQUIN would have caused an immediate defeat.

07 Win and play two or three

The first team with all the agents covered wins immediately, even if the last one was hit by the opponents. There are no total points in the competitive game. The killer immediately gives the victory to the other team.

In two, play together: a master and an investigator, against a simulated team. Choose a key that makes you start: you have nine agents. After each of your turns, the master covers an opposing agent of his choice to simulate the enemy turn. You lose if the killer is hit or if the eight opposing agents are covered. If you find your nine agents before that, count the opposing agents still not covered: the more there is left, the better is your success.

On three, you can play the same cooperation, with a master and two investigators. Another official variant: two competing masters each give their clues to a common investigator, who plays honestly for both sides. The conditions of victory remain those of the normal teams.

08 Frequent errors

Don't show the Key to the investigators and don't turn it in the course of the game. Don't give small comments after the index. Don't flip the Word card to read its other side during the investigation. Don't give an extra try after an error: the turn is already over. Don't confuse this version with Codenames Duo, which has other Keys and another system.

09 Start well

As a master, first examine the killer and then the opposing words close to your idea. Start with clues of one or two cards. As an investigator, remember the old clues and explain your connections to your team. If the group is thinking for a long time, the optional hourglass can help decide, with the agreement announced at the beginning.

10 Express summary

• Grid of 25 words; only masters see the Key.

• The starting team is looking for nine agents, the other eight.

• Gives an index of one word and one number; investigators touch the answers one by one.

• Good colour: continues or stops; bad colour or witness: end of round; assassin: defeat.

• Tents at least one card, at most the number plus one, except 0 or unlimited indices.

• All your agents found: victory. On two or three, apply the variant indicated.

References and edition notes

CGE : Codenames, basic game
https://www.czechgames.com/games/codenames

Booklet CGE July 2015, copy of the document editor
https://cdn.1j1ju.com/medias/89/5e/99-codenames-rule.pdf

Exploding Kittens

Players 2, 3, 4, 5 **Duration** 15 minutes **Difficulty** Easy

Original Edition, 56 cards, current official booklet: 8 cards at the start.

Managing some effects, light bluff and a lot of chance.

01 Discover the game

Exploding Kittens is a survival game: you use cards to avoid picking an explosive kitten. Pioched cards usually finish the turn, instead of starting it. This chapter follows Original Edition, 56 cards, official booklet 2022. Some first boxes distributed fewer cards; keep the preparation of this version from beginning to end.

02 Equipment

The package contains 56 cards: 4 Exploding Kittens, 6 Disbooting Kits, 4 Attacks, 4 Pass, 4 Favourites, 4 Mix, 5 See the future, 5 Nope and 20 Chat cards, divided into five families of four identical. French names can change slightly depending on the draw: check the effect and illustration of your cards. No extension is required.

03 The goal

Be the last person still in play. You're eliminated if you pick an Exploding Kitten without being able to play a Disbooting Kit. Cards still in hand don't earn points.

04 Prepare the package

Removes the four Exploding Kittens and the six Disbooting Kits. Gives each one a Kit. Mixes the other 46 cards and distributes seven hidden cards to each person: each one has eight cards, including its Guaranteed Kit.

Then put in additional Kits in the remaining package: two to two or three players, two to four players, one to five players. The other Kits come out of the game. Adds exactly an Exploding Kitten less than the number of players: one, two, three or four.

Mix this Stock and put it down hidden, leaving a place for the Waste. Choose a person to start, then play in the clockwise direction. No one looks at the opposing cards or the contents of the Stock.

05 Play its turn and know all the cards

In your turn, play zero, one or more cards, completely resolving each effect. To play, put the card visible on the waste. When you decide to stop, pick up the card from the top: this Stock ends your turn, unless it imposes another spin.

- **Exploding Kitten** If you don't have a deboot kit, you'll be eliminated; you'll have to undo your whole hand and the explosive. An explosive is never kept in hand for a while.
- **Disabling kit** : if you have just picked up an explosive, discard the Kit. secretly put the explosive wherever you want in the Stock, even at the top, without looking at or reordering the other cards. Do not mix then. This Stock is finished; any other tricks have to be played.
- **Attack** : end your turns without drawing and make the next player take two turns. These are two full turns. The affected player can play cards before each draw. If they play another Attack, they pass on all

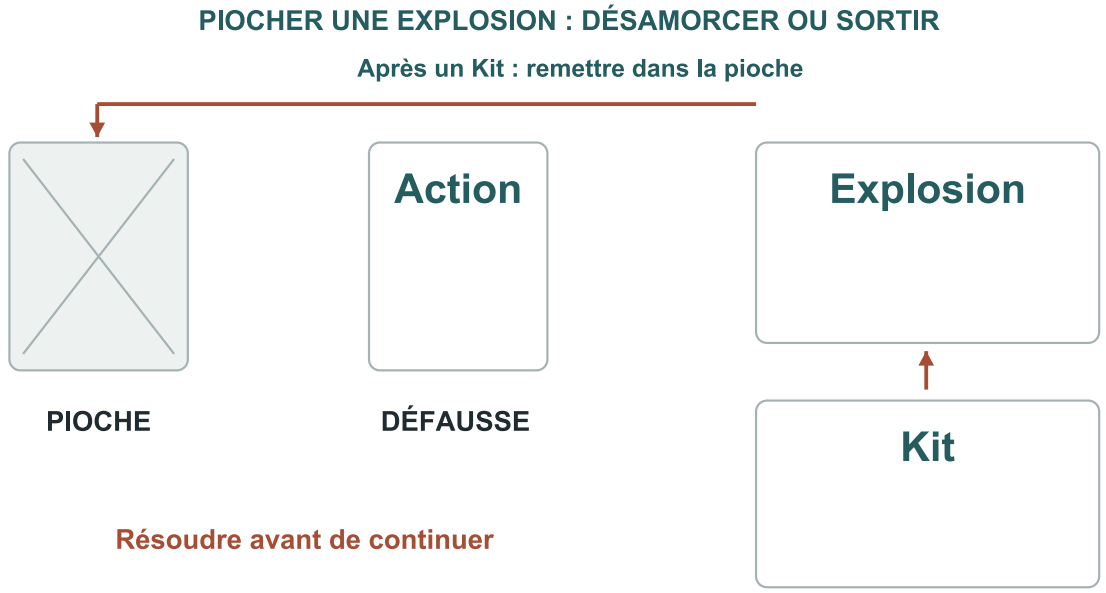
remaining turns plus two. A second Attack before either of the first two turns is taken therefore gives the next player four turns.

- **Pass** If you still have two more laps because of an Attack, a Pass card removes one; there is one left.
- **Favor** Choose an opponent; he gives you a card of his choice. You do not choose in his place and do not look at his hand.
- **Mix** Mix the whole stock without looking at the cards. It doesn't end your turn: you still have to pick or use an effect that avoids the Stock.
- **Seeing the future** : Look secretly at the first three cards of the Stock, or all those that remain if there is less. Put them in the same order. This card does not allow to move the Explosive.
- **Nope** : cancels an action before its application, even out of your turn. It can't cancel an Exploding Kitten, or a Disbooting Kit. Another Nope can cancel the first one: two cancellations are compensated. The cards thus played remain undone. Don't play Nope after the effect is already accomplished.
- **Chat Cards** Two identical chats played together make it possible to steal a card at random in the hand of an opponent. Choose the person, then shoot without looking.

Special combinations

After the first part, you can use the combinations of the booklet: any pair of cards of the same name, not only the Cats, steals a card at random. Three cards of the same name allow you to name a card and ask an opponent for it. If he has it, he must give a copy; otherwise you do not gain anything. A combination replaces the individual effects of the cards spent: three Attacks do not give six turns in addition to one flight.

The combinations can be cancelled by Nope. The combination of five different cards from some old records is not used in the chosen booklet. There is no hand limit. An empty hand does not remove: you simply play without a card before your next pick.



The Stock remains hidden face; the Waste is visible. A Piping Explosion must be resolved immediately. A Debooting Kit then allows to secretly put back this Explosion where one wants in the Stock, without mixing it. Cards and gear are original symbols.

06 An example to understand

Lina plays See the future and discovers, in order, Exploding Kitten, Chat and Mix. She puts the cards back exactly in place. She plays Pass: she does not pick up, and her neighbor now faces the dangerous top. If he plays Mix, the location of the explosive becomes unknown, but he will have to finish his turn again.



An effect that looks at the Stock does not finish the turn; Pass it finish without picking.

Another case: you have two laps. You pick up an explosive, use a Kit and put it back in the back. Your first lap is over; you still have to play one. You can then play Pass to avoid his Stock.

07 Win and finish

Elimination reduces the number of players and removes the explosive that just killed. The game continues with the survivors, in the same direction. As soon as there is only one left, it wins. The eliminated people no longer play Nope. With the correct preparation, the Stock contains the explosives necessary to eliminate all but one player: never recycle the waste.

08 Frequent errors

Don't pick up at the beginning of the round. Don't add as many explosives as players: you need one less. Don't cancel a deboot with Nope. Don't spontaneously repel after you have replaced an explosive. Finally, an Attack imposes complete turns: one Passer doesn't erase them all.

09 Start well

Keep a few cards that avoid the Stock for the end, when the Pack becomes small. Count the remaining cards without looking at them. A Kit only protects once. Varies the location where you put an explosive back, otherwise your opponents will eventually guess your habits.

10 Express summary

- Eight cards each at the start, including a Guaranteed Kit; adds one less explosive than the number of players.
- Play as many cards as you want, then pick up to finish your turn.
- Explosive: disposal, except Kit defeated and then explosive secretly put in the Stock.
- Passing avoids a picket; Attack transmits the remaining turns plus two.
- Nope cancels an action, never the explosive or its debooting.

• The last survivor wins; the waste is never recycled.

References and edition notes

Exploding Kittens: basic game rules
https://www.explodingkittens.com/pages/rules-kittens/thanks

Original Edition: Official Booklet 14 January 2022, Asmodee
https://cdn.svc.asmodee.net/staging-asmodeeca/uploads/2023/04/English.pdf

Flip 7

Players 3+ **Duration** 20 minutes **Difficulty** Easy

French basic game, 94 cards, booklet 2.0; not Vengeance.

Assess risk and know how to stop; simple choices and marked chance.

01 Game presentation

In Flip 7, one more card can bring back a lot... or lose the whole handle. The donor distributes the cards to everyone, including himself. You mainly choose between stopping and continuing.

This chapter follows the French basic game Catch Up Games, booklet 2.0 to 94 cards. It does not describe Vengeance. The overall difficulty is easy: choices are accessible, but knowing how to estimate the risk remains useful.

02 Equipment requirements

• 94 cards: 79 Number, 6 Bonuses and 9 Specials.

• Numbers: one 0; one 1; two 2; three 3; and so on until twelve 12.

• Bonus: one copy of +2, +4, +6, +8, +10 and ×2.

• Specials: three Stops, three Threes in a row, three Second Chances.

• A sheet and a pencil for scores.

The game starts at 3 players, without a maximum strict announced. Beyond 18, the booklet recommends a second package. Ordinary cards cannot replace this package: their frequencies are essential to the risk.

03 The purpose of the game

As soon as at least one person reaches 200 points at the end of the round, the best total wins, subject to a tie-off. Gathering seven different numbers immediately completes one inning and earns an additional 15 points.

04 Preparing the game

1. Mix the 94 cards and choose a random donor.
2. Note the names with a total of zero.
3. Each leaves before him a line for his Numbers and a space above for the Bonuses and Protections. The cards arrive face up.
4. In the chosen booklet 2.0, start directly the choice "Stop or what?" with the person to the left of the donor. Do not mix this departure with an old setup automatically distributing a first card to each.

05 How to play?

The choice of each player

The donor passes from person to person in the clockwise direction and also plays his own turn. If you say "Yet", he gives you a card face up and you apply his effect. If you say "Stop", you get out of the round: turn your cards back to remind him, without throwing them away. You will mark their value at the end and can no longer return to this round.

A new number joins your line. But if you already have exactly that number, you're jumping: zero point for the handle, even with Bonuses. The 0 is a number: it does not earn anything but counts among the seven separate values.

The donor continues his passages by jumping out the people. Receive a Bonus or a Special is the card of your passage; you do not automatically receive a Number then, unless the effect that requests it is.

Bonuses and protections

Bonuses are not Numbers. They don't double a value on your line or advance to seven Numbers. They will be added to the score only if you don't jump.

A Second Chance stays in front of you. When you receive an already present Number, discard the new duplicate and protection: you stay in the round and keep your first copy. It does not protect from a Stop. You do not receive a replacement card immediately after its use.

One can only keep a Second Chance. A second must be given to another person still active who does not have one. If there is none, discard it. All unused protections are defeated at the end of the round.

Stop and Three Next

If you get a Stop, target a person who's still active, you know, she goes out with her round score. If you're the only one still active, you have to target yourself.

If you receive Three in a row, choose a person who is still active, including you. The donor will give him the next three cards, one by one. Stop immediately if he jumps or realizes a Flip 7. A protection already available can avoid a duplicate.

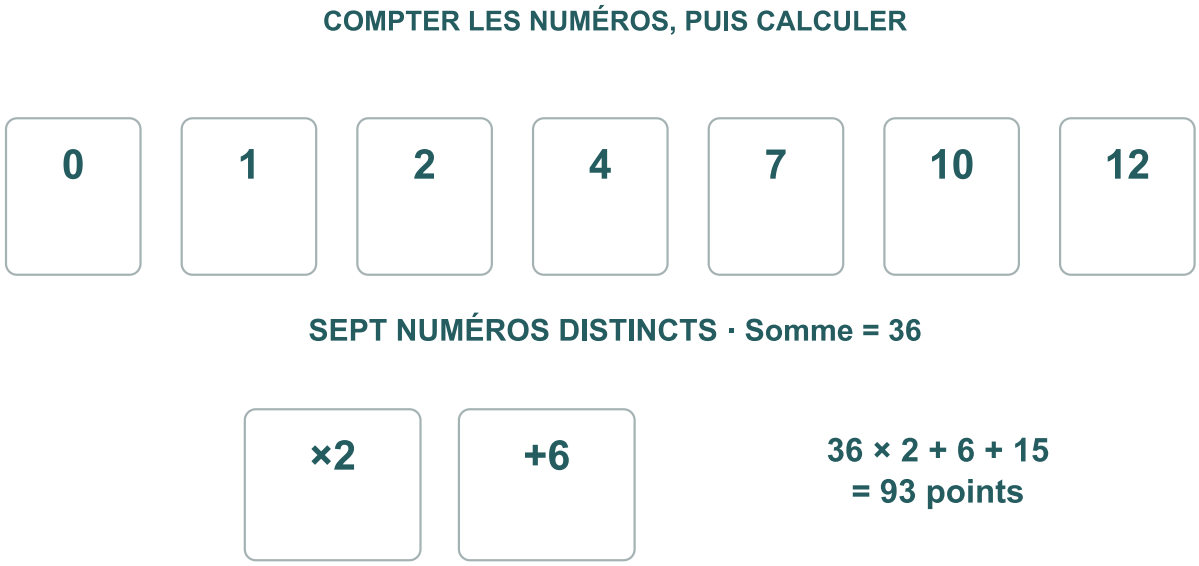
A Special received among these three cards counts in all three, but its effect awaits the end of this distribution or the moment when the person jumps. Then solve the Specials received in order. If the person jumped, it must direct the effects to target to another person still active. A new Second Chance received during the three cards is therefore not available before this delayed resolution. A Flip 7 immediately ends the round.

06 An example of a game

Alice has 3, 8 and 12: 23 provisional points. She says "Encore" and gets a +4. It's not a fourth number; her potential score goes up to 27. In the next passage, she gets an 8: she jumps and scores nothing.

Bob owns 2, 5 and 9, a Second Chance and ×2. He receives a second 9. He throws this new 9 and his protection; his line remains 2, 5, 9. He chooses Stop at his next pass: (2 + 5 + 9) × 2 = 32 points.

Chloe finishes a line 0, 1, 2, 4, 7, 10, 12. She makes a Flip 7 and stops the round for all. With ×2 and +6, her gain is (0 + 1 + 2 + 4 + 7 + 10 + 12) × 2 + 6 + 15 = 93. Neither the +6 nor the 15 points are doubled.



Seven different numbers, of which the 0: is indeed a Flip 7. The two Bonus cards are separate and do not count among the seven. ×2 only doubles the sum of the Numbers; then we add +6 and the 15 of the Flip 7.

07 How can I win?

One round ends when everyone is out, or when a Flip 7 appears. The players who jumped score zero. For the others: sum of the Numbers, multiply by two if ×2, add the Fixed Bonuses, then +15 for the author of a Flip 7.

Add these winnings to the old totals. If someone reaches at least 200, the largest total wins. In case of equality in the best total, all players play a new round; repeat if necessary up to one winner.

Set aside the cards used. Do not remix them after each round. The player to the left of the dealer becomes a donor. When the package is empty, mix the discards; if this happens during a round, leave all the cards still in front of the players in place, even those of the people out.

08 Errors to avoid

• Count the Bonuses among the seven Numbers or double the bonus by 15.

• Targeting a person already out with Stop or Three in a row.

• Immediately use a Stitched Special during Three consecutively.

• Reschedule the whole package with each handle.

09 Tips for starting

A 12 is common: twelve copies exist. A 1 is unique. Also look at the cards already used before deciding. Compare your guaranteed gain with your delay in the ranking: trying a big shot does not have the same interest in all situations.

10 Express summary

• 94 cards; the donor rotates and is included in the passages.

• Again: one card; Stop: score retained; duplicate Number: zero, except Second Chance.

• Seven different numbers, 0 included: immediate end and +15.

• Score: sum of possible × number 2, then fixed bonus, then +15.

• Specials of a Three afterwards postponed; unladen protections at the end of the round.

• End at 200 or more: best total; top tie = new round for all.

References and edition notes

More than 18 people, the booklet recommends a second package.

Catch Up Games : Flip 7
https://catchupgames.com/nos-jeux/flip-7/

Flip 7: French official rules 2.0
https://flip-7.com/wp-content/uploads/2025/10/flip7_regles_fr.pdf

SOLO GAMES

FreeCell

Players 1 **Duration** 15–40 min **Difficulty** Hard

Classic FreeCell: 52 cards, 4 free cells.

Planning of long suites and very precise management of spaces.

01 Discover the game

FreeCell is a success where all the cards are visible from the start. So you can plan your shots. The four small free boxes serve as parking, but they fill quickly. The difficulty comes from the preparation of the trips, not the number of rules.

02 Equipment

It takes 52 ordinary cards, without joker: 13 cards in each of the four signs. Plan a table with eight columns, four free cells and four foundation locations. No tokens or dice are required.

03 The goal

Build four foundations, one per sign, from Ace to King. All cards must leave columns and cells to join these foundations.

04 Preparing the game

Mix the 52 cards. Distribute them all face up, one by one, from left to right in eight columns: the first four contain seven cards, the last four six. Declare the cards to read each value. Only the card at the bottom of each column is accessible.

Leave the four cells free and the four empty foundations above the columns. Observe the Aces and the small cards before moving anything: a visible card can still be blocked by several others.

INSTALLATION : QUATRE CELLULES, QUATRE FONDATIONS



Chaque rectangle du haut reçoit une seule carte, sauf les fondations qui montent par enseigne.

The 52 cards are distributed, all visible: seven cards in each of the four columns on the left, six in each of the four on the right. At the top, four free cells and four foundations. The small height of the tiered cards does not hide the value or the sign.

05 Play, one move at a time

Move an accessible map to one of the following locations. You can freely choose the order of your travels; there is neither picket nor opposing turn.

- A column: Place the card on a card of immediately higher value and of opposite color. A red 6 goes on a black 7. The reds are heart and tile; the blacks are prick and clover.
- An empty free cell: it holds only one card. An occupied cell does not accept any other card.
- An empty column: it hosts any accessible map, not just a King.
- A foundation: first put the Ace, then the 2, the 3 and so on, in the same sign. In the convention of this chapter, a card entered into foundation does not come out.

An accessible card is the last card in a column or the only card in a cell. You cannot take a card in the middle of a column. After moving the last card, the one above becomes accessible.

A sequence of several cards does not teleport. You can move it together only if the same result is achievable by moving the cards one by one, thanks to the cells and columns actually empty. To learn, make every little move by hand: you will see immediately if you have enough places.

06 An example to understand

One column ends with a black 9, a red 8 and a black 7. Another ends with a red 10. Two free cells are empty. Move the 7 to one cell and the 8 to the other. Move the 9 onto the 10. Put the 8 back onto the 9 and then the 7 onto the 8. The sequence has moved in five legal moves.



Each card makes a legal move; the suite is not moved without available places.

If no cell was free and no column was empty, you couldn't do this manoeuvre. The fact that the three cards form a good suite is not enough to allow it to move.

07 Win or see a blockage

You win when the four Kings finish the four foundations: the 52 cards are then placed there. There are no points in this version. You lose if you can no longer progress and no sequence of legal moves unlocks the position. However, an apparent blockage deserves a second examination.

To practice, you can write down your moves and go back: it is a learning aid, not a new action of the game. Some distributions are very difficult and some are impossible.

08 Frequent errors

Do not place two cards in a cell. Do not use a busy cell as if it were free during a transfer. An empty column is more powerful than a cell, as it will be able to receive a reconstituted suite. Finally, do not send a foundation card too quickly if it can still be used as a support for a card of the other color.

09 Start well

Look for a small card to be released and count the cards that block it. Plan where each one will go before starting. Keep at least one cell available as soon as possible. Try to empty a short column and rebuild a long orderly suite.

10 Express summary

- Distributes 52 cards visible in eight columns: four of seven, then four of six.
- Keep four cells of one card and four foundations per sign.
- In columns: descending values and alternating colors; any map can start an empty column.
- Move only accessible cards. A suite must be able to be transferred card by card.
- Mount the foundation of the Ace to the King. The four complete foundations give victory.

References and edition notes

Bliss Solitaire : FreeCell, layout and travel
https://www.solitairebliss.com/freecell

SOLO GAMES

Friday

Players 1 **Duration** 25–40 min **Difficulty** Hard

Friedemann Friese basic game, level 1 detailed.

Improve its package and arbitrate between risk, life and destruction of cards.

01 Discover the game

In Friday, also published under the name Friday, you help Robinson survive on an island. His package starts with a lot of weak cards. By facing dangers, you gain knowledge; by accepting certain defeats, you eliminate his bad habits. Success depends on building the package as well as fighting.

02 Equipment

The game contains 72 cards: 18 Robinson starting cards, 11 Aging including 8 normal and 3 difficult, 30 Danger/Knowledge for two uses, 10 Pirates and 3 cards Step green, yellow and red. Adds the 22 Life markers and the 3 storage trays. This chapter details Level 1, then the differences of the following levels.

03 The goal

Go through three stages of danger, then beat the two pirates fired at the start. You lose if you have to pay a life point you no longer have. Having exactly zero life is not losing yet, as long as no extra payment is required.

04 Prepare Level 1

Place the Steps in the order green, yellow, red, visible green. Remove the "Very stupid" / "Very Stupid" Ageing Card. Mix separately the remaining seven Normal Ages and the three difficult ones; stack the normals above the difficult ones, without looking at them.

Mix the eighteen starting cards and place them on the Robinson board. Mix the thirty Dangers on their board. Draw two random Pirates, visible; store the other eight. Place twenty lives with Robinson and two in the reserve. Leave a separate waste for Robinson and for the Dangers. Knowledge does not join the start package until it has been won.

A Danger card carries a free card limit and three forces, corresponding to the three steps. Its Knowledge side carries a combat value and sometimes a power: you only use this side after winning the card.

05 Facing the dangers and improving the package

Choosing and fighting

Reveals two Dangers, choose the one to face and discards the other on the Dangers' waste. Read his strength at the current stage. Reveals Robinson cards one by one, up to the free number indicated if you wish. You must reveal at least one of them before ending the fight. Place the free cards on the left of the Danger.

You can then pay one life per revealed additional card and place them on the right. You can use the powers of your already revealed cards, once each, in the order of your choice; spins a card when its power is used. Completes one power entirely before starting another. The negative powers of Aging are mandatory as long as the card remains active.

A fight does not stop automatically as soon as you have enough strength: you can still use your powers before deciding to close it. Then add your combat values after all the effects. If you reach or exceed the Danger, you win: put this Danger, now Knowledge, in Robinson's defeat with the cards played. Its power is not used during the fight that allows it to win.

If you choose to lose when your strength is insufficient, pay the difference in lives. These same paid lives give you a budget to destroy Robinson cards revealed in this fight: a budget life by ordinary card, two by Ageing. This is not a second payment. You can't pay more only to destroy more. The Lost Danger joins his own defeat; Robinson cards not destroyed join theirs.

Useful credentials

- **+1 or +2 lives** Take the lives available in the reserve, up to a maximum of 22 at level 1.
- **+1 or +2 cards** : reveals these additional cards for free, to the right; they can also produce their power.
- **Destroy a card** Return another revealed card; its value becomes zero and its power ceases to act. It remains in its place until the end of the fight and then exits the game. You can no longer move it with another power; the effects already executed are not cancelled retroactively.
- **Double** : doubles the value of another card revealed at the final calculation. The same card cannot be doubled twice during the fight.
- **Copy** Reproducing the power of another revealed card, even already used. Several copies can target the same power.
- **Step -1** : uses the force of the previous step for the Danger, in the final calculation. This has no effect on the green step or on a Pirate.
- **Sort three cards** : Look up to three cards from Robinson's top, eventually discard one and place the other hidden in the chosen order.
- **Exchange one or two cards** : Undo another revealed card, then replace it with Robinson's next one in the same place. With two exchanges, finish the first one before the second; you can reexchange the card just obtained, but without using its power between these two exchanges.
- **Under the package** If it was on the left, you can reveal its replacement free of charge. The package must contain at least one card; if it is empty, prepare its renewal described below.

Ageing, renewal and milestones

Effects **-1 or -2 lives** are paid at the end of the fight, even in the event of victory, and do not give a budget of destruction. **Higher card = 0** cancel on the final calculation the highest basic positive value; if there are several cards at this height, only one is affected. **Stop**, if revealed among the free ones, stop the remaining free cards; pay cards and powers remain possible. Remove or destroy Stop can free the remaining free places. To the right, Stop is only worth zero.

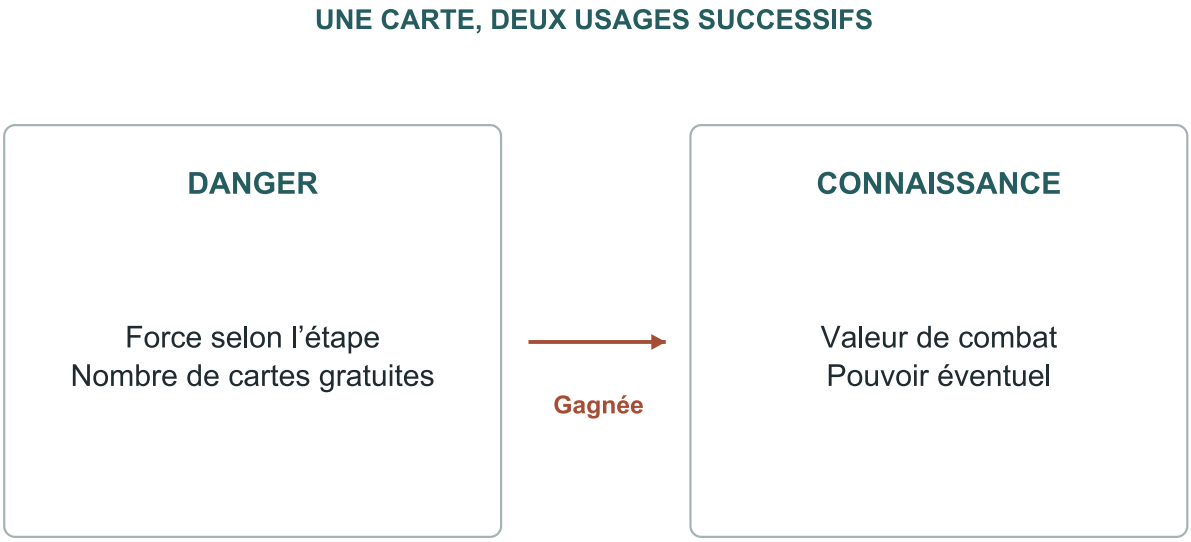
When you have to pee but Robinson is empty, mix his waste with the first Hidden Ageing, without looking at it. The cards of the current fight are not mixed. Do not renew the package only because you have just taken his last card: wait for another one to need it. If all the Ages have already entered, the renewals are done without adding it.

When the Dangers are exhausted, repel their waste and go from green to yellow, then from yellow to red. The dangers won do not come back: they have become Knowledge. If there is only one Danger card left, you can fight it or discard it for free to go to the next stage.

The two pirates

After the red stage, choose which of the two Pirates face first. Proceeds as for a Danger, with its strength and limit of free cards, but you must win: you cannot accept a defeat by paying the difference. Once the first defeated, defeat the cards played then immediately confront the second. Do not gain a Pirate Knowledge to use next.

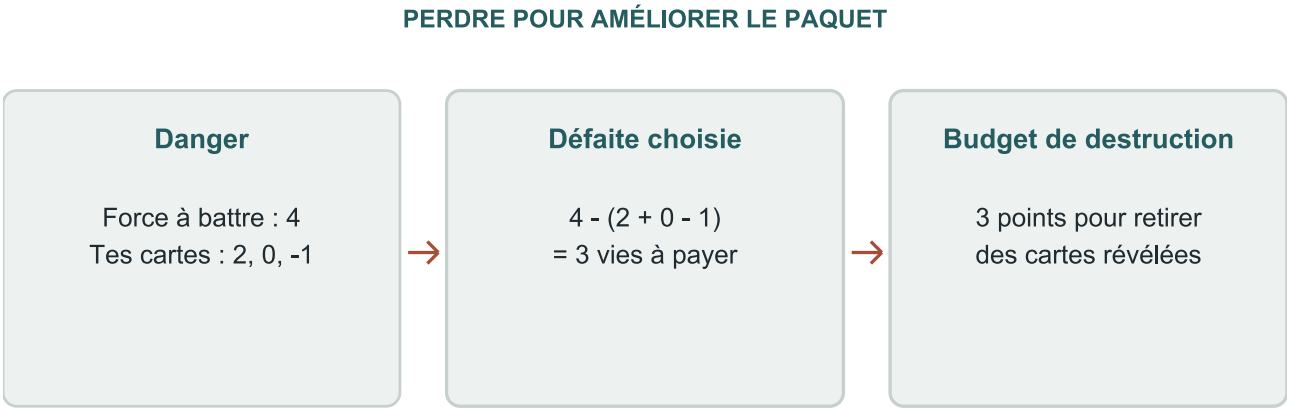
Five Pirates only have their values. The other five modify the fight: additional cards costing two lives each; only half of the cards revealed are cash, rounded to the top and with all the Ages necessarily included; bonus of +1 for each card revealed, even one card returned; strength equal to the sum of the Red forces of the Dangers still undefeated and free quota equal to the sum of their quotas; or force increased by two by Age already added to Robinson before that Fight, even if it has been destroyed since then. Apply only the printed effect of the faced Pirate.



The same card changes usage. Before victory: Danger, with its difficulty depending on the stage and its free quota. After victory: Knowledge added to Robinson's defeat, with a combat value and sometimes a power. The labels are generic and do not describe any new card to play.

06 An example to understand

A Danger asks for 4 points. Your revealed cards are worth 2, 0 and -1: total 1. You decide to lose and pay three lives, because 4 - 1 = 3. You can use this budget of three to destroy cards 0 and -1, costing one each; the last budget point can remain unused. You do not pay two more lives for these destructions.



The lives of defeat already serve as a budget; do not pay a second time to destroy.

In another fight, the map at -1 is an Ageing. It then costs two points of budget to destroy. By winning a Danger with a good Knowledge, you will be able to pick it up at a next renewal, not immediately in the battle won.

07 Victory, defeat and score

The two defeated Pirates give victory. If you can't pay for a required life, you lose immediately, even if still an unused power could have saved you earlier. The optional score allows you to compare your parts: adds up the values of all your remaining fighting cards, but counts each Ageing for -5; adds 15 by Pirate defeated and 5 per remaining life; removes 3 by Danger still undefeated. The destroyed cards no longer count.

At Level 2, add a hidden Aging to the Robinson package from the start. At Level 3, also put "Very stupid" among the Aging before preparation. At Level 4, apply Level 3 but starts with eighteen lives and two in reserve, i.e. up to twenty. Compare your scores within the same level.

08 Frequent errors

Don't mix the two defeats. Don't gain the power of a Knowledge until you have defeated its Danger. Don't pay twice the destruction after a defeat. Don't take an Aging for free to choose it: it stays hidden. Finally, zero life is allowed, but paying an extra life becomes impossible.

09 Start well

Accepts some cheap green defeats to remove negative cards. Look at the two Pirates from the start: they indicate what final strength to prepare. Don't just keep a lot of cards; improve their quality. Use care powers before paying a risk, and keep track of free and paid cards.

10 Express summary

- Draw two Dangers, choose one; read its strength at the current stage.
- Revise free cards one by one, then pay for the extras; use the powers once each.
- Sufficient strength: gains knowledge. Chosen defeat: pays the difference and destroys cards revealed in this budget.
- Renew Robinson with his waste and an aging when a new Stock is needed.
- Cross green, yellow, red, then win the two Pirates without being able to abandon their fights.

• An impossible payment of life loses; the two defeated Pirates win.

References and edition notes

2F-Spiele: rules and official aids
https://2f-spiele.de/service/spielregeln-spielhilfen/

Friday 2011: complete editor booklet, copy
https://cdn.1j1ju.com/medias/1e/3b/86-friday-rulebook.pdf

STRATEGY GAMES

Go

Players 2 **Duration** 30–120 min **Difficulty** Expert

French rule FFG, surface counting; discovered on 9 × 9.

Sequence reading, territorial judgment and very high strategic depth.

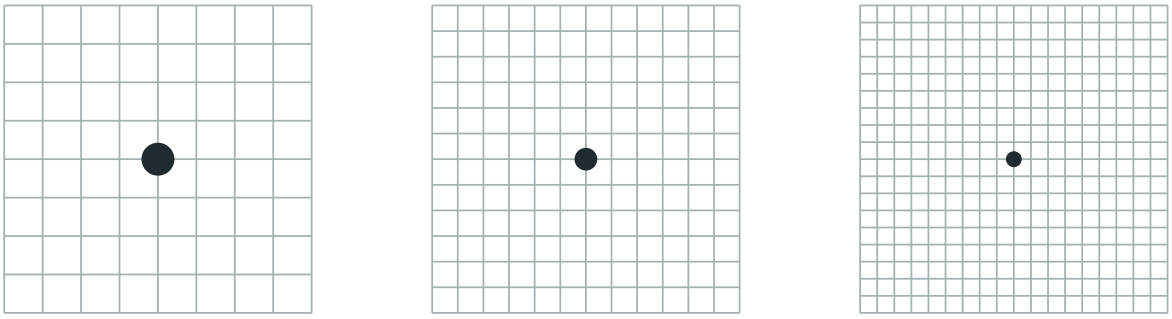
01 Discover the game

The Go contrasts black and white stones. Each blow adds a stone that helps to surround space or defend a group. The basic rules are short, but reading the consequences and judging the territories requires great mastery: its overall difficulty is Expert. We follow the surface counting of the French rule, on a small board to begin with.

02 Equipment

You need a Go board and two sets of stones. The traditional board has 19 lines by 19, with 181 black and 180 white stones. For this introduction, use a 9-by-9 board, with 81 intersections. The same set of stones keeps you from running short after captures. An intermediate 13 × 13 board has 169 intersections and uses the same rules. Two bowls separate the colors. No dice are used.

TROIS TAILLES, LE MÊME PRINCIPE



9 × 9 13 × 13 19 × 19

Pierre noire : disque plein • Pierre blanche : disque clair entouré

A goban is counted in lines and intersections: 9 × 9 = 81, 13 × 13 = 169, 19 × 19 = 361. The stones go on the crosses, including those of the edge.

03 The goal

Get the largest surface: your stones still present, plus the empty intersections that you surround. White receives a compensation called komi, fixed here at 7.5 points as in the French rule on an equal basis. Catches can help you create space, but they do not return separate points in this count.

04 Preparing the game

Install the empty goban. Attribute the colors randomly for a first game, then alternate them. Black begins. The reinforced points of the tray are only markers: you do not have to play it. Agree with the komi of 7,5 and surface counting before starting. We do not place any handicap stones in this discovery part.

05 Lay, connect, capture and protect

One stone per tower

In your turn, lay a stone on an empty intersection or announce that you are passing. The stones go on the crosses of the lines, never in the middle of the squares. A stone laid no longer moves. You cannot lay on a stone already present, even of your color. Black and White play alternatively.

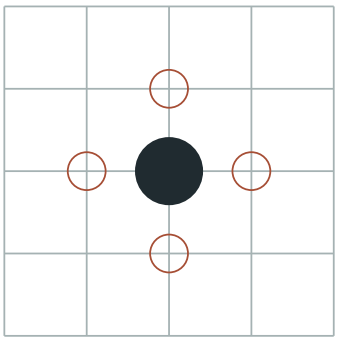
Chains and freedoms

Stones of the same colour that touch each other horizontally or vertically form a chain. The diagonal contact does not connect them. The empty intersections immediately adjacent, along the lines, are the freedoms of this chain. A freedom common to several stones is only counted once.

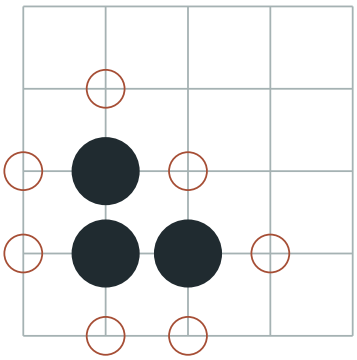
In the centre, an isolated stone can have four freedoms; on one edge, three; in one corner, two. As soon as a chain no longer has any freedom, it is captured whole and removed from the goban. A chain that has only one freedom is in **atari** : the opponent could capture her at the next shot.

When you lay a stone, first remove the opposing channels deprived of their last freedom. Then check the freedoms of your own chain. A blow that would leave your own chain without freedom is forbidden, unless the opposing capture gives it precisely freedoms. So it is sometimes legal to enter an area apparently completely surrounded to capture.

UNE CHAÎNE PARTAGE SES LIBERTÉS



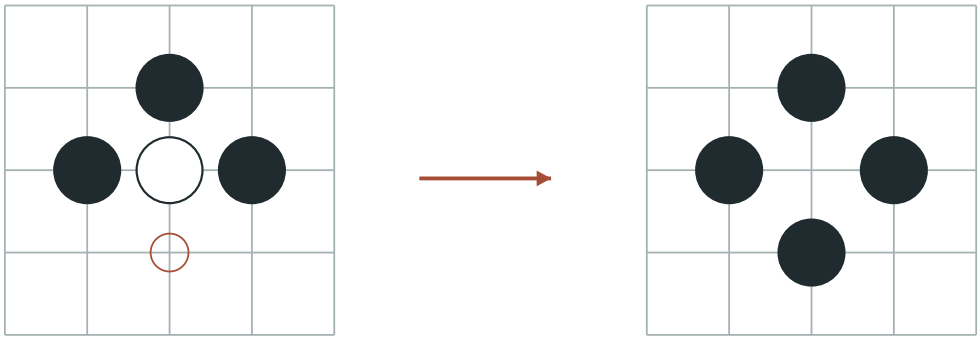
4 libertés



7 libertés

Small circles mark freedoms, not stones: four around an isolated stone; seven around this L chain. Freedom shared at the bottom of the L counts only once.

PRENDRE LA DERNIÈRE LIBERTÉ

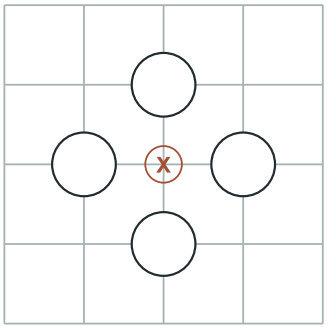


AVANT **APRÈS**

BEFORE: White has more than freedom circled. Black plays there. AFTER: the white stone is removed; its old intersection becomes a freedom. The small circle of the first drawing shows exactly where Black lays its stone.

Some variations, including the New Zealand rule, allow for forms of capture of its own stones. We do not apply this permission: in this chapter, a blow that does not capture the opponent and leaves its own chain without freedom is prohibited.

ENTRER SANS LIBERTÉ N'EST PAS TOUJOURS CAPTURER



Noir ne peut pas jouer en X.

À distinguer de la capture précédente : on retire d'abord les chaînes adverses sans liberté, puis on examine sa propre chaîne.

The ringed point is surrounded by four white stones that still have other freedoms. Black n áy captures no one and would himself have no freedom: this blow is forbidden in the French rule used here.

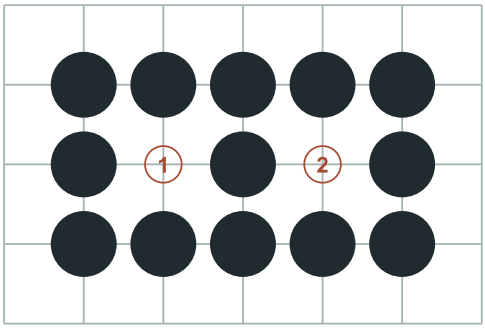
The eyes and the lives of the groups

An eye is a small empty space inside a group, surrounded so that it is not a capture door. A group with two real eyes separated can survive: the opponent cannot fill both in one pose, and entering one without capturing would be a prohibited suicide. Two holes that communicate can form only one eye.

Watch out for false eyes: a small void may seem protected, while some stones around may be captured separately. Diagonals do not connect chains; therefore check all freedoms instead of counting only visible holes.

Two groups can also live by **seki** Each one would need to fill a common freedom but would be captured first by doing so. These groups remain on the set. The gaps shared between colors are neutral; a true eye belonging to only one color can count for it in the French count.

DEUX YEUX SÉPARÉS POUR SURVIVRE



Observe la barre noire au milieu : elle sépare les deux yeux.

Deux trous reliés entre eux ne donnent pas automatiquement deux yeux.

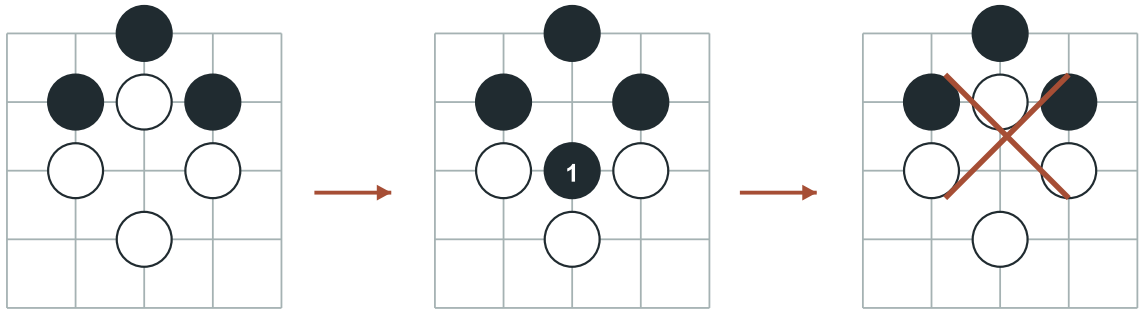
The two marked voids are two real eyes separated from the same black chain. Filling one eye would not capture the whole chain; White therefore did not have the right to play it. A diagonal contact alone never connects two chains.

The rehearsal and the ko

By laying a stone, a player must not restore the goban to a state that he had already given him by one of his poses. This rule prevents endless captures. In the frequent case of the **ko**, a stone captures a stone, and immediately resume the same position : the resumption is prohibited.

Play elsewhere to change the position. If your opponent responds to it and the overall position has changed, taking over the ko can become legal. It can also close the ko by connecting its stones. The prohibition relates to the overall repetition, not only on two points: a more complicated loop is not allowed however. Passing remains possible and serves to finish the game.

LE KO : UNE REPRISE IMMÉDIATE INTERDITE



A · Avant B · Noir capture C · Reprise interdite

Même configuration globale en A et C : c'est précisément le problème.

A : White occupies the top point. B : Black plays just below and captures this stone. C : An immediate white cover would recreate A ; it is forbidden. First, you have to change the position elsewhere, subject to the rule of repetition.

06 One integer on 9 × 9

Here's a simple game to play together on an empty goban. It shows connections, territories, passes and score. Players cooperate to build an easy-to-count position: it's not a competition strategy. No capture takes place; for the shots and the ko, use the previous examples.

The columns range from A to H and then J: the letter I is skipped. The lines rise from 1 at the bottom to 9 at the top. D1 therefore designates the fourth intersection of the bottom line. The odd numbers are the black strokes, the pairs those of White. After each pose, check that the stone has freedom, directly or through its chain.

Building two borders

• Hits 1–2 : Black D1, White F1.

• Hits 3–4 : Black D2, White F2.

• Hits 5–6 : Black D3, White F3.

• Hits 7–8 : Black D4, White F4.

• Hits 9–10: Black D5, White F5.

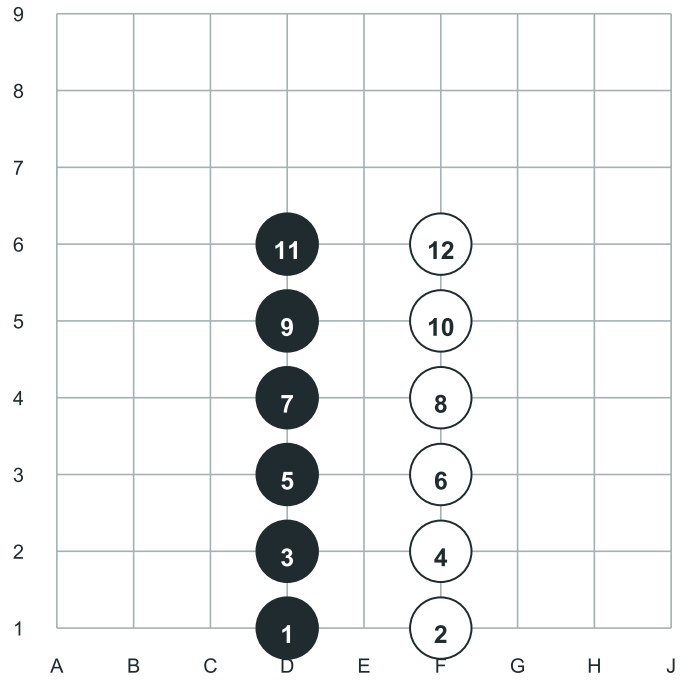
• Hits 11–12: Black D6, White F6.

• Hits 13–14: Black D7, White F7.

• Hits 15–16: Black D8, White F8.

• Hits 17–18: Black D9, White F9.

9 × 9 : REJOUER LES DOUZE PREMIERS COUPS



Start of our demonstration game: the first twelve poses are numbered. Black plays the odd numbers, White the peers. The bottom line carries the number 1; the columns follow A to H and then J, without I.

The stones of D now form a continuous black chain; those of F a white chain. Each chain has freedoms on both sides. The E column between them remains empty.

Separate indoor spaces

• Hits 19–20 : Black A3, White J3.

• Hits 21–22 : Black B3, White H3.

• Shots 23–24 : Black C3, White G3.

• Hits 25–26 : Black A7, White J7.

• Hits 27–28: Black B7, White H7.

• Hits 29–30: Black C7, White G7.

At first, the A3 and J3 stones are isolated, but they have enough freedom. The following poses progressively connect them to their borders D and F. Small lines 3 and 7 now divide each side into three empty spaces, which serve as large eyes. The edges of the goban close the outer sides.

Filling the Band Between Borders and Crossing

• Hit 31 : Black E1 ; Hit 32 : White E2.

• Hit 33: Black E3; Hit 34: White E4.

• Hit 35: Black E5; Hit 36: White E6.

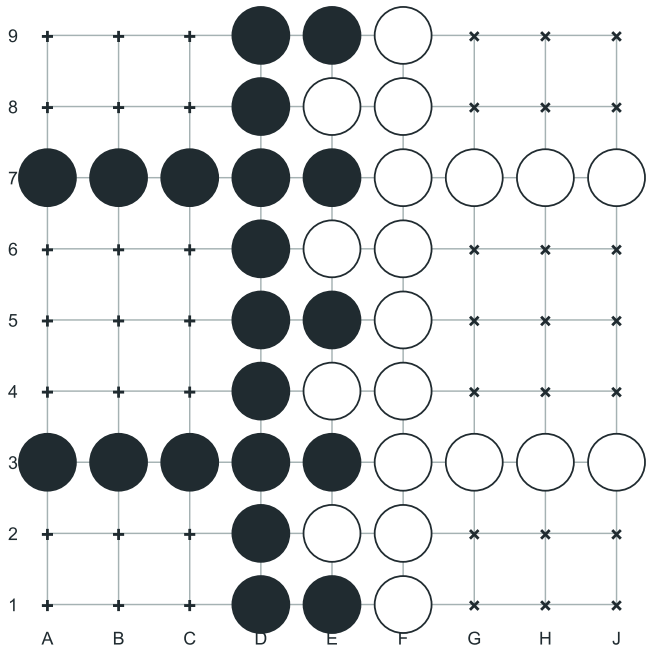
• Hit 37: Black E7; Hit 38: White E8.

• Hit 39: Black E9.

• Hit 40: White passes; hit 41: Black passes. The game stops.

Each E stone connects horizontally to its D or F chain. There is therefore no suicide, even for the last pose. Both chains keep their spaces inside; no one is captured. All the groups remain alive. Players agree that no further blow is necessary.

LA POSITION FINALE ET SON COMPTAGE DE SURFACE



Noir : 20 pierres + 21 vides = 41
Blanc : 19 pierres + 21 vides + 7,5 de komi = 47,5

Final position of the guided part, after 39 legal poses then two passes. The + mark 21 intersections of the black territory; the × mark 21 of the white territory. Black: 20 + 21 = 41. White: 19 + 21 + 7.5 = 47.5. White gains 6.5 points.

To count the voids of each camp, observe three rectangles: 3 columns × 2 lines below = 6; 3 × 3 in the middle = 9; 3 × 2 at the top = 6. This makes 21 intersections of territory per camp. There are 20 black stones and 19 white stones left. The following paragraph explains why these two quantities add to the territory.

07 Finish and count points

When you think that there is no more useful blow, pass. Two consecutive passes stop the game. Examine the groups: the clearly condemned stones, which the opponent could capture despite any defense, are withdrawn by mutual agreement. Do not remove a group only because you do not like it. In case of disagreement, take the game back to settle its survival, then go again both.

For our direct counting, each living stone on the goban is worth one point to its color. Each empty intersection surrounded only by this color is worth one point. Empty areas that touch living groups of both colors are neutral. Do not add the stones captured during the game: they have already helped to free up intersections, and counting them again would be another system.

Add 7.5 to White. In our guided section, Black has 20 stones and 21 intersections of territory: 41 points. White has 19 stones and 21 intersections: 40, plus 7.5, or 47.5. White gains 6.5 points. Half point avoids equality. You can also give up if you recognize a lost position; it is not necessary to fill the entire board.

The French quick count with passstones is another way to get the same result, but here we use direct counting to avoid mixing procedures.

08 Frequent errors

Do not place stones in the boxes. Do not connect two chains by a simple diagonal. Do not count twice the same freedom. Do not confuse "enclosed" and "without freedom": a group can live in an adverse area with two eyes. Do not resume a ko immediately and do not mix surface and score per prisoner.

09 Start well

Before each blow, check the atari chains, yours and those of the opponent. Protects useful connections rather than running after all the isolated stones. The corners require less stones to surround a space. Finish several parts on 9 × 9 before going to 13 × 13 or 19 × 19: you will see the effects of your choices faster.

10 Express summary

• Goban empty; Black begins, then each lays a stone or passes.

• The stones sit at intersections and do not move.

• Connections follow the lines; a chain without freedom is captured.

• No suicide after resolution of the catches, or prohibited repetition of position.

• Two passes stop the game; remove the dead by common accord, or take again to decide.

• Count living stones and territory, add 7.5 to White; the highest total wins.

References and edition notes

French Federation of Go: French rule explained
https://www.jeudego.org/_php/regleGo.php

FFG: rules and komi of competition
https://competitions.jeudego.org/reglement/

New Zealand Go Society: rules, difference in the capture of its own stones
https://go.org.nz/index.php/about-go/new-zealand-rules-of-go

LOGIC GAMES AND PUZZLES

IQ Puzzler Pro

Players 1 **Duration** 5 to 45 min per challenge **Difficulty** Hard

SmartGames SG 455, 120 challenges, three modes; original hardware required.

Spatial visualization and combinatory reasoning, variables depending on the challenge.

01 Discover the game

IQ Puzzler Pro is an individual puzzle. You have to house twelve rooms in a limited space. The box offers three ways to reflect: two flat trays and a three-dimensional pyramid. The challenge gives a starting position; you have to complete the rest.

02 Equipment

Use the SmartGames IQ Puzzler Pro SG 455 box: a box with lid and integrated trays, twelve coloured pieces made of small connected balls, and a booklet of 120 challenges with their solutions. No die or card is used. You need the real pieces: this tutorial explains how they work, but does not replace their shapes or the drawings of challenges.

03 The goal

For the chosen challenge, fill all the locations with the twelve pieces. Respects exactly the starting parts. In the pyramid mode, build a complete pyramid of five floors, without hole or ball in excess.

04 Choosing and preparing a challenge

Opens the booklet to a challenge of the desired level. Identifies the board represented: the inner rectangle, the diagonal tray on the back, or the base of the pyramid. The drawings do not all use the same view; orient the box as the image before placing a piece.

Place the starting pieces one by one, with the same color, shape and orientation as on the drawing. Compare the neighbouring holes and edges: a piece of the right color but turned differently is not necessarily well placed. Leave the other pieces next door. For a challenge without an indicated part, the tray starts empty.

Do not look at the solution before your first try. In the three-dimensional challenges, also check the height of each ball already given: a view of the top does not mean that all the balls rest on the ground.

05 Find the solution

Choose a free room and try to place it in the remaining spaces. In flat mode, all its balls must enter hollows on the tray. You can turn or turn a room if its shape allows, but you can neither twist it nor separate its balls. Two pieces cannot occupy the same hole; no ball must pass from the tray.

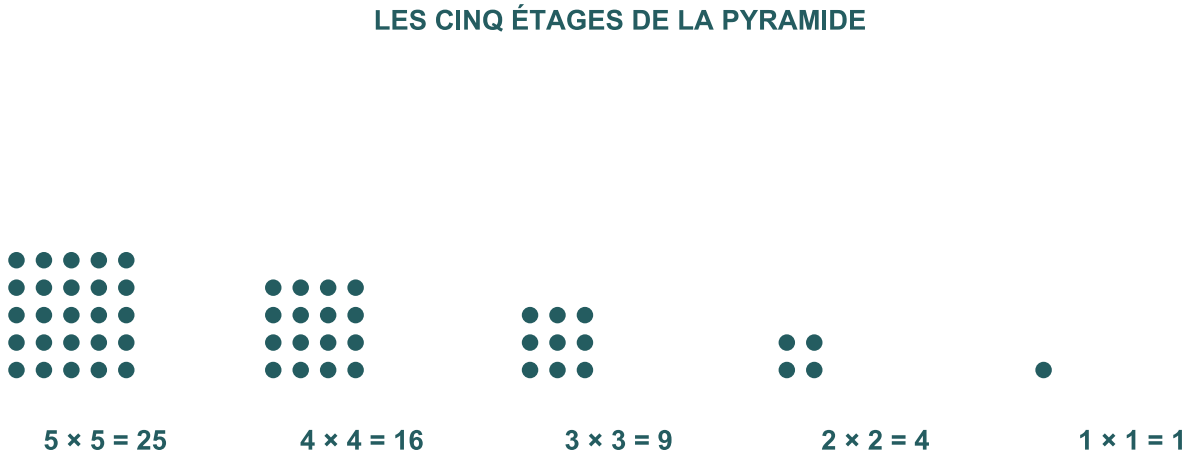
The parts provided by the challenge are fixed. You can remove or move your own tests as often as you want. If a part does not fit naturally, do not press strength: its orientation or location is bad.

In pyramid mode, the rooms fit into space. Some go up on several floors. Observe the balls that carry the next floor and the hollows where a ball can be housed. The base contains 25 positions; the following floors contain 16, 9, 4 and 1, i.e. 55 balls in total. A properly placed room must not leave a hole inaccessible under it.

There is no order imposed for the remaining parts. A failed trial is not a penalty: remove the added parts and look for another combination. To avoid turning around in circles, changes a specific choice rather than moving everything for no reason.

06 An example of reasoning

There is still a small area in a corner and a long area in the center. Before filling the center, look at which rooms can enter the corner. If only one fits, reserve it for this location. Otherwise, you could use this room in the center and discover that no other one is closing the corner.



The pyramid contains five floors: 25 + 16 + 9 + 4 + 1 = 55 positions. This diagram is not a challenge of the booklet.

This diagram shows the structure of the pyramid, not the solution of a challenge of the booklet. To solve a real challenge, follow its colors and its starting positions. When you think you have finished, count your pieces: the twelve must be in construction.

07 Success and Check

You succeed if all the pieces are placed, if all the locations are filled and if the starting data have not changed. Then consult the corresponding solution in the booklet and compare the placements. Challenges are designed with a unique solution, taking into account the given positions.

There is no official score or definitive defeat. You can start again, choose a more accessible challenge or take a break. If you want to measure your time, it's a personal challenge: the game doesn't make you go fast.

08 Frequent errors

Do not confuse the two flat trays. Do not move a piece imposed to arrange a trial. Remember that in pyramid a room can cross several floors. An almost filled tray is not a solution if there remains a ball outside or a cavity impossible to reach.

09 Start well

Starts with the most accessible challenges of the booklet. Observes the silhouette of the pieces rather than their only color. First check the corners, narrow passages and small isolated areas. When you block, remove only the last added pieces to understand which choice has closed a possibility.

10 Express summary

• Choose one of the 120 challenges and use the set indicated.

• Place the starting pieces exactly as on the drawing; they remain fixed.

• Add the other parts by turning them if necessary, without forcing them.

• No overlays, no overruns, no holes: the twelve pieces must enter.

• For the pyramid, respect the five floors. Compare your result to the solution of the booklet.

References and edition notes

SmartGames: IQ Puzzler Pro, three modes and 120 challenges
https://www.smartgames.eu/fr/jeux-pour-1-joueur/iq-puzzler-pro

SOLO GAMES

Klondike Solitaire

Players 1 **Duration** 10–25 min **Difficulty** Medium

Klondike to one card; unlimited recycling, without score or chronometer, return of authorized foundations.

Anticipate blockages and manage still hidden cards.

01 Game presentation

The Klondike is the success that many people simply call "the Solitaire". You play alone and try to put the cards back in order. You can choose your moves, but not the cards that will appear.

The variant of this chapter returns one card at a time. You can take back the reserve as many times as necessary. You can also go down a card from a foundation to the columns if it is legally placed. We do not count points or time. The three-card version and the versions with limited passages are different.

02 Equipment requirements

• 1 classic package of 52 cards: 13 cards in each of the 4 signs, without joker.

• 1 table leaving room for 7 columns and, above, the reserve, the waste and the 4 foundations.

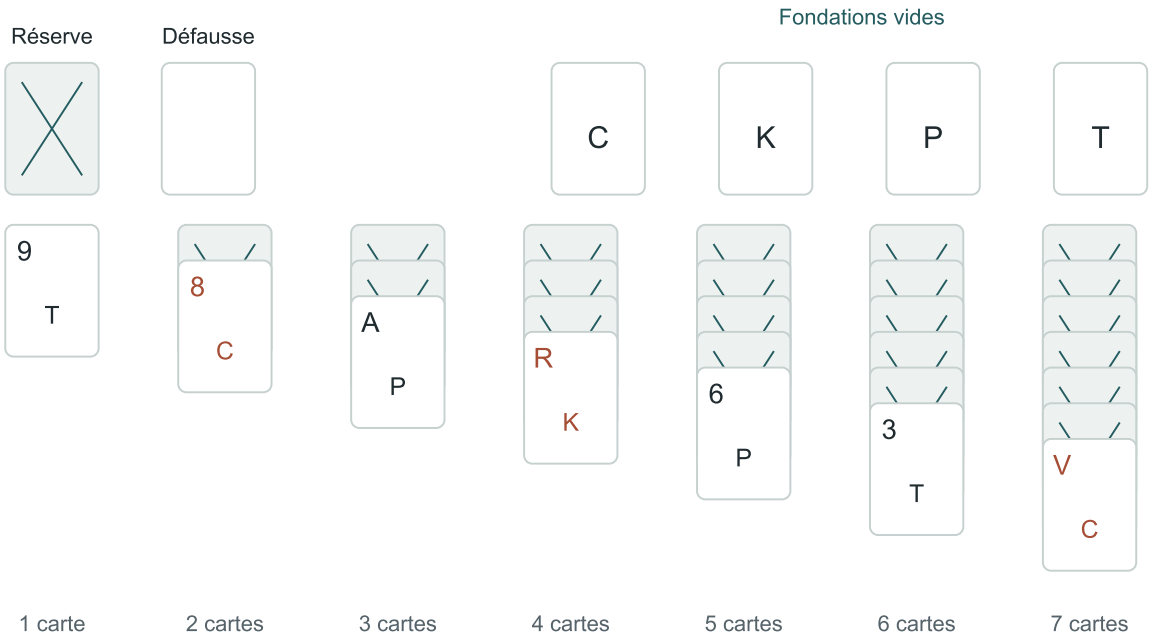
The signs are heart, tile, pike and clover. Heart and tile are red; pike and clover are black. The order is as, 2, 3, 4, 5, 6, 7, 8, 9, 10, valet, lady, king. On some packages, the letters V, D, R become J, Q, K.

03 The purpose of the game

Place the 52 cards in four piles called "foundations". Each foundation contains a single sign and climbs from the ace to the king. The game is won when all cards are placed there.

04 Preparing the game

1. Remove the jokers and mix the 52 cards well.
2. Make 7 columns from left to right. The first contains 1 card, the second 2, then 3, 4, 5, 6 and 7. This uses 28 cards.
3. In each column, only the last card, the one at the bottom of the drawing and on the top of the stack, is visible. The others are hidden face. Take them down a little to see how many are left.
4. Place the remaining 24 cards on the top left side: this is the reserve.
5. Keep an empty space next door for the waste, where the cards returned from the reserve arrive. Also provide for four empty spaces for the foundations.



28 cards in 7 columns; 24 in the reserve. The letters C, K, P, T refer to heart, tile, spade, clover.

05 How to play?

Move to Columns

In each column, build down one rank at a time, alternating red and black. A black 8 can take a red 7. A red 8 cannot take a red 7, and a black 9 cannot take a red 7 directly.

You can move the last face-up card of a column or a face-up sequence that is already in the right order. For example, a black 9, red 8 and black 7 can go on a red 10. Move the whole sequence without changing the order. To move a sequence beginning at a face-up card, include every card below it in the layout.

When you release the last hidden card from a column, turn it back immediately. You can't look at or move the hidden cards until you've cleared them.

A completely empty column can only receive a king, alone or with his suit properly ordered. You can't put an ace or a 6 to help you.

Building foundations

An empty foundation begins with an ace. Then come the 2nd of the same sign, then the 3, and so on to the king. Here, the signs count: a 2 of tile does not go on an ace of heart.

You can place the last free card in a column or the card on top of the waste. You only move one card at a time to a foundation. In the chosen variant, the card on top of a foundation can return to a column if it respects the descent and alternating colors.

Use reserve and waste

When you wish, return the first card of the reserve to the waste. It becomes the accessible card. You can play it on a column or foundation, or leave it there and return the next one.

Only the top card of the waste is available. If you play it, the card that was under it becomes available in turn. Do not take a card buried simply because you see it.

When the reserve is empty, turn all the waste face hidden to redo the reserve. Do not mix and change the order. You can start over as many times as you want. An identical passage without change does not create

any new possibility.

06 An example of a game

You see a 9 of clover in one column and a 8 of heart at the end of another. You put the 8 of heart on the 9 of clover: the value goes down by one and the colors alternate. This move releases a hidden card; you turn it over. It's the ace of spades: you start the foundation of spades.

You then turn a 2 of spade from the reserve towards the waste. You can immediately put it on the ace of spade. Then a 7 of clover appears on the waste: you place it on the 8 of heart. You now have the suite 9 of clover, 8 of heart, 7 of clover.

If you later reveal the 10 of diamonds, you can move these three cards together onto that red 10. The black 9 goes directly onto the 10. The rest stay in order.

Suppose a column becomes empty, but your only king is still under a lady in the waste. You cannot extract it. You will have to play the lady if possible, or advance the reserve to regain access to the king during another passage.



La suite reste dans le même ordre.

The 9 black and its suite move together on the 10 red. Colors alternate and values descend.

07 How can I win?

You win when the four foundations go from ace to king: the 52 cards are there. Having returned all the hidden cards is not enough, even if the end often becomes easy.

The game is lost if you no longer have a way to achieve this goal: no useful travel and no reserve passage opens a new possibility. Movements that simply break each other can run in loops without helping. You can then mix for a new game.

A random distribution is not always winable. There is no equality or points to be divided in this variant: only a successful achievement or a cut-off.

08 Errors to avoid

- Consolidate columns and foundations: columns descend by alternating colors; foundations mount in the same sign.
- Take a card in the middle of the waste: only the top is accessible.
- Return a hidden card that is still covered: clear it first.
- Fill an empty column with anything: you need a king.
- Mix the waste by reforming the reserve: returns the package from a single block.

09 Tips for starting

When two shots are possible, look at which one discovers a hidden card. Try to release the thickest columns. Do not empty a column without looking if a king will soon be able to occupy it.

Allowable movement is not always useful. Before you mount a high card as a foundation, check if it could still be used as a support in a column. The return of foundations is allowed here, but it is better to know why you do it.

10 Express summary

• Material: 52 cards, no joker.

• Departure: columns from 1 to 7 cards, last visible map; reserve of 24; four empty foundations.

• Columns: descend of a value, red and black alternating; ordered suites moveable; king alone or with his sequel in an empty column.

• Foundations: climbing from ace to king in the same sign; back from the authorized top here.

• Reserve: one card returned at a time; only the top of the waste is playable; unlimited recycling without mixing.

• Victory: 52 cards in the four foundations.

References and edition notes

Bicycle: preparation and principles of the Solitaire
https://bicyclecards.com/how-to-play/solitaire

Bliss Solitaire: one-card variant, unlimited recycling
https://www.solitairebliss.com/solitaire1?setType=2

Love Letter

Players 2, 3, 4, 5, 6 **Duration** 20 minutes **Difficulty** Medium

Z-Man with 21 characters, values 0 to 9; official booklet published ©2025.

Deduct hands, memorize exits and choose the right risk.

01 Discover the game

In Love Letter, you almost always keep a single secret card. The characters allow you to guess the opposing cards, exchange your hands or protect yourself. We use the 21 characters of the Z-Man version with two to six players, with values from 0 to 9, according to the official booklet currently published. Do not confuse this version with the classic package of sixteen characters.

02 Equipment

There are 21 cards Character: 2 Espionnes of value 0, 6 Guards of value 1, 2 Lenders of value 2, 2 Barons of value 3, 2 Servants of value 4, 2 Princes of value 5, 2 Chancers of value 6, 1 King of value 7, 1 Countess of value 8 and 1 Princess of value 9. The box also contains 6 game aids, 13 tokens Favor and a storage bag in the reference edition.

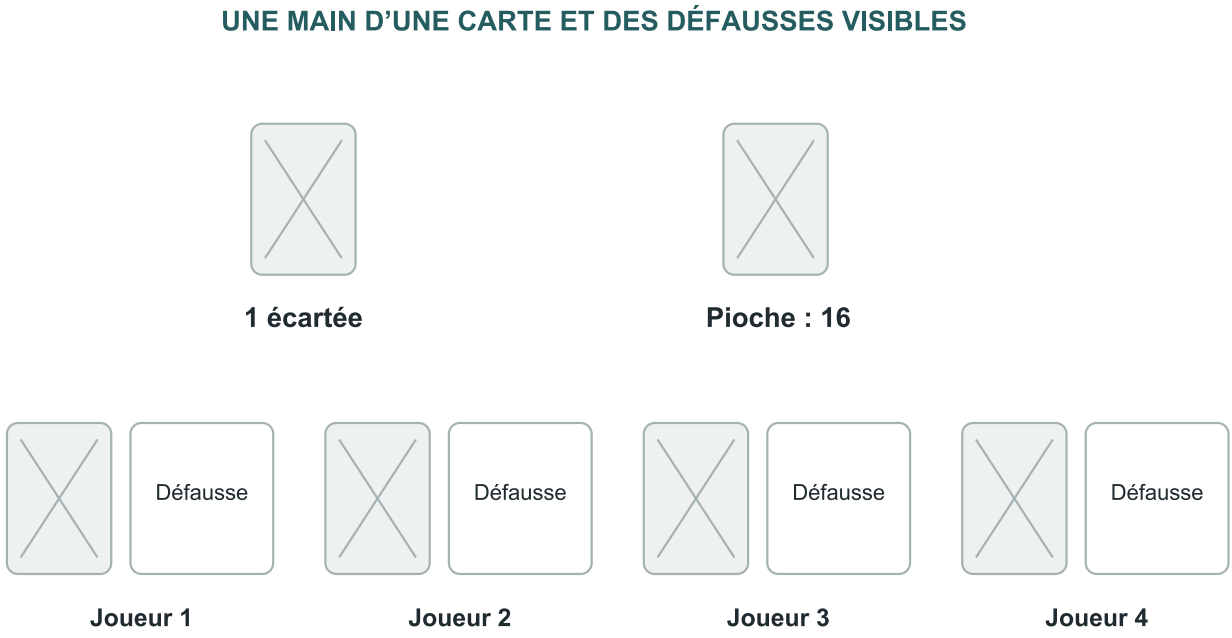
03 The goal

Wins tokens Favour by winning rounds. To win a round, stay alone in play or keep the card of higher value when the Stock is empty. The Espionne can also give an extra favor without winning the round.

04 Prepare a handle

Mix the 21 characters. Put a card apart, hidden, without looking at it. To two players, also put three cards apart, visible. Give each person a hidden card and keep the rest in pocket. Distribute a game aid to each and place the favors at hand.

For the first round, the person who wrote a letter by hand most recently starts; you can choose randomly if you don't know. Then, the winner of the previous round starts. In case of equal winners, choose at random between them. The rounds move in the clockwise direction.



Four-player installation with the 21-card game held here: a hidden side-by-side card, a secret card for each and sixteen cards in the Stock. The cards played will form visible defeats in front of each player. Two of them will also spread three cards visible according to the text.

05 Play and apply the ten characters

In your turn, pick one card: you have two. Choose one, put it visible in front of you and apply its effect completely. Keep the other one hidden. The cards played or defeated remain all legible in front of their owner, because their number helps to deduce the hands.

- **0, Espione** At the end of the round, if you are still at stake and the only surviving person who has played or defeated at least one Espionne, receive an additional favor. Two Espiones at your house only give one favor. If two survivors have used one, none has this bonus.
- **1, Guard** Choose another player and name a character other than Guard. If he has this card in hand, he is eliminated. He must answer honestly. You can never announce "Guard".
- **2, Priest** : Look secretly at another player's card. Don't show it to others.
- **3, Baron** : secretly compares your remaining card with that of another player. The smallest value is eliminated. On a tie, no one comes out.
- **4, Servant** : until the beginning of your next round, others cannot choose you for their effects. You are not protected from your own cards.
- **5, Prince** : choose any player, including you. He discards his visible card without applying its game effect, then takes a new card. If the Stock is empty, he takes the hidden card aside. If he discards the Princess, he is eliminated and does not repo.
- **6, Chancellor** With the card left to you, you have three cards: keep one and place the other two under the Stock, hidden, in the order of your choice. If there is only one card left to pick, take it and then hand over a card. If the Stock is empty, the effect does nothing. The cards handed are not defeated: a Princess so replaced does not remove you.
- **7, King** - Exchange your remaining card with another player's card, secretly.
- **8, Countess** If your other card is a King or Prince at the time of choosing your tour card, you must play the Countess. You can also play it voluntarily, without revealing the other card. This obligation does not

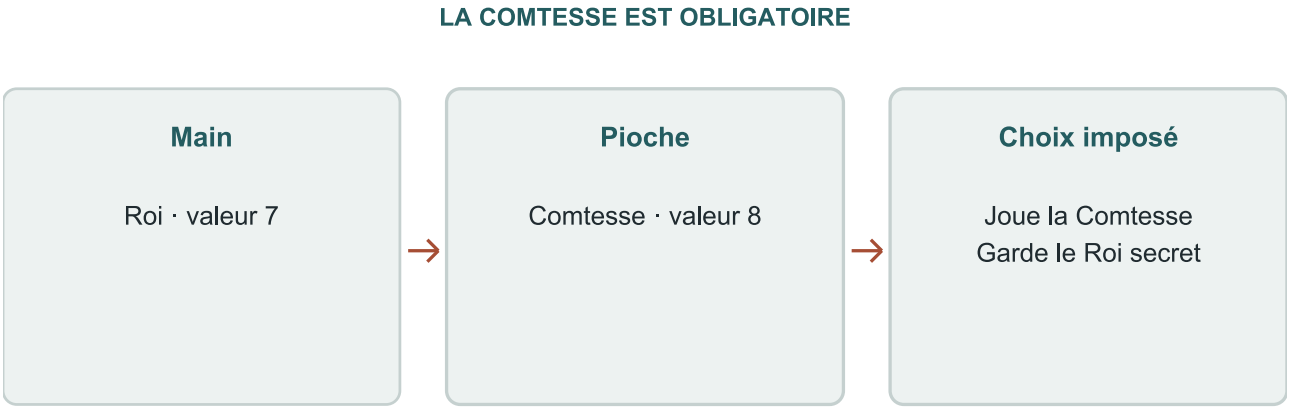
apply to cards temporarily watched thanks to the Chancellor.

- **9, Princess** If you play it or waste it, whatever the reason, you are immediately removed from the round. Keeping it can win, but it is risky.

If all surviving adversaries are protected by a Servant, a Guard, Priest, Baron or King is played without effect. With the Prince, you must then choose yourself. A person eliminated defeats his card, no longer plays and can no longer be targeted until the next round. Its game effects do not trigger by mere defeat, but the Princess rule and the follow-up of the Espiones remain relevant.

06 An example to understand

You keep a King and pick a Countess. You have to play Countess, even if you would have preferred to exchange your King. The others only know that you played Countess: they don't see your King and can wonder if your choice was voluntary.



Play Countess doesn't ask to reveal your second card.

Later, you play a Baron and keep a Prince of value 5. Your opponent secretly shows a Priest of value 2: he is eliminated. If his card was also a Prince, no one would come out.

07 End of the round and victory

If there is only one person left, she immediately wins a favour. Otherwise, after a complete turn, if the Stock is empty, the survivors show their card: the greatest value wins a favor. All people equal for the highest card each win a favor; do not split by adding up the defeats.

Then add the possible Espionne bonus. The winner can receive two favors in the same round. To win the game, it takes six favors to two players, five to three, four to four, and three to five or six. Several people can win the game simultaneously. For a new round, gather all the cards, including the separate ones, and start the preparation again.

08 Frequent errors

Don't keep a Countess with a King or a Prince playing the latter. Don't announce Guard with a Guard. Don't solve the power of a card simply defeated by the Prince. Don't forget the bonus of Espionne, which requires to be still in play. Don't mix the values with another edition: here the Princess is worth 9.

09 Start well

Count the characters already visible and observe the protections. With a Priest, hold the map view but monitor the following exchanges: the information can become false. A Baron is dangerous if your remaining card is weak. Playing a Countess without obligation can also blur the opposing deductions.

10 Express summary

• Put a hidden card apart, plus three visible to two; gives one card each.

• Now, pick up a card and then play one of your two cards and apply its effect.

• Hands and cards left remain distinct; discards are visible.

• Only survivor or higher hand when the Stock is empty: a favor; the Equalitys win together.

• The only survivor who used an Espionne earns an extra favor.

• Reach the threshold of favours corresponding to the number of players.

References and edition notes

Z-Man : inventory of the 21 character base game
https://www.zmangames.com/game/love-letter/

Z-Man: Official booklet with 21 characters, published edition ©2025
https://cdn.svc.asmodee.net/production-zman/uploads/2026/04/LL_Rulebook_with_Bag.pdf

TRADITIONAL GAMES

Mancala / Awalé

Players 2 **Duration** 20–40 min **Difficulty** Hard

Oware / Awalé, variant Abapa; total capture cancelled.

Anticipation of seedlings, calculation of catches and control of reserves.

01 Game presentation

A handful of seeds is enough to create big projects! At Awalé, seeds are moved around the board and tried to capture them. All the seeds are similar: they are not owned by anyone until they are captured.

"Mancala" refers to a family of sowing games. This chapter presents only the Awale Abapa. It does not describe the Kalah, with its great reserves where one sows, or all other variants of mancala.

02 Equipment requirements

• 1 tray with 12 small boxes: 2 rows of 6.

• 48 identical seeds, beads or small stones.

• 2 bowls to keep the catch, if the tray has no reserves.

A 12-cell egg box can be used as a tray. The two large reserves of some trays are used only to store the catch: you never sow in it.

03 The purpose of the game

Get more seeds than your opponent. With 25 seeds captured out of 48, you already own the majority and you won. Be careful: taking lots of seeds does not allow the other player to deprive of all his possibilities to play.

04 Preparing the game

1. Sit face to face. Each controls the row of 6 boxes that is in front of him.
2. Place exactly 4 seeds in each of the 12 cells.
3. Place the capture bowls next to the tray. They're empty at the start.
4. Shoot the first player by lot. Then each play your turn, without any extra turn after a catch.



The 12 boxes start at 4 seeds. The arrows show the path seen from the bottom player.

05 How to play?

Sowing: distributing seeds one by one

Choose an empty box from your camp. Take all its seeds in your hand. Place the first in the next box, then one in each box, in the opposite direction of the clockwise.

Seen from the player sitting at the bottom of the drawing, you move to the right on his row, then you go up to the right and you go back to the left in the opposing camp. You continue as much as necessary. It is forbidden to choose an opposing box to start.

If you take a full tour, always skip the starting box: it must remain empty during all this planting. Do not choose the number of seeds to distribute and do not stop until you have emptied your hand.

Capture: Watch the last seed

After sowing, look only at the box where your last seed fell. If it is in the opponent's house and now contains exactly 2 or 3 seeds, you remove them all and put them in your bowl.

Then look at the previous box, going up backwards of the sowing. If it is still in the opponent's house and contains 2 or 3 seeds, take them too. Continue until you encounter an empty box, a box with 1 seed or at least 4 seeds, or the limit of your own camp. You don't skip a box to take the catch further.

If the last seed falls to your home, or leaves another number in the opposite box, you don't catch anything. A box passed to 2 or 3 during the journey is not enough: it is the last seed that triggers the capture.

Let the other play

If the planned catch would clear the entire opposing camp, cancel the entire catch. Sowing remains in place, but all the seeds you would have taken remain on the set. You don't keep a part of it.

If the opposing camp is already empty at the beginning of your turn, you have to choose a seedling that brings at least one seed, if such a blow exists. It's "feed" the opponent. You can't choose another shot just to stop him from playing.

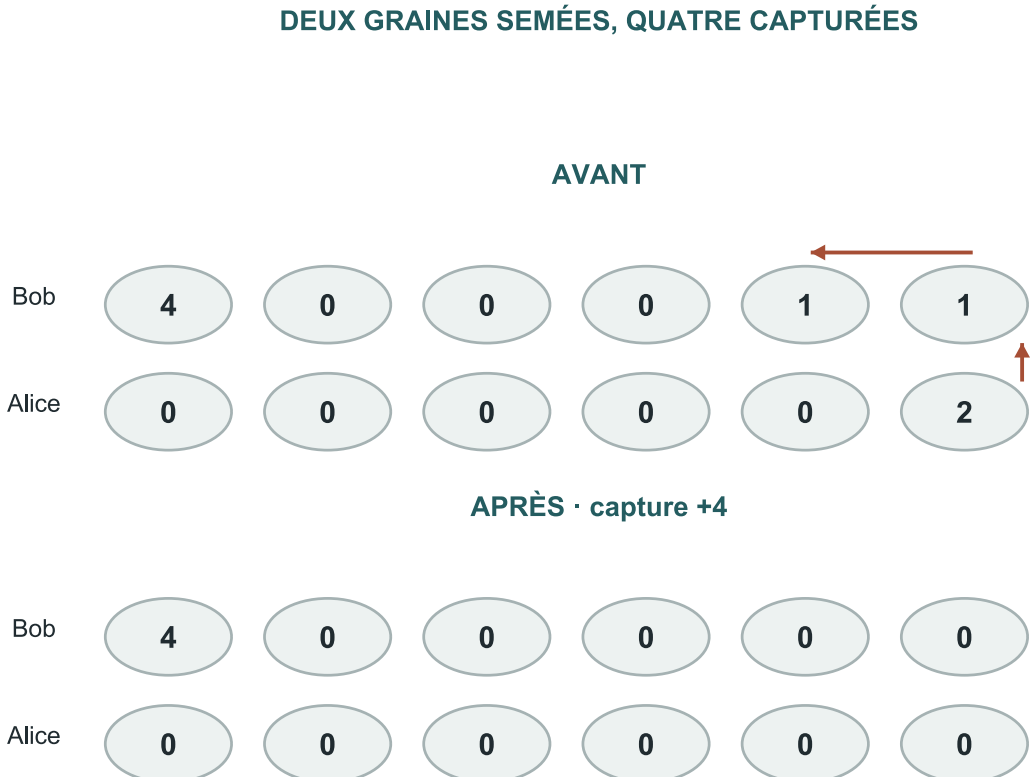
If it is impossible to feed it, the game ends: you add to your catch all the seeds still in your camp. Do not confuse this end with the cancellation of a total catch, which allows the party to continue.

06 An example of a game

Alice sits at the bottom of the board. In the first round, she takes the 4 seeds from her most right-hand box. She puts one in each of the first four boxes she met at Bob. These boxes increase from 4 to 5 seeds. The last one contains 5: no capture. Bob then plays from his own camp.

Alice later had 2 seeds in her right box. The first two boxes of Bob encountered in the direction of seeding each contained 1 seed. Another box of Bob contained 4 seeds.

Alice emptys her box and distributes her 2 seeds: the two opposing cells each go from 1 to 2. The last one allows a capture of 2 seeds. The previous one also contains 2 seeds: Alice also takes them. She captures 4 seeds in total. The 4 seeds located further away remain at Bob's: it is not a total capture.



Text study position: the remaining forty seeds are already in the bowls. The seeding starts from the box of Alice at the bottom right and goes towards the two boxes from the top right to the top. They go from 1 to 2; Alice captures these four seeds. The four seeds further on at Bob prevent a total capture.

On the contrary, suppose the two 1-seed cells were Bob's only non-empty cells. The same seed would give two 2-seed cells and the capture would empty his camp. Alice would then not take any seed. Bob could play one of these two cells.

07 How can I win?

The game stops as soon as a player has captured at least 25 seeds. Needless to continue to know who owns the majority.

It also stops when an empty camp can no longer be fed: the player whose camp still contains seeds recovers them. If you see together that a position runs in loop without possible capture, agree to stop; each one then adds to his bowl the seeds of his own row.

Compare the totals. The highest wins. If each has 24 seeds, the game is zero. Catches and seeds of the board must always form a total of 48.

08 Errors to avoid

• Sowing on reserves: only the 12 small boxes are part of the trip.

• Capture in one's own camp: a catch always starts at the opponent.

• Take all the opposing seeds: cancel the entire catch, without canceling the seedling.

• Restarting a turn after a catch: At the Abapa, it is always the other to play.

• Apply another mancala rule: check the variant before starting.

09 Tips for starting

Before you touch the seeds, count in your head where the last one will fall. Then see if your shot will give an easy capture to your opponent. To learn, announce your reasoning aloud: "I finish here; there will be three."

Don't just look at the boxes that can report right away. A large reserve can later be used to reach the opposing camp and feed it.

10 Express summary

• Material: 12 boxes, 48 seeds and 2 catch reserves.

• Departure: 4 seeds per box; each controls its 6 cells.

• Round: empty one of its cells and sow in the opposite direction of a watch's needles; skip the starting box at each passage.

• Capture: last seed in the opponent, total of 2 or 3; trace the opposing cells after 2 or 3.

• Famine: Total capture cancelled; feed an empty camp if possible.

• Winning: 25 catches or better total at the stop; 24 everywhere gives a tie.

References and edition notes

The Oware Society: Abapa rules
https://www.oware.org/abapa.asp

Club Awalé : Abapa tutorial, Ngoufo Gangnimaze
https://www.clubawale.com/post/awal%C3%A9-r%C3%A8gles-du-jeu

Plyyard : rules for its adaptation Abapa
https://oware.plyyard.com/rules/

Mille Bornes

Players 2 to 4; 6 or 8 in teams **Duration** 20–40 min **Difficulty** Easy

Notice Dujardin ©1954-2014, 110 cards with memos; Original green light, not after repair.

Manage your hand, protections and the exact distance to reach.

01 Discover the game

Mille Bornes is a car race with cards. You advance with kilometers, attack the opponents and repair your car. "Classic edition" does not mean a single notice: Dujardin draws changed the initial Green Fire, the re-starting and counting. This chapter explicitly chooses the leaflet Dujardin ©1954-2014, 110 cards with memos, without Rush cards. The correspondence with your personal box remains to be confirmed.

02 Equipment

There are 106 game cards and 4 memos, 110 cards, with a hoof. The Bornes are ten 25, ten 50, ten 75, twelve 100 and four 200: 46 cards. The 18 Attacks are five Red Lights, four Speed Limits, three Essence Pannes, three Crevaisons and three Accidents. The 38 Parades are fourteen Green Lights, six Speed Limit Ends, six Essences, six Spare Wheels and six Repairs. The four Boots, one each, are Priority Vehicle, Essence Citerne, Increbable and Flying Ace.

03 The goal

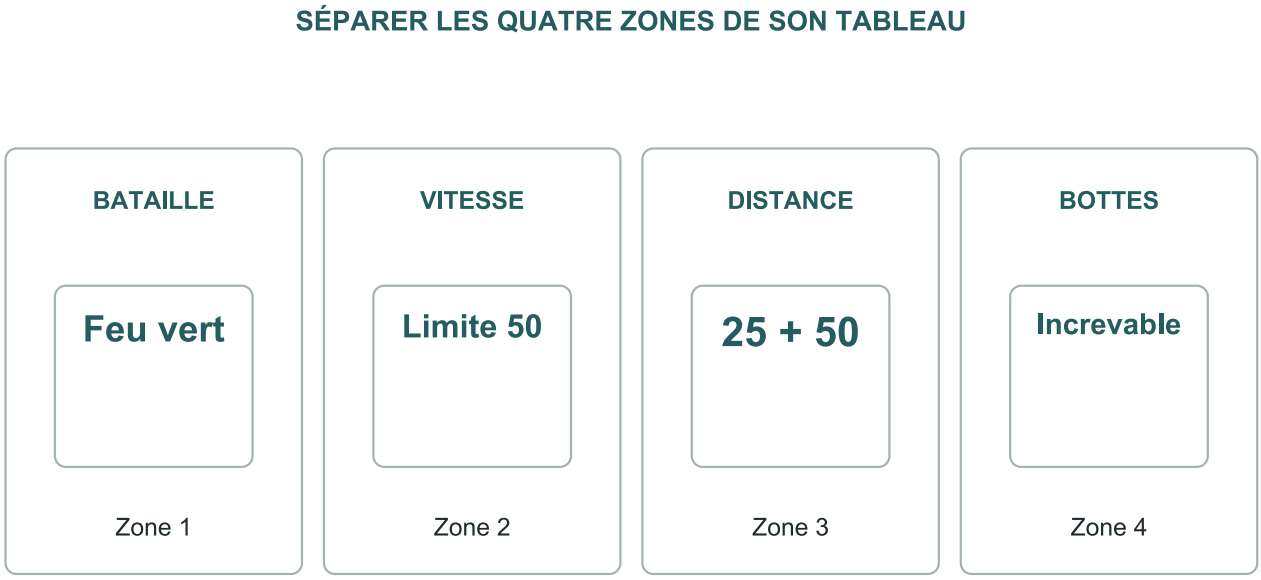
Reach exactly 1,000 kilometers with your Bornes. You are not allowed to exceed. Only the distances of the Borne cards count in this version; the Boots serve as protection and do not give extra kilometers. The total at 5,000 points of some old records is not used.

04 Preparing the race

From two to four, play each for yourself. At four, six or eight, you can play in teams of two. Place the partners in a way that shares the same racing area, but each keeps its own hand and plays its way. The team game does not provide for a single person to five or seven: these configurations are not indexed in this edition.

Mix the 106 game cards and give six hidden cards to each. The four memos remain separate, shared if necessary; they never go into the Stock. The rest forms the Stock hidden in the Shoov. The youngest one starts, then the towers follow the clockwise direction.

Prepares four slots per car: a Bataille pile for stopping and repair, an independent Speed pile, value-rowed Bornes and the Boots visible side by side. Each team uses a single set of these locations.



Example of an individual table: Green light allows the road; a speed limitation now imposes maps of 25 or 50 terminals as long as it remains active. Boots have a separate area. Maps are generic diagrams; the text explains attacks, parades and blows.

05 Play, attack and protect

At the beginning of your turn, pick up a hidden card from the hoof: you have seven cards. Then play a single card or discard one visible if you can't play anything. You normally finish with six cards. In this note, taking the top of the waste is not an authorized action.

To start laying Bornes, first play a Green Fire on your Battle, or pose Priority Vehicle. On a next turn, you can move forward by posing a Borne, if your car is not immobilized and if this distance does not exceed 1,000. A car can only receive two cards 200 during the round, including as a team.

The five attacks and their responses

- **Red light** immobilizes a driving car; its owner must lay down a Green Fire.
- **Missing Essence** The Parade is Essence.
- **Crevason** immobilise; the Parade is Wheel of Rescue.
- **Accident** immobilise; the Parade is Reparations.
- **Speed limit** goes on the Speed pile: only the 25 and 50 stops remain allowed. The Parade is End Speed Limit. It can target a car that has not yet started.

The first four attacks go on the Battle and demand that the opponent be able to drive. You can attack even if your own car is blocked. You do not accumulate two fixed assets on the same Battle. On the other hand, a Speed Limit can be combined with a immobilization, because they are two different batteries.

Play the corresponding Parade during your turn to repair. In the 2014 package leaflet, this Parade is enough: it is not necessary to add a new Green Fire. A Green Fire remains necessary at the very first start, except Priority Vehicle. A normal Parade is not immediately played off the turn.

The four Boots and the blow-for-furnished

Priority Vehicle protects Red Lights and Speed Limits and exempts Green Lights. Essence Citerne protects the Pannes d'Essence; Incredible Crevaisons; Ace du Volant des Accidents. A Boot placed protects until the end of the handle and cancels the corresponding attack already suffered. Other attacks continue to act: Priority Vehicle does not repair an Accident.

You can put a Boots in your turn, even before you start. Then you get to a new immediate turn: pick up a card and play again. A Boots so posed do not combine to a Borne in the same action; it is the extra turn that then allows to move forward.

If the opponent has just launched the corresponding attack and you already have his Boots in hand, you can reveal it immediately, even out of your turn: it is the **Blow-off**. Advertise it, discard the attack, place the Boots horizontally, then pick a card to replace the Boots part of your hand. Then play an additional full turn, with a new pick. The game resumes to your left: the people between the attacker and you do not have a catch up turn.

06 An example to understand

Your car drives and displays 900 kilometers. You pick a 75 and put it down: you go up to 975. On the next lap, only one 25 can finish exactly; a 50 would be forbidden. If you have already set two Bornes 200, a third 200 would be banned even earlier in the race.



At 975, a Borne 50 would exceed: it cannot be laid.

An opponent attacks you with Crevaison. You're inconvenient: immediately announce kick-for-fit, put down the Boots, throw the Crevaison, replace your Boots with a pick-up card, then take a new card for your extra spin. If you only had a Spare Wheel, you should wait your turn to fix it.

07 End of race and points

A car with exactly 1,000 wins immediately. The reference note also provides the end when the Bornes are no longer available at the hoof; the closest to 1,000 without exceeding then wins. Its formulation does not clearly specify how to recognize this exhaustion among hidden cards. To play unambiguously with this guide, agree before the start to stop when the whole Stock is empty and the last player has solved its turn; it is an explicitly added practical convention, not an explicit one. Official accuracy checked. Do not recycle the waste.

Compare then only the kilometers; a tie can be shared. There are no bonuses of 300 points or kilometers of Boots in this version. If your box allows you to ride without initial Green Light or count Boots in the distance,

it follows another notice: these changes must be checked before applying this chapter.

08 Frequent errors

Do not exceed 1,000. Do not place a third 200 card. Do not confuse the Speed pile with the Battle. An ordinary repair awaits your turn, while a blast uses a Bott immediately available. Do not give a Bott a distance or bonus borrowed from another edition.

09 Start well

Keeps small Bornes to adjust the end. A Boots kept in hand threatens a blow, but does not protect until they are laid. Observes the adverse situation before attacking: a Speed Limit may hinder someone already immobilized, unlike a second failure on their Battle.

10 Express summary

- Six cards each; pick one, then play or discard a card.
- Green light or Priority vehicle to start; then advance without exceeding 1,000.
- Maximum two Bornes 200 per car; under Limit, only 25 or 50.
- Attack on Battle, Limit on Speed; repairs with the exact Parade.
- A Bot protects and replays; in immediate response, it performs a kick.
- Reach exactly 1,000; the convention for the exhaustion of the hoof must be announced as indicated above.

References and edition notes

Notice Dujardin ©1954-2014, copy of the document editor
https://www.papj.fr/contentpapj/uploads/2021/05/Regle-du-jeu-1000-bornes.pdf

Dujardin : Collector's Edition 2019, comparison of variants
https://assets.jumboplay.com/59070_Manual.pdf

MODERN CARD GAMES

Mindbug

Players 2 **Duration** 15–25 min **Difficulty** Hard

First Contact / First Contact, 48 creatures and 4 Mindbugs, booklet v6.

Anticipate fighting and when to spend your takeovers.

01 Discover the game

Mindbug is a duel of creatures. Your opponent can steal two of the creatures you play thanks to his Mindbugs. So you have to choose his attacks and decide when to risk an excellent card. This chapter uses First Contact, also called First Contact.

02 Equipment

The base game contains 48 Creature cards and four Mindbug cards, representing a total of 52 cards. Each person receives two Mindbugs. You must also follow three life points per person: use the meters in your edition, six personal chips, or three unused cards each you return as you go.

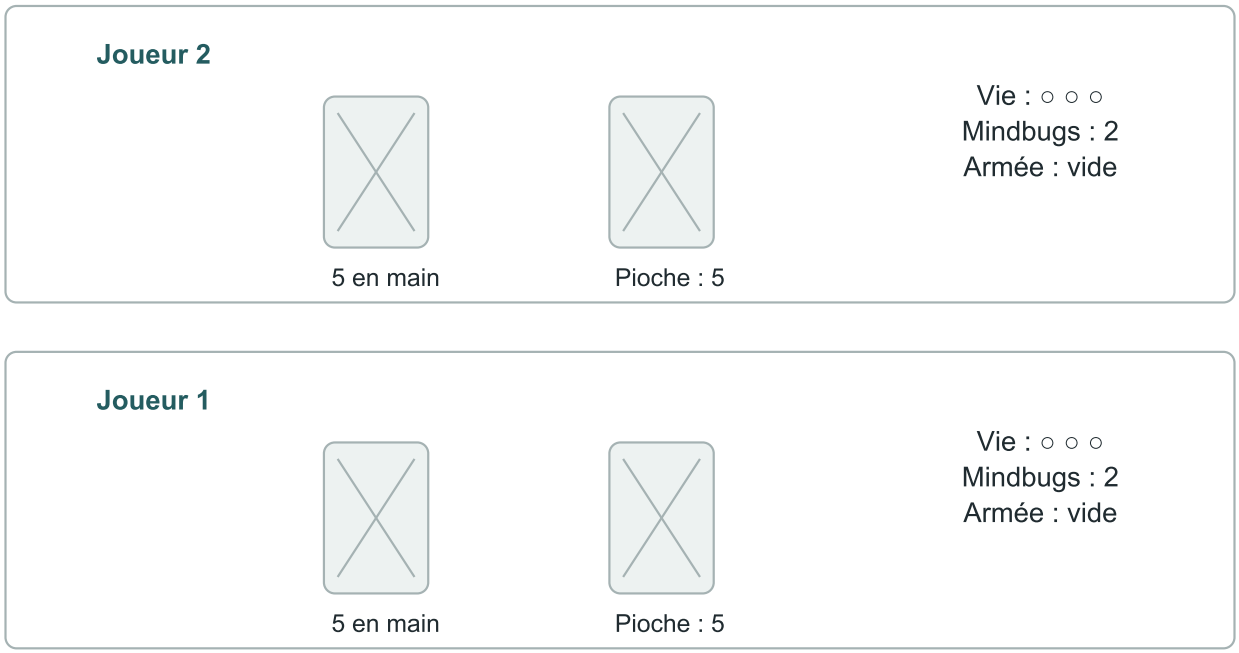
03 The goal

Reduce your opponent's life points from three to zero. An attack that is not blocked removes a point of life, whatever the power of the creature.

04 Preparing the duel

Mixes the 48 creatures. Gives ten hidden cards to each person: five form his hand, the other five his personal Stock. Stores the 28 unused creatures. Each person keeps his two Mindbugs available and starts at three lives. The Mindbugs are public and are not part of the hand.

Choose the first player at random, for example by revealing each one an unused creature: the highest power starts, and we start again in case of equality. Leave room for the creatures in play and for a personal waste, called cemetery.



Installation with two: each keeps five cards in hand and five in his pocket, as well as three life points and two Mindbugs. The army is empty at the beginning. Creatures are generic cards, without copying the illustration of an edition.

05 Towers, battles and powers

In your turn, choose a single action: play a creature of your hand, or attack with a creature that you control. As soon as a card leaves your hand, immediately completes it up to five cards with your personal Stock, as long as it contains cards. You never mix your Cemetery to redo a Stock, unless it has an explicit effect.

Play a creature and use a Mindbug

Put the creature face up. Before its arrival effects, the opponent chooses if he spends a Mindbug to take control of it. If so, return his used Mindbug: the creature and its arrival effects are for him. You then immediately obtain a new complete turn. It is not yet the normal turn of the opponent.

If no one uses Mindbug, keep the creature and apply its effects "Play". One cannot take back this same card by spending another Mindbug: a takeover cannot be opposed this way. Mindbugs only apply to a creature played from the hand, never to a creature already in play or put into play by another effect.

Attack and Defend

Name one of your creatures and apply its effects "attack". The opponent chooses a creature to block, or agrees to lose a life. A blocker can serve even if he has just arrived; there is no mandatory rest after a fight.

In combat, compares the powers, taking into account the effects. The weakest creature is defeated; in case of equality, both are. A defeated creature normally goes to the cemetery of its owner. We do not keep wounds from one fight to another: a surviving creature regains its full power. A successful block prevents the loss of life even if the blocker is defeated.

The five keywords

- **Frenesia** : After its first attack, if it is still at stake, the creature can carry out a second attack during the same round.

- **Hunter** When you attack, you can choose the opposite creature that has to block. Without this choice, the defense works normally.
- **Poison** : in combat, the opposing creature is defeated, even if its power is superior. Normal comparison continues to apply to the poisonous creature.
- **Discretion** Only a creature with Discretion can block this attack. However, a discreet creature can block any attack that it could normally block.
- **Coriace** : the first time this creature should be defeated, turn it 90 degrees instead of sending it to the cemetery. At its next defeat, it dies. It remains capable of attacking and blocking; it is not spontaneously straightened.

The particular texts of creatures complement these rules. "Vaincu" is triggered when a creature is defeated, not when an effect simply causes it to be defeated, returned to hand or changed to another side. Resolved as much as possible; if several of your effects occur together, choose their order. You have no right to invent an absent target to obtain an advantage.

06 An example to understand

You attack with a creature of power 4 having Poison. The opponent blocks with a creature of power 8, without any other power. Yours is defeated because 4 is less than 8. The other is also defeated by the Poison. No one loses his life: the attack has been blocked.



The 4 loses comparison; Poison also defeats the 8. Blockage protects life.

If the creature of power 8 was Coriace and had never been defeated, it would be turned and would remain at stake. His power "Vaincu", if he possesses one, would not yet be triggered since Coriace prevented defeat.

07 The end of the duel

A person loses as soon as his life reaches zero. The effects of a card can also cause this loss: read them in the order indicated. If your stock is empty, you can continue with your hand and army. If you can't play a card or attack, you also lose. There are neither victory points nor total power to add up at the end of the game.

08 Frequent errors

Do not forget to complete your hand as soon as a card leaves it. Do not use a Mindbug on an effect that does not play a creature from the hand. Do not remove several lives on the pretext that a power is high. Do not straighten a Coriac creature between two towers: its orientation keeps the memory of its first protection.

09 Start well

Don't spend your two Mindbugs too fast. As long as you have one left, the opponent hesitates to play his best creatures. Before attacking, examine all possible blockages. A small Poison creature can push back a monster. Also read the arrival effects before leaving a card to the opponent.

10 Express summary

• Ten creatures each: five in hand, five in pocket; two Mindbugs and three lives.

• Choose in your turn: play a creature or attack with a creature at stake.

• The defender can spend a Mindbug on the creature played; his former owner then replays a trick.

• Immediately complete your hand up to five as long as your pocket allows.

• An unblocked attack takes away a life; in combat, the weakest one is defeated, the equals eliminate both.

• Apply the keywords and text of the maps. Zero life: immediate defeat.

References and edition notes

Editor: Mindbug presentation, maps and principles
https://mindbug.me/game-overview/

First Contact: original official booklet v6
https://mindbug.me/wp-content/uploads/2021/09/mindbug_rulebook-V6.pdf

BOARD GAMES

Monopoly

Players 2, 3, 4, 5, 6, 7, 8 **Duration** 60–180 min **Difficulty** Medium

Classical Monopoly C1009, 8 pion box, without rapid dice.

Negotiate, manage cash flow and measure real estate risk.

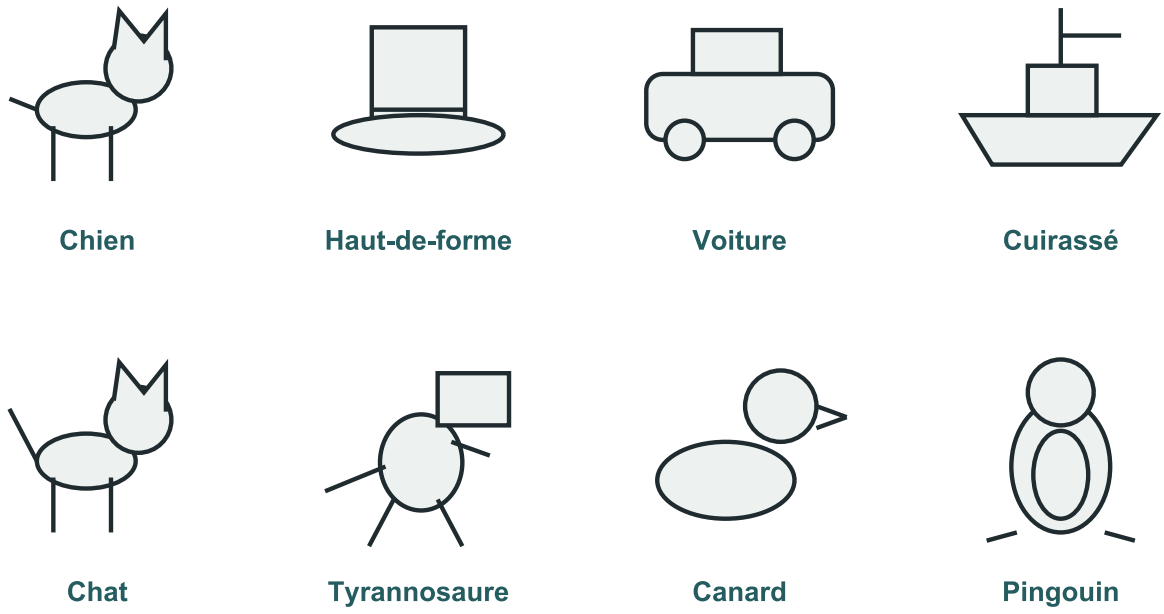
01 Discover the game

At Monopoly, you buy properties and the others pay you when they stop there. Colour groups allow you to build and increase rents. This chapter follows the classic Monopoly Hasbro C1009 with eight pawns, without rapid de; the names of the streets change according to the countries, but the Title cards always give the exact prices.

02 Equipment

Prepares a tray, up to eight pawns, 28 titles of ownership, 16 Chance cards, 16 Caisse de Communauté cards, 32 houses, 12 hotels, two dice and the lot of tickets in the box. Tickets exist in values 1, 5, 10, 20, 50, 100 and 500. The notices consulted give a monetary batch without a uniform inventory of tickets per draw: the exact number of tickets in your box is therefore not presented as verified. This does not block the game, as the bank can issue replacement tickets if necessary.

HUIT REPÈRES POUR CHOISIR SON PION



The eight names are those announced by Hasbro in 2017: dog, high-shape hat, car, battleship, cat, tyrannosaur, duck and penguin. Simplified original silhouettes: they do not reproduce mussels and do not guarantee the content of another edition.

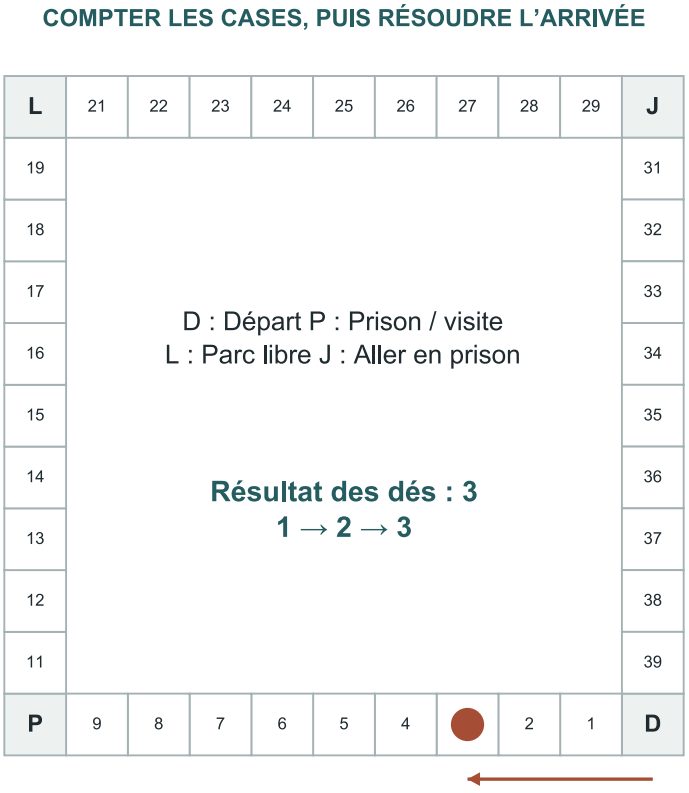
03 The goal

Be the last player not ruined. Money is used to buy and pay, but the official winner is not just the one who owns the most tickets at an arbitrary hour. A complete game can last a long time: keep the rules of auctions and construction to avoid unnecessarily prolonging it.

04 Preparing the city

Choose a banker, who can play by strictly separating his money from that of the bank. He keeps unsold securities, buildings and notes. Mix Chance and Caisse de Communauté separately and put these two hidden piles at their location. Each chooses a pawn and place it on Departure.

Distribute 1,500 to each: five notes of 1, one of 5, two of 10, one of 20, one of 50, four of 100 and two of 500. The rest remain at the bank. Each throws the dice; the largest total begins, re-launching the equities. Then play in the clockwise direction.



Schematic circuit of 40 boxes, without replicating the commercial tray. From the start, a result of 3 moves from three boxes to a property. Then apply the rule of the arrival box. The names of the streets and the amounts are read on your edition.

05 Play, buy and manage your properties

Displacement and squares

In your turn, throw the two dice and advance their sum in the direction of the arrow. Apply the finish box. By going to Departure or arriving normally, receive 200 from the bank, only once for this passage. With a double, play the box and then restart. A third double consecutive during your turn sends you directly to prison before this third trip.

On a free property, buy it at the price of the set if you wish. If you do not buy it, the banker immediately auctions it among all players, including you. Offers can start from 1 and increase freely; the most offering pays the bank and receives the title. Without an offer, the property remains at the bank.

On a property owned by someone, pay the rent of the title if it is not mortgaged. The owner must claim on time, before the next second player throws the dice. If you own a whole group of color, the streets without a building of this group charge twice the basic rent. A mortgaged street does not pay anything, but other unhygienic streets can keep this doubling.

The stations demand the rent corresponding to the number of stations of the same owner: 25, 50, 100 or 200 for one to four stations. The service companies ask four times to launch the arrival if their owner owns one, ten times if he owns both; a Chance card may specify a different pitch or amount, which prevails.

On Chance or Caisse de Communauté, pull the card from above, apply it and then put it under the package. Keep only one card out of Prison until it is used or sold. On a tax, pays the bank. Free park gives neither money nor card. On Simple Visit, do nothing. Go to Prison sends you directly to prison without touching Departure, even if the route drawn seems to exceed it.

Prison

You can go out before launching by paying 50 or using a Prison Release card. Then run normally. Another choice: try a double in your turn. If you succeed, advance this double and apply the box, but don't restart. You have three attempts at the maximum; after the third failure, pay 50 then advance with the dice of this third throw. An employed card returns under its original package.

In prison, you can always receive rents, participate in auctions, negotiate and build. Being imprisoned does not mortgage your properties and does not give them to the bank.

Building and selling buildings

When you own all the streets of one color, without mortgage in this group, you can buy houses at the bank at the price of each title, even between two towers. Build uniformly: before a second house on a street, all the others in the group must have one. The gap between the number of houses never exceeds one.

After four houses on each street of the group, you can buy a hotel on a street by paying its price and returning its four houses. There can only be one hotel per street. No construction on stations or companies. Stocks of 32 houses and 12 hotels are a real limit: do not replace them with objects to enlarge the stock. If several players demand the latest buildings available, the bank sells them at auction.

To raise funds, sell the houses to the bank at half their price, uniformly within the group. A hotel is sold half the total cost of its five construction stages, or down to four houses if the stock allows it, selling only the hotel stage. Do not let a hotel turn into four imaginary houses if the stock is empty: you must then sell the buildings of the group in a way compatible with the available rooms.

Hypothecizing and Negotiating

Before you mortgage a street, sell all the buildings of its colour group. Return its title and receive the printed mortgage value. No rent is due on this property as long as it remains mortgaged. To release it, pays its mortgage value plus 10% to the bank, then returns the title. You can keep the rents of other unhypothecated properties.

You can sell or exchange land without a building, money and cards Out of Prison, at the agreed price. To negotiate a street of a built group, first sell the buildings of this whole group. Buildings never pass directly between players. No loan between players is allowed.

A mortgaged property can be exchanged. The new owner must immediately either raise the mortgage by paying the amount plus 10%, or pay only 10% and keep it mortgaged. In this second case, he will pay the amount again plus 10% when he wants to release it later. Do not confuse this acquisition tax with the price negotiated between players.

06 An example to understand

You own three streets of one color and buy three houses. You have to place one on each street, not the three on the most expensive. To buy a fourth house, you can now put a second one on a street. Authorized positions will be 2-1-1, then 2-2-1, then 2--2-2.

CONSTRUIRE UN GROUPE DE TROIS RUES

Premier tour d’achat	→	Quatrième maison	→	Puis équilibrer
1 maison sur chaque rue		2 · 1 · 1 Écart maximal : 1		2 · 2 · 1 puis 2 · 2 · 2

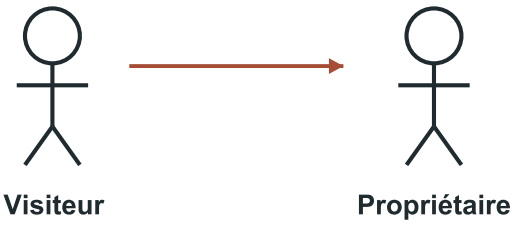
You can't put three houses on one street while the others have only one.

A security allows a mortgage of 100. You receive 100 when you return it. Release it costs 110. If you acquired it by choosing to keep it like this, you first pay 10 at the bank, then 110 at the time of its subsequent release.

UNE PROPRIÉTÉ, UN PROPRIÉTAIRE, UN LOYER

TITRE DE PROPRIÉTÉ

Prix d’achat : sur le titre
Loyer de base : sur le titre
Groupe complet : base × 2
1 à 4 maisons : bonne ligne
Hôtel : ligne Hôtel



Paye si le loyer est dû
et demandé à temps.

Generic property card: always take the amounts on the real title. On a street not mortgaged without a building, the full color group doubles the basic rent; with houses, we use the line of the number of houses. Stations and services have their own rules.

07 Be ruined and win

When you have to pay, try to raise the money by selling the buildings and mortgage, or by legally negotiating. If your means remain insufficient, you are bankrupt and get out of the game. You cannot refuse to pay rent by keeping available assets.

If you owe a player, sell the buildings to the bank at half price and give him the remaining money, properties and cards. The mortgages follow the property and the creditor pays their acquisition fees. If you owe the bank, it takes over the property, cancels the mortgages and resells the properties at auction; the cards out of Prison return to their package. The others continue until the last undamaged, who wins.

The bank does not go bankrupt due to lack of banknotes: note replacement amounts on paper. Conversely, the building limit remains effective. Do not create a pool at the Free Park: it does not exist in this rule and extends the parts.

08 Frequent errors

Don't leave a property refused without an auction. Don't hit 400 by falling on Departure: the normal amount is 200. Don't claim rent on a mortgaged property. Don't build everything on a single street without balancing. Don't turn a stay into a prison into a ban on managing your property.

09 Start well

Keep a reserve of money: owning a lot of land doesn't help if you can't pay the next rent. Look for complete groups, because they make it possible to build. Before an exchange, look at what the other can build immediately. An auction is a real opportunity to buy, even for the one who initially refused the printed price.

10 Express summary

• Departure with 1,500; throws two dice, advances and applies the box.

• Free: buys or auctions. Opposite property: pays the rent claimed.

• Complete group without mortgage: build uniformly; respect stocks.

• Mortgage to receive money, repay with 10% to release.

• Three doubles in a row, a card or going to prison can imprison you.

• An impossible debt to pay eliminates; the last player not ruined wins.

References and edition notes

Hasbro : Monopoly classic C1009 to 2-8, inventory
https://instructions.hasbro.com/en-my/instruction/monopoly-classic-game

Hasbro: detailed classic rule, including auctions and mortgages
https://www.hasbro.com/common/instruct/monins.pdf

Booklet C1009, copy of the document editor
https://manualsnet.com/hasbro/monopoly-c1009

Hasbro: eight pieces announced in 2017, reference of generic silhouettes
https://investor.hasbro.com/news-releases/news-release-details/historic-fan-vote-results-iconic-wheelbarrow-boot-and-thimble

Odin

Players 2, 3, 4, 5, 6 **Duration** 15 minutes **Difficulty** Medium

Helvetiq, 54 card base game; promotional cards excluded.

Hand handling, choice of recovered cards, anticipation of passes and openings.

01 Discover the game

Odin is a race to empty his hand. You pose cards, but you often get one: so you have to prepare the following shots, not only play the largest number. The overall difficulty is Medium, because the choices of cards recovered and the passes require anticipation. This chapter presents the Helvetiq base game with 54 cards, without promotional card.

02 Equipment

The base box contains 54 cards: the numbers from 1 to 9 in six colors, nine cards per color and six copies of each number. There is also a rule. Add a sheet and a pencil to note the penalties. Provide a place in the centre and a waste next door. The numbers and color words in our diagrams replace the portraits of the cards; they are not new cards.

03 The goal

Try not to have any more cards before the others. Each card still in hand at the end of a run is worth a penalty. The winner of the game is the one who earns the least: winning a single run does not guarantee to win the whole game.

04 Preparing the game

Mixes the 54 cards and distributes nine cards face each person in secret. Each one looks at his hand in secret. Set the remaining cards for this round: there is no picket during the exchanges. Choose the first player at random and play in the clockwise direction. All note a total of zero. To start with, hold the recommended official threshold of 15 points.

In two, Helvetiq recommends a variant: remove two whole colours, 18 cards, before mixing. There are 36 cards left; always distribute nine cards each. This adaptation makes the hands and exchanges more concentrated. The normal game of 54 cards remains possible at two.

05 Play a handle

Understanding the Centre

Let's call "fold" the exchange suite that starts on an empty center and ends when the others pass. This avoids confusing an entire handle with your only passage. To open a fold, put a card. Exception: if your whole hand already forms a combination of the same color or number, you can put everything down and finish the round immediately.

When you pass, choose to pass or replace the central combination. An answer must comply with two conditions: use as many cards as the center, or one more; and form a strictly larger number. To place several cards together, they must all have the same number or all have the same color. Their color does not need to be that of the center.

Read a combination

Align the numbers from the largest to the smallest: this is not an addition. Two 4 are worth 44; three cards of the same color 9, 6 and 1 are worth 961. Two cards 8 and 2 of different colors do not form an authorized combination, even if you can read 82. Only one card can always constitute a combination.

ASSORTIR, LIRE, PUIS COMPARER



Deux cartes au centre → deux cartes en réponse ; 61 > 44.

Des chiffres accolés, jamais additionnés : 61, pas 7.

The cards are generic: the word indicates their color. Two 4 different colors are allowed by their common number and are worth 44. The 6 and 1 blues are 61: this answer to two cards beats 44. The 6 red and 1 blue cannot be combined.

Recover, then let play

After an answer, just take a map of the old central combination and add it to your hand. If there were several, choose the one that helps you best; discard all the other old cards. Your new combination remains in the center. You don't take one of the ones you just posed. At the opening, there was nothing in the center: there is nothing to recover.

If your pose has just emptied your hand, immediately stop the handle: you don't get any cards. This is the only way to finish in response; the constraints of number of cards and value remain mandatory.

Pass and repeat a fold

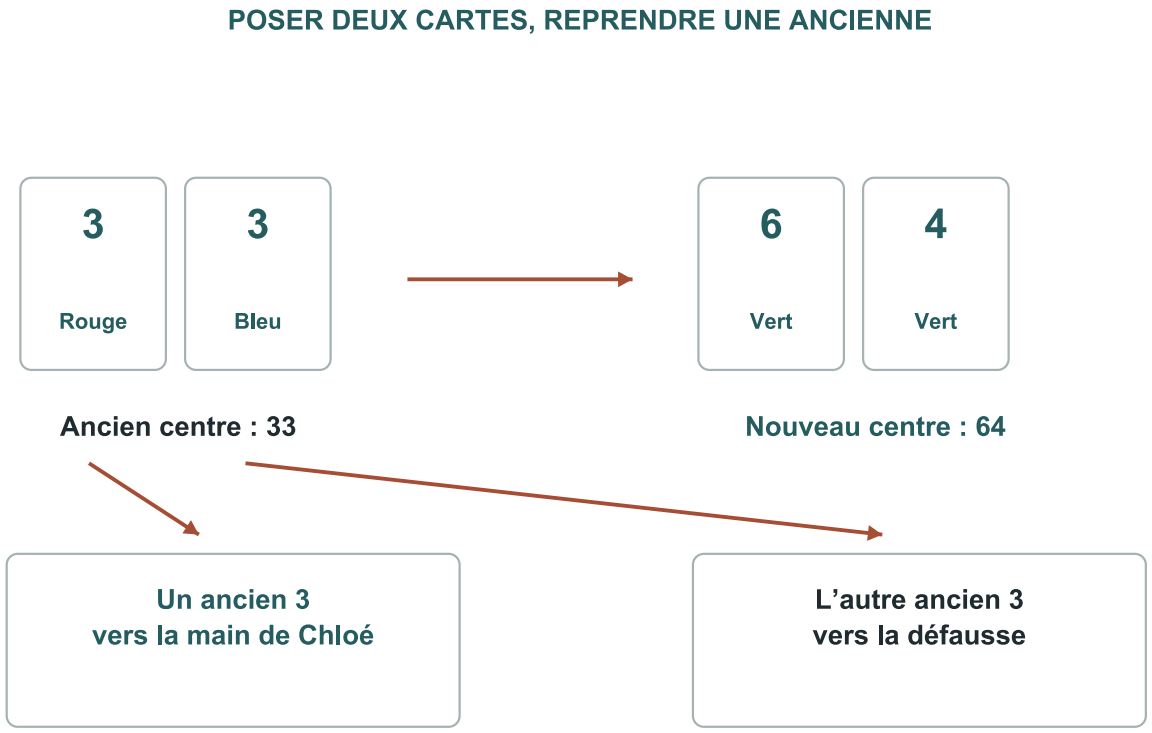
Passing leaves your hand intact. You can answer your next pass if the fold continues: Passing does not permanently exclude you. When all the others pass after the last pose, defeats the center. His last author opens a new fold; he does not play over his own combination to win more exchanges.

06 An example of a game

On three, Alice opens with a 8. Bob poses two 3 different colors: they have the same number, so they form 33. Two cards respond well to a card, and 33 exceeds 8. Bob resumes the 8 of Alice. He placed two cards but took back one: his hand decreased by one card.

Chloe answers with a 6 and a 4 of the same color: 64 exceeds 33, with two cards in each combination. She chooses one of the old 3 for her hand and discards the other. Cards 6 and 4 remain in the center. Bob

cannot deposit one 9 out of 64: the number of cards is not suitable and 9 is smaller.



Example of Chloe: 64 replaces 33. The new cards 6 and 4 remain in the center; one old 3 joins his hand and the other goes to waste. If the pose had emptied his hand, the handle would have finished before any recovery.

Alice passes, then Bob passes. Chloe had played the last; the fold stops and the 6 and 4 go to the waste. Chloe opens the next fold. If only 7, 5 and 1 of the same color remains, she can put them all together at this opening: her hand is empty, so she wins the handle without recovering a card.

Compare another situation: the center contains two cards and your hand four cards of one color. You can't put everything in response: only two or three cards are allowed. You can possibly put everything down if you get an opening on an empty center later.

07 Count and win

As soon as one hand is empty, each one notes the number of cards left: zero for the person who finished, then a penalty per card for the others, whatever their value. With 2, 7, 9 and 9 still in hand, you score 4 points, not 27.

Add these penalties to the previous totals. If at least one total reaches or exceeds 15, the game ends and the lowest total wins. The best equal totals share the win. Example: the totals 8, 12 and 16 stop the game; the person at 8 wins, even if the one at 12 just won the game.

Otherwise, remix all the cards used for this game and redistribute nine each. The first player in the new round is to the left of the one who started the previous round; it's not necessarily the winner. For other periods, the booklet allows you to change the threshold in slices of five or to play a single round; announce this choice before distributing.

08 Frequent errors

Do not add up the numbers. Do not use a combination of colors to make a large number. Do not put down less cards than the center or two more cards. Do not forget the recovery, except when your pose emptys your hand. Do not treat a pass as a definitive output. Do not let the last author bid out alone when all the others have passed.

09 Tips for starting

Sort your hand in order to identify the same numbers and common colors. Before answering, imagine the card you will recover: it can prepare your next combination or burden you. Sometimes keep a large card to get an opening, then finish with several assorted cards. Observe the number of cards of others; a small hand often announces a close end.

10 Express summary

• Nine cards each; recommended threshold of 15 penalties; hourly direction.

• Opening: a card, unless the whole hand can be placed matching to finish.

• Answer: as many cards as the center or one more, strictly higher number.

• Multiple cards: same number or even color; read numbers in descending order.

• Take back an old card, undo others; hand emptied: stop without resuming.

• Pass not definitive; all the others pass: empty the center, the last author opens.

• One penalty per remaining card; at 15 or more in someone's home, the smallest total wins.

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https://helvetiq.com/media/hexaattachment/products/attachments/ODIN_Rules_FR.pdf

Helvetiq : Official French FAQ
https://helvetiq.com/media/hexaattachment/products/attachments/ODIN_FAQ_FR.pdf

Helvetiq: equipment and variant recommended for two
https://helvetiq.com/ch_fr/odin

COOPERATIVE GAMES

Onirim

Players 1, 2 **Duration** 15–30 min **Difficulty** Hard

Basic game 76 cards; unmixed box extensions.

Optimize a limited stock and choose which risks to absorb.

01 Game presentation

Onirim is a maze of maps. You build colorful paths to find doors, while limiting the damage of nightmares. It is played alone or in cooperation with two. Its overall difficulty is difficult: several choices seem good in the short term, but exhaust the necessary resources later.

We explain the basic game of the edition to 76 base cards, with the official cooperative rule. The seven extensions present in some boxes remain rowed: their symbols allow to recognize them.

02 Equipment requirements

• 76 base cards: 58 Place, 8 Door and 10 Nightmare.

• The places are divided into four colours: 16 red, 15 blue, 14 green and 13 brown. They are marked with a Sun, Moon or Key symbol.

• Two doors exist by colour. Provide for four spaces: picket, path of Places, waste and limbos.

Limbs are a temporary reserve that returns to the stock. The waste remains outside the base stock.

03 The purpose of the game

Get the eight doors before you miss cards to pick up to complete your hand. You can find them by aligning three places of the same color, or by spending a Key at the moment you pick up the right Door. Two, each must get a door of each color.

04 Preparing the game

1. Mix the 76 base cards.
2. Pick until you have 5 Places in hand. Put aside all the Doors and all the Nightmares you met, without solving them.
3. Put these cards aside in the Stock. Leave the waste and empty limbs.
4. Reserve space in front of you for your path, set down gradually from left to right, and for your doors won.

05 How to play?

Play or undo

At each turn, make one of the two choices. To play, add a Place at the end of your path. Its symbol must be different from the previous one, whatever the color. After a Red Sun, you can set a Red or Blue Moon, but not a Green Sun.

If you have just played the third consecutive Place of the same color, look in the Stock for a Door of this color, expose it in front of you and repel the Stock. The fourth card of this color starts a new group: it does not immediately give another door. Then it takes a fifth and a sixth, with the symbols always alternating.

To undo, put a Place of your hand on the waste. Sun and Moon have no additional effect. Defeating a Key triggers a prophecy: look at the first 5 cards of the Stock, necessarily discard one of them and put the others back in the order chosen. With less than 5 cards, use all the remaining cards. A such defeated Nightmare is not solved.

Complete Hand

Pick one card at a time until you find 5 Places in hand. A Place remains in the hand. If it is a Door, you can unload a Key of its color to win this door; this Key does not trigger prophecy. Otherwise, place the Door in the limbos, then continue to pick.

A Nightmare must be solved immediately by choosing one of the possible penalties: undo a Key from your hand; make a Door won in limbos; reveal the next 5 cards and undo the Places while putting Doors and Nightmare in limbos; or undo all your hand and redo it as at the beginning.

If you completely remake your hand, put the Portes and Cauchemars met in the limbos without effect: you are only looking for 5 Places. You cannot choose to return a Door if you do not have any. A Key paid for a Cauchemar does not trigger prophecy.

After the penalty, discard the trigger Nightmare, then normally continue the reconstitution if necessary. Another Nightmare pricked during this normal reconstitution must be solved in turn.

End of tour and two-way mode

When the hand is complete again, repels all the limbs in the Stock. Do not repel them before to avoid an empty Stock: Loss is confirmed as soon as a necessary Stock is impossible.

With two players, lay out 8 face-up Locations, replacing Doors and Nightmares without resolving them, then shuffle those set-aside cards back in. Take turns picking cards until each player has 3 personal resources. The remaining 2 stay face up in the center as shared resources.

Play alternatively. Each builds its own path, with a map of its 3 personal resources or 2 shared. Never play in the other's path. Always rebuild the resource used: three personal and two shared. During a defeat action, the active player can also exchange one of his personal resources with a shared resource.

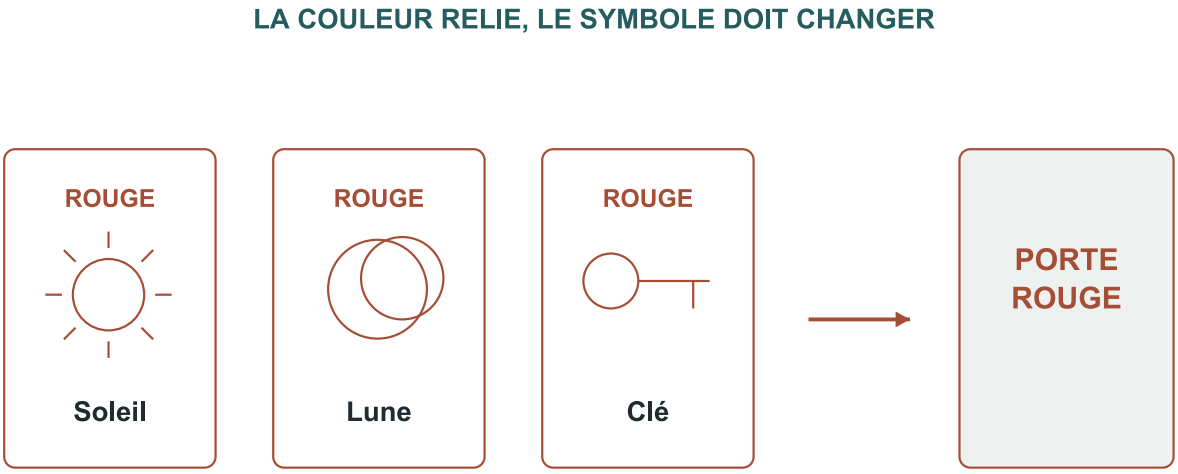
The active player's "hand" includes his 3 cards and the 2 communes: a Cauchemar who asks to undo everything removes these 5 cards, not the 3 of the other player. First redone the 3 personal cards, then the 2 communes. Each player must win his own Door of each color. The one who already has the four continues to play to help the other. Before starting, choose free communication or a game without disclosing the hands: the booklet allows these two ways to cooperate.

06 An example of a game

Alice laid Red Sun and then Red Moon. She now plays Red Key: the symbols differ at each junction and three reds follow each other. She is looking for a Red Door in the Stock and wins it. Her Key is on the way, not available in her hand.

She picks to complete: a Blue Door appears. She has a Blue Key in her hand, but prefers to keep it for a prophecy. She therefore puts the Door to limbs and picks again. A Place arrives; she keeps this card, then repels the limbs at the end of the turn.

Later, she picks up a Cauchemar. She chooses to undo her Blue Key: the Cauchemar and the Key go to waste, without prophecy. She picks up to replace the missing cards. She avoided rendering her Red Door, but lost a valuable tool.



Three Red places in the suite allow you to win a Red Door available. Each symbol differs from the one before it: Sun, Moon, Key. The Key placed in the path does not stay in the hand. RED letters also allow colorless reading.

07 How can I win?

The eighth solo door gives an immediate victory: there is no need to redo the hand. At the same time, the two players must each have a red, blue, green and brown door. Doors only seen and then handed over to the limbs do not count.

The game is lost if a card has to be plucked to redo the hand and there is none left in the Stock. There are neither points nor equality. Never remix all the waste to artificially prolong the dream.

08 Errors to avoid

• Place two symbols that are identical to each other on the pretext that the colors differ.

• Win one door with each new Place of the same color after the first three.

• Trigger a prophecy with a Key paid to a Gate or a Nightmare.

• Solve the Cauchemars encountered during the preparation or the complete hand overhaul.

09 Tips for starting

Find the colors you lack from the doors. Keys can be used in three ways: progress in the way, pay a door, or trigger a prophesy by voluntary waste. Decide on their use before spending them. At the same time, shared resources can prepare the next turn of your partner.

10 Express summary

• 76 base cards; solo hand of 5 Places.

• Round: play a different symbol place or undo; remake hands; remelt limbs.

• Three consecutive places of the same color give a Door; Key of the same color to the Stock of a Door = another way to win it.

• Willfully defeated key: prophecy on 5 cards, one eliminated.

• Nightmare : Key, Door rendered, five processed cards, or hand redone.

• Solo: 8 Doors; two: one of each color per player; Stock necessary impossible = common defeat.

References and edition notes

inPatience : Onirim
https://inpatience.com/en/Our_Games-7-ONIRIM

Booklet Onirim basic game, copy of the document editor
https://cdn.1j1ju.com/medias/c0/ea/a9-onirim-rulebook.pdf

Pixies

Players 2, 3, 4, 5 **Duration** 30 minutes **Difficulty** Medium

Bombyx, 70 card base game; no extension.

Arbitrations between validation, symbols, color zones and cards left to opponents.

01 Discover the game

In Pixies, you build a small board of cards. Choosing a nice number is not enough: you also have to prepare your colors and decide which card to keep visible. The overall difficulty is Medium, because of the compromises between validation, symbols, neighborhoods and choices left to others. This chapter concerns the Bombyx base box with 70 cards, without extension.

02 Equipment

Plan the 70 cards of the base game and the booklet. A sheet and a pencil are used to add up the scores of three rounds; the score application is optional. The cards carry a number of 1 to 9, a color and, depending on the map, spirals, crosses or a color effect. Some are multicolored. The number of copies varies according to the value: do not look for nine equal packages.

The photographs of creatures do not give any extra power. To play, observe especially the number, color and symbols. The color pictogram printed on the real map is also a marker if you do not distinguish the shades. Our drawings show useful information with words; they do not reproduce the photographs.

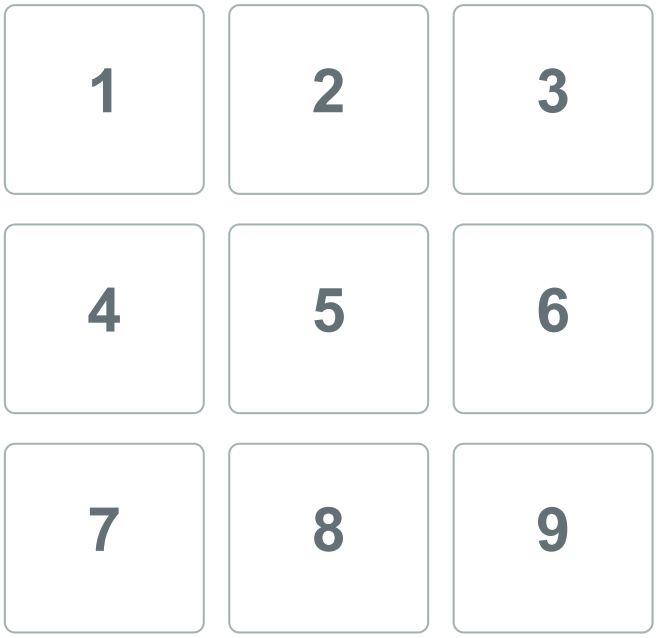
03 The goal

Cumulates the most dots on three rounds. Validated numbers, visible symbols and the largest area of a color are added. A card can help in several titles; a hidden card does not give directly any number, colour, or symbol.

04 Install the table

Mix the 70 cards face down into a common pile. Choose at random that will begin. Each store in front of you nine squared slots: top 1, 2, 3; middle 4, 5, 6; bottom 7, 8, 9. No personal trays are provided or required. Initially, the nine slots are empty.

NEUF EMPLACEMENTS, AUCUNE CARTE AU DÉPART



These are the locations of your empty grid, not nine cards distributed. Their number remains fixed: a visible card 5 goes to the center; a back on the 6 remains a back on the 6 position, even if its hidden front has another figure.

05 Select and Place

A common offer

At three, four or five, reveals as many cards as people. Each one takes and places one, starting with the first player and then in the clockwise direction. The last takes the remaining card and starts the new offer. There is no secret hand to keep: you choose and then put it right away.

The first picks and poses, then the other, and then each starts again: A, B, A, B. Each one takes two cards per complete offer. B, who took the last one, starts the next offer. The end-of-hand rules can interrupt this offer halfway, as shown below.

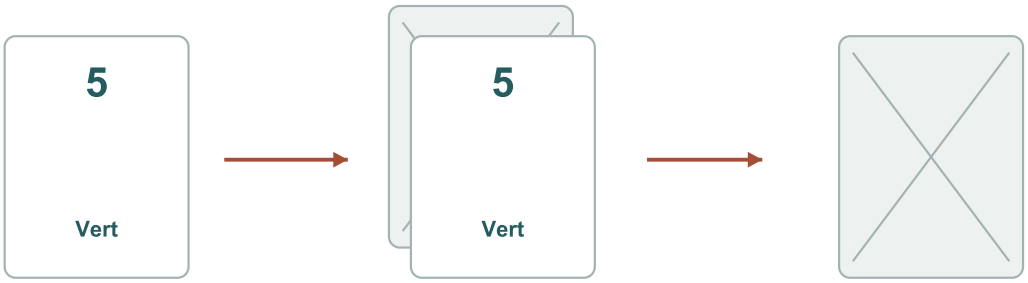
Three placement situations

If the chosen number is not yet visible at home, place the map visible on its numbered location. If this location already contains a hidden card alone, cover it: the new one is immediately validated. **validated** is a visible card with a card hidden under it; lets pass the back for everyone to see.

If you already have this number visible, but without a map below, choose which of the two cards will remain visible. Turn the other one and slide it down. You thus validate this number. Both sides can have different colors and symbols: keep the one that helps you the most.

If this number is already visible and validated, the new card cannot change the pair. Place it hidden on a completely empty location of your choice, regardless of its number. It prepares a future validation. You can't drag it under a visible card alone; neither can you stack three cards.

DEUX CARTES AU MÊME NOMBRE : UNE PAIRE VALIDÉE



AVANT
5 seul

APRÈS
5 validé

Troisième 5
caché sur la case 6

Une future carte 6 sera posée sur ce dos et sera immédiatement validée.

BEFORE: the 5 is alone. With a second 5, choose the face to keep and place the other hidden below: the 5 is validated. A third 5 is then placed hidden on an empty box, here the 6; it does not slip under another visible card.

When do you stop the handle?

A handle ends when someone has occupied their nine slots, even with hidden cards alone. First completes each player's pass in this round so that everyone has placed so many cards. Do not give a new choice to the person whose grid is full.

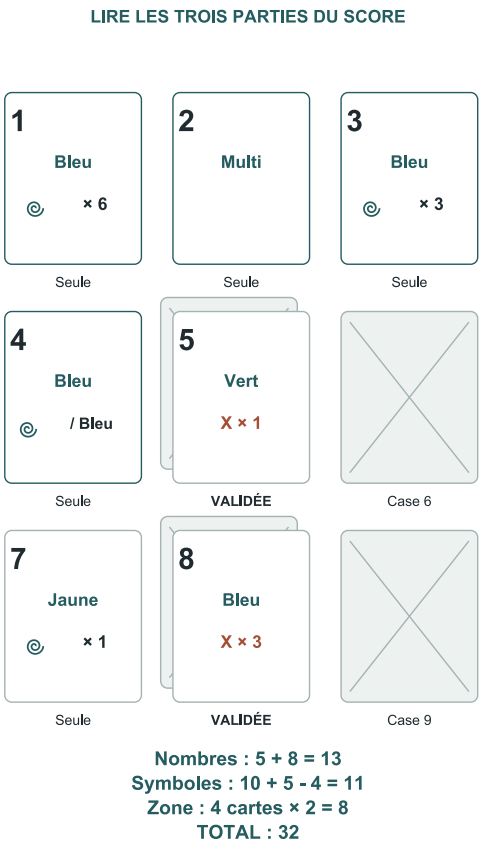
If A fills his grid with the first card of the offer, B chooses and sets a card, then we stop: the last two cards remain on the table. If the grid is completed during the second passage in the offer, finish only the passages necessary for the two people to have placed so many cards. We do not pursue an offer after reaching this equality.

06 Placements to try

If you have no face-up 5, place a 5 in the center. When you later take another 5, choose which to keep face up and turn the other face down under it. Your 5 is now validated. A third 5 must go face down in an empty space such as the 6. A real 6 taken later covers it and validates immediately. The face-down 5 leaves the space numbered 6.

On the other hand, if you have a visible 8 only and pull a 5 while your 5 is already validated, you have no right to drag that 5 under 8. Choose an empty location. Future useful numbers will depend on the boxes you leave available.

Here is an example of a complete first-run count. Only the 5 and 8 are validated. Locations 6 and 9 each have a single back; the other visible cards are alone. The characteristics of the faces used in this exercise have been checked in the Bombyx booklet, but the drawings are generic.



Exercise in the first round: only the 5 and 8 are validated; the backs 6 and 9 have no active symbols. The color words and the counters replace the decoration of the cards. The small back behind a side shows its validation. The edge of group 1-2-3-4 indicates the largest blue zone.

The six spirals of the 1, the three of the 3 and the 7 give 10. The 4 adds a spiral by visible blue card: five with multicolor 2, including the 4 itself. The four crosses, one of the 5 and three of the 8, remove 4. The largest blue zone connects 1, 2, 3 and 4; the 8 is separated from it by other locations. The detail of the calculation follows.

07 Count and Victory

Starts with numbers: each validated card returns its number. A single face does not add this number. In the example, 5 + 8 = 13; the 1 visible only does not value a point of number, even if it gives spirals.

Then count the symbols of all the visible faces, validated or not: a spiral adds 1, a cross removes 1. A special card giving a spiral by color counts all your faces of this color, multicolored included. In the example: 10 spirals printed + 5 granted by the 4 - 4 cross = 11.

Finally, look for your largest area of the same color. It takes at least two cards touching one side; the diagonals do not connect anything. A multicolor can connect this color because it has all the colors. Choose a single larger area, even if several have the same size: you do not combine several zones or several colors. Each map of this area reports 2 points in round 1, then 3 in round 2 and 4 in round 3. The faces only also count, the backs alone never.

Our four-blue zone returns 4 × 2 = 8. round score: 13 + 11 + 8 = 32. In round 2, this same arrangement would be worth 36; in round 3, 40. These are comparisons of the scale, not three rounds played without redistributing.

After the first two rounds, reel all the cards to leave with empty grids. The last person who played starts the next. Add the three results after the last round: the largest total wins; the best equal totals share the victory.

08 Frequent errors

Do not count the numbers of the unvalidated faces. Do not remove their spirals and colors for that reason. Do not validate one side alone with a third copy of another number. Do not stack three cards. Do not count diagonals or several zones. Do not close abruptly before the others have played so many times. At two, do not forget the four cards of the offer and the two passages each.

09 Tips for starting

Look at the three ways to earn points before choosing. A small card full of spirals can stand out better than a large number still alone. A multicolored one serves as a bridge, but its location is imposed by its number. Observe the cards you leave to the next player. At the end of the round, distinguishes "occupy a box" and "validate a card": occupying the ninth box can stop the handle before having prepared all your pairs.

10 Express summary

• 70 cards, three rounds, personal grid fixed from 1 to 9 in three lines.

• Offer: one card per person at 3-5; four cards for two, A-B-A-B.

• New visible number: its box; second example: choose one side and hide the other under.

• Number already validated: new card hidden on an empty box; never under a single face.

• Nine boxes occupied in someone's home: finish with the same number of poses each, then count.

• Score: validated numbers + spirals - cross + color bonus + larger area at 2, 3 and then 4 points per map.

• All sides count as symbols and colours; no diagonal; only one larger area.

• Everything re-schedule between rounds; larger total of the three winning rounds, shared equality.

References and edition notes

Bombyx: official French rule, investments and accounting
https://www.studiobombyx.com/assets/PIXIES_rulebook_FR.pdf

Bombyx: official press sheet, players, duration and equipment
https://studiobombyx.com/assets/PIXIES_fichedepresse_FR.pdf

CLASSIC CARD GAMES

Poker Texas Hold'em

Players 2, 3, 4, 5, 6, 7, 8, 9, 10 **Duration** 30–90 min **Difficulty** Hard

Texas Holds without limit, friendly tournament with tokens without monetary value.

Probabilities, bet reading, bluff and information management.

01 Discover the game

In Texas Hold'em, each person receives two secret cards and also uses five common cards. You can win thanks to your combination or by having others give up. This chapter presents the limitless, with tokens without money. The overall difficulty is hard: the rules hold in a few pages, but judging the probabilities, bets and intentions requires a lot of practice.

02 Equipment

Take 52 cards without joker, a "donor" marker and tokens. For the proposed discovery part, give each 100 units: twenty tokens of value 1, six of value 5 and five of value 10, or 31 tokens per person. These quantities are a practical organization of the book. Schedule two to ten places and a sheet for the ranking if you play a tournament.

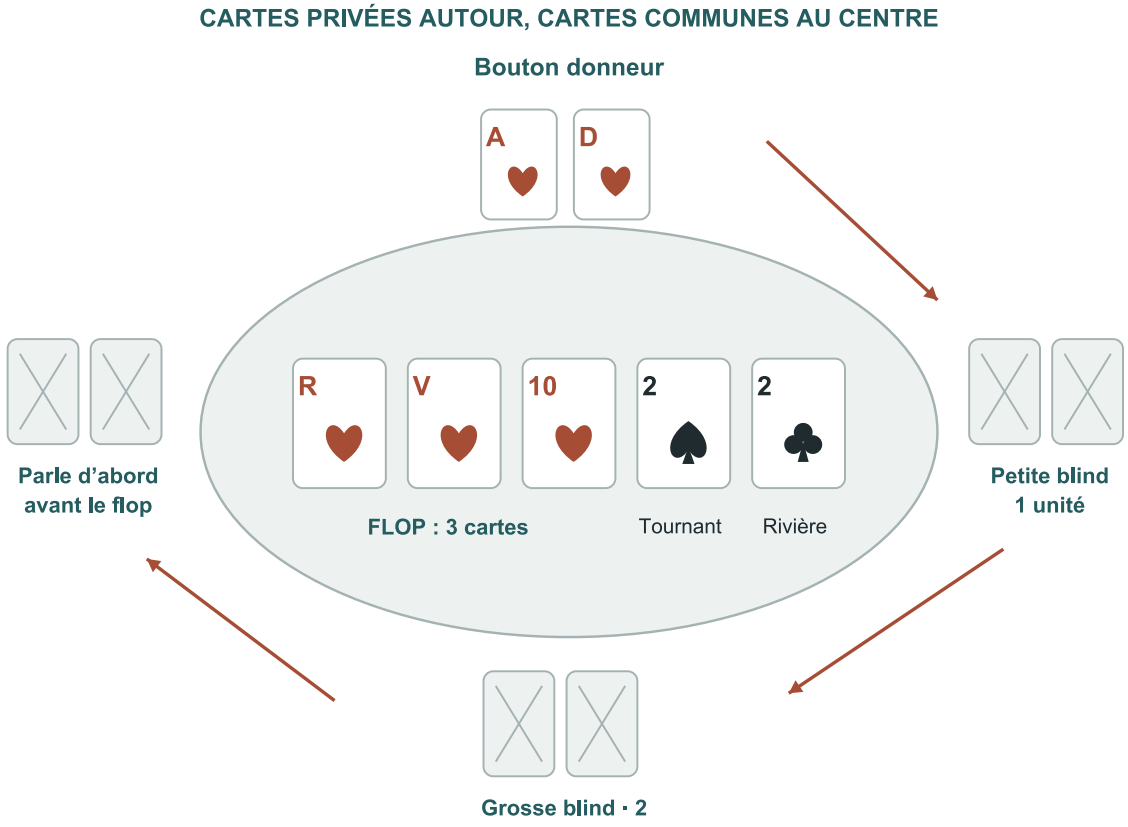
03 The goal

With each deal, win the pot, all bet chips. If everyone gives up except you, you win without showing your cards. Otherwise, the best combination of five cards wins. The friendly tournament ends when only one person has all the chips.

04 Preparing for places and forced placings

Choose a first random donor and place his mark in front of him. On his left is the small blind, which is set 1 unit; the next person is the big blind, which is set 2. These bets are mandatory and already count in the first round. Here we keep the blinds at 1 and 2 throughout the tournament; increasing them is an option to agree before playing.

Mix, cut, and give two hidden cards to each person, one by one, starting to the left of the marker. We play in the clockwise direction. Only two, the donor sets the small blind, the other the big blind. The donor speaks first before the flop and last after the flop.



Example four: each person has two private cards; the five central cards are common. The player placed after the big blind speaks first before the flop. After the flop, the first player still playing left of the button talks first.

05 The four rounds and the actions

Understand a bet

When it's yours, clearly announce your action before moving your chips. **To go to bed** means giving up this: your bets already paid stay in the pot. **Word**, or check, keep your hand without adding tokens, only if no one has bet more than you in this tower. **Follow** complete your bet up to the amount requested. **Mise** open a bet when no one has done it yet. **Relaunch** increases the amount to be equalized.

The minimum opening bet is the big blind, here 2. A recovery must add at least as much as the last complete increase. For example, after a bet of 6 and then a raise to 14, the increase is 8: the following minimum re-launch is 22. Before the flop, the big blind of 2 allows a first minimal re-launch to 4. "Without limit" means that you can engage all the chips in front of you, never those of another person.

A bet trick is over when each person still in the deal has had the opportunity to act after the last bet or restart, and has matched the amount requested or made carpet. If nobody bets, everyone must have said word. The big blind can still restart when the others only followed it before the flop.

Before the flop, then flop, turning and river

Before the flop, the first person to speak is the one to the left of the big blind. After this turn, the donor spreads a hidden card, called a burned card, then returns three common cards: the **flop**. New bets, starting with the first person still in play to the left of the donor.

Burn another map and reveal a fourth common map, the **turning**. Take a new bet. Burn a third card and reveal the fifth one, the **river**. Take the last round of bets. At any time, if there is only one person left, she takes the pot immediately and the remaining common cards are not necessary.

The carpet and the separate pots

If you don't have enough to follow, you can hire all your chips: you make carpets. You stay in the game, but you can only win from each opponent the amount you were able to match. Then separate the main pot and the accompanying pots. A bet that has no opponent to equal it is returned to its author.

Example: Alice engages 20, Bob 50 and Chloe 50. The main pot contains 20 × 3 = 60, accessible to the three. The attached pot contains 30 × 2 = 60, accessible only to Bob and Chloe. Alice's cards can win the first pot without giving it the second. The bets of the sleeping people remain in the corresponding pots, but they can no longer win them.

A carpet that is less than a full restart does not automatically give a new opportunity to revive those who have already acted: they can follow the difference or lie down. To begin with, announce the amount of the last complete restart aloud. If no more bet is possible because all but possibly a player are carpeted, reveal the cards and normally distribute the remaining common cards.

Compare hands

Choose the five best cards from your two cards and the five communes. You can use zero, one or two personal cards. From the strongest to the weakest:

• **Quinte flush** : five cards that follow each other in the same sign. As-Roi-Dame-Valet-10 is the highest, called royal.

• **Square** : four cards of the same value, plus another.

• **Full** : a brelan and a pair.

• **Colour** : five cards of the same sign, no need for further action.

• **Quinte** : five consecutive values, of any signs.

• **Brelan** : three cards of the same value, plus two more.

• **Two pairs** : two groups of two cards, plus another.

• **A pair** Two cards of the same value plus three more.

• **High card** : none of the previous combinations.

The ace ranks highest, but it can also start the low straight A-2-3-4-5, which is a 5-high straight. It cannot connect king-ace-2. Within a hand category, compare the key ranks first, such as the four of a kind, the three of a kind in a full house, the top of a straight or the pair. For two pair, compare the higher pair, then the lower pair. To break a remaining tie, compare the kickers from highest to lowest. For a flush or high card, compare all five ranks In this order, no sign beats another.



The nine categories are ranked from the highest to the lowest at the bottom. Each line is an independent example of five cards, not a hand of seven cards. Signs remain distinguishable by their black and white shape.

06 An example to understand

You hold the ace and queen of hearts. The community cards are the king, jack and 10 of hearts, the 2 of spades and the 2 of clubs. Your best five are the ace, king, queen, jack and 10 of hearts: a royal flush. The two community 2s do not force you to use a pair.

CHOISIR CINQ CARTES PARMI SEPT

As	Dame	Roi	Valet	10	2	2
cœur	cœur	cœur	cœur	cœur	pique	trèfle

Tes deux cartes — Les cinq cartes communes

As · Roi · Dame · Valet · 10 de cœur : quinte flush royale.

The five hearts form your best hand; the two common cards 2 are not used.

Another case: the tray is As-Roi-Dame-Valet-10 of five cards without full color. Everyone can use these five common cards. A hidden pair does not beat this quaint: if no one forms better, the pot is shared in the hands still running.

07 Show cards and finish

After the river, the last player who bet or restarted normally shows his cards first. Without a final bet, we start to the left of the donor. To learn, all the hands still at stake can be shown. Compare each pot separately and share it in equal shares between the best hands on a tie. A remaining indivisible token goes to the first winner met to the left of the donor, current table convention.

Move the button of a seat in the clockwise direction, remix the 52 cards and start over again. A person without chips is eliminated. To avoid any ambiguity with empty places, remove his seat and use a simple rotation between the remaining players; this is the friendly convention of the book. The last participant with tokens wins. You can also stop at an agreed time and compare the batteries, provided you have decided before the start.

08 Frequent errors

Don't compare seven cards: only five count. Don't think that a red color, mixing hearts and tiles, is a color to poker: you need the same sign. Don't take back the chips of a bet after you're laid. Don't say a word in front of an unmatched bet. Don't give the whole pot to a small carpet without separating the accessible amounts.

09 Start well

Play first a few cards visible, without bluff. Don't go into all hands: two cards weak and remote often require a lot of luck. Look at the board before your cards and look for the best possible combinations in others. Learn how to lie down: losing a small bet can preserve the necessary chips on the next good occasions.

10 Express summary

- Two secret cards each; small and big blinds before the first round.
- Four bets: before the flop, after three common cards, after the fourth, after the fifth.
- Choose: go to bed, speak if possible, follow, wager or restart.
- All lie down except one: he wins. Otherwise, compares the best combination of five cards out of seven.
- To carpet, separate the pots according to the amounts actually equaled.
- Share the odds, spin the dealer and continue until the winner of the agreed tournament.

References and edition notes

PokerStars: Texas Hold'em rules, bets and unfolding
https://www.pokerstars.com/poker/games/texas-holdem/

CLASSIC CARD GAMES

President

Players 3, 4, 5, 6 **Duration** 15–30 min **Difficulty** Medium

Variant described: 52 cards, without joker, suites and bombs excluded.

Keep control of the lifts and organize its exits.

01 Discover the game

In the President, you try to get rid of your cards before others. Players climb the values until no one wants or can overbid. The variant chosen here is the base game of Pagat: no joker, no sequel and an exchange of a card between the first and the last at the next round.

02 Equipment

Take 52 cards without joker. Signs don't matter. The order, from the weakest to the strongest, is: 3, 4, 5, 6, 7, 8, 9, 10, Valet, Lady, King, As, 2. A sheet can be used to record the ranking; no token is required.

03 The goal

Empty your hand as soon as possible. The first person out becomes President for the next round; the last one takes the last row. These titles organize the game, without giving the right to mistreat anyone.

04 Prepare the handle

In the first round, choose the donor at random. Distribute all cards one by one, in the hourly direction. Some people can receive one more card: it's normal. Each one looks at his hand and places it in the order of values.

The person to the left of the dealer starts the first run with a card or several identical cards of his choice. For the next runs, follow the exchange and departure explained in section 7. This variant does not require to start with the 3 of clubs.

05 Play a lift

The person who starts chooses to place a card alone, a pair, a brelan or a square. All cards in a multiple pose must have exactly the same value. The next player can pass or pose the same number of cards, of a strictly higher value.

Out of two 7, you can put two 8, two Kings or two 2. You can't put a single Ace, even if it's strong, or three 9. You can only take two cards of a 9-brelan to play a pair and keep the third.

Passing is always allowed, even when you can play. In this variant, pass does not exclude you from the lifting: if your turn comes back after a new opposing pose, you can bid again. We continue as many tricks as necessary.

When all the other players still in the race have passed after the last pose, the lift is over. Put all his cards aside, face down. The person who made the last pose opens a new lift, with the number of cards of his choice. If he has just emptied his hand, it is the next person still at stake, in the clockwise direction, that opens.

A pose of 2 is simply very strong. It is not a "bomb" and does not change the number of cards requested. There is no equality of values allowed, no revolution of squares, or sequel. Add these rules only if you

expressly choose another variant before you start.

06 An example to understand

Alice opens with two 6. Bob passes. Chloe plays two 10. David plays two Kings. Alice passes. Bob, who had passed, can now play his two As. Chloe and David pass, then Alice also: Bob wins the raise and opens the next one.



A fold of pairs: two 6, then two 10, then two Kings, then two Aces. Each answer keeps two cards of the same value and must rise in order of the values of this variant. Passing does not allow to deposit a lower pair.

If it were Bob's last two cards, he would be ranked at his exit. The next person still at stake on his left would take the opening. The cards of the lift are never taken up in one hand.

07 End of round, rows and next part

Note the order of exits. The first is President, the second Vice-President; middle people keep intermediate ranks; the last simply keeps the last row. The round stops when only one person still has cards.

For the next round, place yourself in the order of the ranking, in the clockwise direction. The last arrived person distributes all the cards. He then gives his strongest card to the President. The President gives him a card of his choice, face hidden. The exchange here is on one card and does not concern the second one: the exchanges of two cards belong to other variants.

The President opens the new round. You can play a single inning, or agree to play five and score 2 points in the first and 1 in the second in each round, a score agreement proposed by Pagat. After five innings, the highest total wins; the odds remain shared.

08 Frequent errors

Do not mix a pair and a brelan in the same lift. Do not beat a King with another King: the value must increase. Do not treat the 2 as a weak card. Do not believe that a first passage forbids any return in the lift. Finally, the President does not himself choose the card he receives: the last one must give his strongest.

09 Start well

Check out your isolated cards: they will often be harder to get out than your pairs. A very strong card can make you open at the right time and allow you to pose a small series. Observes how many cards each keeps: leaving a hand to someone who has only one can offer him victory.

10 Express summary

• Distributes the 52 cards; order values from 3 to 2, with the Ace just before the 2.

• Opens with one or more cards of the same value.

• Answer with exactly the same number of stronger cards, or pass.

• A passage does not prohibit replaying later in the lifting.

• All the others pass: the last pose wins the next opening.

• Classes exits; at the next handle, the last exchanges his best card for a card chosen by the President.

References and edition notes

Bicycle: progress of the President
https://bicyclecards.com/how-to-play/presidents

Pagat: order of cards, basic exchange and variants
https://www.pagat.com/climbing/president.html

MODERN CARD GAMES

Présages

Players 4, 5, 6 **Duration** 30 minutes **Difficulty** Hard

Spiral Editions 2025, 35 arcanes and 7 game aids.

Anticipate cross effects and coordinate his team without revealing his hand.

01 Discover the game

Presages is played in teams. You try to lose cards, but most of the cards you pose come back in your hand! Their effects create opportunities to defeat them. Partners can't tell each other which cards to play: you have to observe and anticipate.

02 Equipment

The Spiral Editions 2025 box contains 35 Arcane cards numbered from 1 to 35, and 7 game aids. The six cards of value 30 to 35 are all called L'Absolu. The aids have team symbols and one side with laurels to memorize a won handle. No additional picks occur during an ordinary round: the cards not distributed remain outside the handle.

03 The goal

At the end of a full round, if a member of your team has only one card left, his team wins the round. The first team that wins two rounds wins the game. Exception: the effect of the Chance can leave a person without a card and make him win the round, as explained below.

04 Train teams and distribute

Isolate the six Absolutes, mix them and give one visible to each person. At four or five, put the undistributed Absolutes away: they remain excluded from the game. At four or five, the largest and smallest distributed value form one team; the other two or three people form the other. At six, make three teams: 30 with 35, 31 with 34, 32 with 33.

Distribute aids bearing the same symbol to the partners. At five, the team of three uses diamond aids. Put them down without visible laurels. The teams will remain the same throughout the game.

Take your Absolute in hand. Mix the other Arcanes and complete: four, four additional cards each, five in hand; five, four additional cards to the team members of three, five in hand, and three additional cards to the team of two, four in hand; six, three additional cards each, four in hand. Put the rest aside without looking at it.

The person who received the largest Absolute begins the first round. We play in the clockwise direction. The hands are secret; the partners can neither show themselves cards nor advise a pose, unless an effect allows them.

05 Play a spin and solve the effects

When you pass, choose a map of your hand and put it in front of you. Read its effect to everyone. **flash** resolves immediately and completely before the next installation. **hourglass** When everyone has a card in front of you, the turn ends.

Look at all the cards in play, i.e. the visible cards placed in front of the players. Apply their end-of-turn effects simultaneously and determine the winner of the round. Normally, this is the greatest value. Its card is defeated. Other effects can cause several additional cards to be defeated. A card intended to leave still produces its hourglass effect: do not remove it until you have examined the set.

Each one takes the card in hand in front of him who has not been defeated. Then check the round win. If no one has won, the winner of the round starts the next, unless the effect changes that opening. The defeated cards are not redistributed during the round.

Understanding common effects

The Arcanes indicate their effect on the map; the aids specify the symbols. A color condition observes all the cards in play, allied as opposed. "Only yellow card" means a single yellow in total, not a single one in your team. "Less green" compares only the greens; "stronger card" compares all the colors. A card can meet several conditions of defeat, but obviously only gets rid of once.

The effects are mandatory, unless expressly proposed by the text. If an effect is impossible, still put the card down and do nothing for that effect. There is no general rule that requires to provide a color or to exceed the previous card: only a card such as the Act can impose a constraint.

Interactions that require attention

- **Mirror** – the smallest value wins the round instead of the greatest. If Sadness is also present, its ban on the largest has no effect on this victory at the smallest.
- **Sadness** : the largest card cannot win the round; the second largest one normally wins it. The other hourglass effects continue to act.
- **Fear** The effects that require defeat are ignored. It leaves the game only by winning the turn itself. So we can't throw it away with Chance.
- **Chance** When it is defeated, its owner also discards a card from his hand. If it leaves him zero card, he makes his team win, even against a person finishing a card.
- **Law** The author chooses the obligation to play, if possible, weaker or stronger than 15. If you don't have any cards that respect this obligation, play the one you want. Constraint ceases if Law leaves the cards in play during the turn.
- **Dream** : you can play it in front of a person who has not yet set a card this turn. She immediately plays a card with her hand in front of you; apply her possible flash. If you pose Dream in front of you, it does not have that exchange effect.
- **Jalousie** This card has already been exchanged with another card in play. The recovered card has already been played: its flash does not start again.
- **Anger** : returns another person's card to his hand; he must play another card. Any new flash is solved. If the returned card was Law, his constraint disappears.
- **Trahison** After putting it in front of you, take in hand a card already at stake in front of someone else; play a card with your hand in front of that person. The new effect, if any, is applied.
- **Absolute** : secretly exchange a card of your hand with a card of the chosen person. Place your hidden choices, then simultaneously take the card of the other: none should choose after seeing what it receives.

These details explain the exceptions in the booklet. The exact conditions of colour and value specific to the other Arcanes are read directly on the cards of the box: apply their text, without inventing power from the drawing.

LIRE LE MOMENT D'UN EFFET

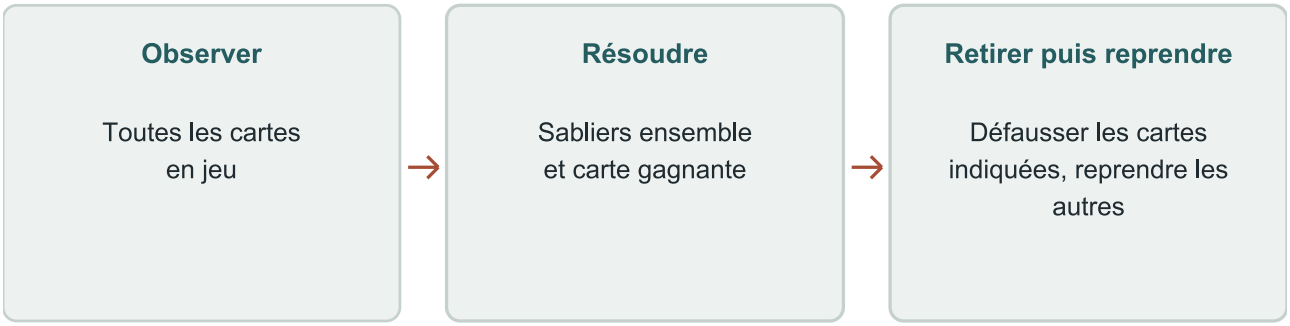


These two schematic maps show only where to look for the type of effect. The flash acts immediately, the hourglass at the end of the turn. The exact values and texts remain those of your cards; no fictitious effect is added to the package.

06 An example to understand

On four, the distributed Absolutes are 30, 31, 33 and 35. The carriers of 30 and 35 are partners; 31 and 33 form the other team. Each one starts with five cards. At the end of a turn, the Secret de valeur 24 is the highest card: it leaves. An effect also makes the Calm leave because a red card is present. Their owners only take back cards that have not been defeated.

RÉSOUDRE TOUTE LA FIN DE TOUR



A card that will be defeated still produces its hourglass effect.

If one of the cards removed had an hourglass effect, it would also have been applied. It cannot be removed faster to prevent the help it provides to a partner.

07 Win a handle and then the game

Check hands after all the effects and returns. A person to a card wins his team. If several people from different teams end up with a card, compare the value of their single card: the highest one makes his team win. First apply Chance's exception for one hand to zero card.

The winners return their aides to the laurel side. For the next round, mix all the Arcanes used in the game, including the hands and the Absolus. The Absolus left out at first stay in the box. Do not reform the teams and do not redistribute a guaranteed Absolute to each. Give directly five cards each to four; five, five per team member of three and four per team member of two; six, four each. The person who made his team start. One team already lauré who wins again wins the game; there is no numerical score to add up.

08 Frequent errors

Do not win as soon as a hand temporarily passes to a card during poses: finish the round and all the effects. Do not consider a broken card as silent for its hourglass. Do not redo the teams between the rounds. Do not advise your partner by words, signs or a prepared code. Do not give a second flash when a simple exchange of cards already played.

09 Start well

For the first round, read each card out loud. Look at how many cards your partners keep: helping one of them finish is enough for all of you to win. A high value can go away easily, but staying with a strong last card also helps to win the rounds. Observe the colors before choosing a conditional effect.

10 Express summary

• Train the teams with the Absolus, then keep them for the whole game.

• Put down a map each in a clockwise direction; solve the flashes immediately.

• At the end of the turn, all the swordsmen act together; the greatest value wins, except for exceptions.

• Fail the winning card and those indicated by the effects; take the others.

• A card in hand at the end of the turn wins the team; the pairs compare the remaining card.

• The first two-run team wins. Keep silent on your hands and choices.

References and edition notes

Spiral Editions : Présages et lien du livret français
https://www.spiraleditions.com/jeux/presages/

AccessiGames: accessible transcription of rules and symbols
https://nfc.accessijeux.com/regles-du-jeu-presages/

Spiral Booklet March 2025: EN copy with texts of maps in French
https://www.scribd.com/document/1021869989/Presages-Rulebook-En-Version

SOLO GAMES

Pyramid Solitaire

Players 1 **Duration** 10–20 min **Difficulty** Medium

52-card pyramid, sum 13; only one passage from the reserve.

Identify blocking cards and predict available pairs.

01 Discover the game

In this success, the cards are released when you remove the ones that cover them. You are looking for couples whose sum is 13. We use the variant to a single passage of the reserve: winning means emptying the pyramid, without having to empty the remaining cards.

02 Equipment

Take 52 cards, without joker. It takes enough room for seven rows in triangle, a reserve and a waste. As is 1, the Valet 11, the Lady 12 and King 13; the other cards keep their value written.

03 The goal

Remove the 28 cards from the pyramid. To remove two cards together, their total must be exactly 13. The King, which is already worth 13, withdraws himself. Colors and signs do not matter.

04 Preparing the game

Mix cards. Place one card visible at the top, then two cards on the next row, then three, up to seven cards on the last. Each new row partially covers the previous one: one card located between two others blocks the two cards above it. You use 1 + 2 + 3 + 4 + 5 + 6 + 7 = 28 cards.

Place the remaining 24 cards in a reserve face down. Leave a place for the waste, where you will return the cards of the reserve one by one. Initially, only the seven cards of the bottom row are free.

05 Making it work

A map of the pyramid is free if no card covers it, even partially. At each step, choose a possible action: to remove a free King, to remove two free cards of which the sum is 13, or to return the card from the top of the reserve on the waste.

You can associate two free maps of the pyramid, or the map visible at the top of the waste with a free map of the pyramid. The hidden reserve is never directly usable. You can't search under the map of the top of the waste. When you use this one, the card that was below becomes accessible again.

The couples to know are : As-Dame ; 2-Valet ; 3-10 ; 4-9 ; 5-8 ; 6-7. Put the cards taken apart : they no longer come back in the game. You can remove several couples before returning a new card.

Do not recycle the waste when the reserve is empty: this version provides for a single passage. However, keep playing the couples still possible on the table. A King must be free before being removed, like any other card.

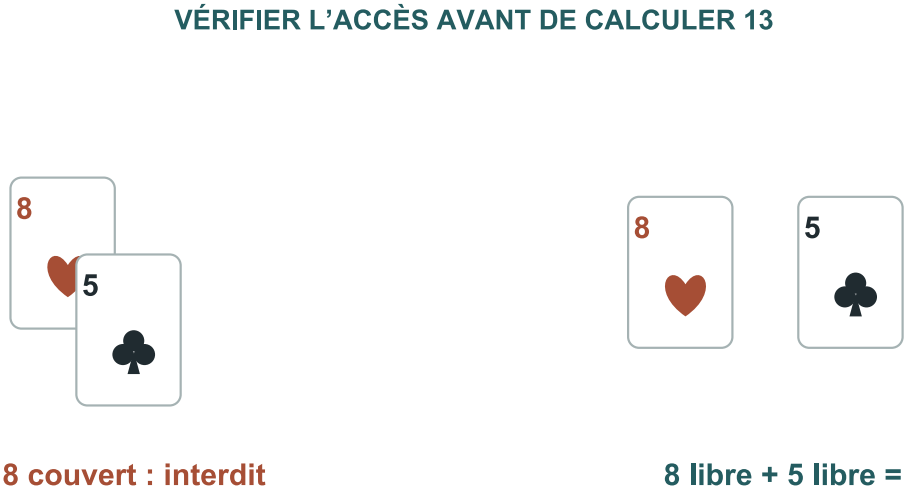
06 An example to understand

A free 8 and a free 5 can be withdrawn: 8 + 5 = 13 If the 5 still covers the 8th, the couple is forbidden. You can't say "they free each other": both must be free before the action.



Seven rows give 28 cards. Only one card without any card placed on it is free.

Suppose that a Free Lady is blocking for the whole left side. The waste shows an Ace: use them together. This sometimes opens two new cards and creates a chain reaction. Conversely, immediately returning a 9 of the reserve would have hidden this Ace.



Two independent local situations, not two successive states of the same part. To the left, the 8 is covered: one cannot take it. To the right, the 8 and the 5 are completely free; their sum is 13 and one can remove the pair.

07 Win and lose

You win as soon as the last card of the pyramid is removed. Cards of the reserve or of the defeat do not need to be used all. You lose if the pyramid still contains cards, if the reserve is exhausted and if no legal withdrawal is possible. This version does not have points and does not require a chronometer.

08 Frequent errors

Don't give the King or the Ace the value 14: here they are worth 13 and 1 respectively. Do not remove a card yet covered. Do not take back the cards eliminated to make a new pair. Finally, do not recycle the waste: other variants allow it, but not the one presented here.

09 Start well

When several pairs are available, prefer the one that frees an important card or clears both sides of a blockage. Watch which cards have already been removed. If all four 7s are gone and a 6 remains in the pyramid, it cannot be removed. Even good choices cannot win every deal.

10 Express summary

• Installs 28 cards in seven rows and keeps 24 cards in reserve.

• Use only free cards and the top of the waste.

• Remove the couples who make 13; remove the Kings alone.

• Returns the reservation one card at a time. No recycling is allowed.

• Empty pyramid: victory. More reserve and more withdrawal possible: defeat.

References and edition notes

Solitaire Bliss : Pyramid, variant to one passage
https://www.solitairebliss.com/pyramid-solitaire

COOPERATIVE GAMES

Regicide

Players 1, 2, 3, 4 **Duration** 15–30 min **Difficulty** Hard

Badgers From Mars, official rules A4; standard cooperative game.

Coordinate scarce resources, predict damage and order of signs.

01 Game presentation

Regicide transforms a pack of classic cards into a cooperative adventure. Together you face the valets, the ladies and then the kings. Everyone plays in turn, but only one individual defeat causes the whole group to lose.

The overall difficulty is difficult: you have to save the right cards and understand how the signs complement each other. This chapter follows the official A4 rules of Badgers From Mars, with their solo mode.

02 Equipment requirements

• 52 classic cards: 4 aces, cards from 2 to 10 and 12 figures.

• 2 jokers. At 2 players, none enters the Stock; at 3, one; at 4, two. In solo, both remain next to each other as special resources.

• Optional: paper and pencil to track damage and enemy attack reduction.

The aces are the companion animals of the illustrated box; the jokers are the buffoons. The four signs are heart, tile, clover and sting. You can play without buying a special package.

03 The purpose of the game

Beat the 12 enemy figures, the last being a king. Their lives decrease thanks to your attacks. If a person cannot suffer the damage requested, or can neither play nor pass legally, you all lose.

04 Preparing the game

1. Mix the 4 kings and put them on the side. Mix the 4 ladies and put them on top, then the 4 valets on top. It's the castle.
2. Turn the first valet: it is the present enemy. A valet has 20 life points and attacks at 10; a lady, 30 and 15; a king, 40 and 20.
3. Mix ace and cards from 2 to 10 with the appropriate number of jokers. This is the tavern, your common Stock.
4. Distribute the maximum hand: 7 cards each to 2; 6 to 3; 5 to 4; 8 solo. Leave a common waste.
5. Choose the first player. The humorous criterion of the booklet can be replaced by a draw by lot by mutual agreement.

SÉPARER LES ENNEMIS ET LES CARTES DES HÉROS



Château : 11



Ennemi actif



Taverne : 26

Joueur 1
7 cartes secrètes

Joueur 2
7 cartes secrètes

Installation with two, without Joker in the part: seven cards in hand each, twenty-six in the Tavern, eleven enemies waiting and the first revealed Valet. The twelve figures form the Castle; the forty cards from 1 to 10 form the hands and the Tavern.

05 How to play?

The four stages of a tour

Plays a map, activates its power, deals damage, then undergoes the counter-attack if the enemy still lives. The values of 2 to 10 are worth the printed number; an ace is worth 1. Keep the attack cards visible against the enemy to follow the totals.

The damage is added from turn to turn. Each enemy is immune to the power of his own sign, but not to the damage value of the corresponding cards. So a tile valet blocks the pile of tiles played against him.

The powers of the signs

- Heart: Mix the waste and take, face down, as many cards as the value played; place them under the tavern without looking at them. If the waste is smaller, use what exists.
- Carreau: pick up as many cards as the value played, one per person in turn, starting with the active player. Jump hands already full. We don't exceed the maximum size.
- Clover: Doubles the damage inflicted by this attack. This does not double the other powers.
- Pic: reduce the enemy's attack of the value played. The reductions of all the pikes add up and remain until his defeat; the attack does not become negative.

Powers are mandatory when they work. If heart and tile are activated together, first treat the Stock with heart, then pick with tile.

Ace, combinations and buffoons

You can associate an ace to another card, except a joker, even to another ace. Adds the values and applies the powers of both signs to this total, once per sign. A clover ace with a 6 heart gives a value of 7, treats 7 cards and deals 14 damage if no immunity blocks these powers.

You can also play 2, 3 or 4 cards of the same value, if their sum does not exceed 10. Thus, three 3 agree; three 4 do not suit. Apply each sign to the sum. Do not add an ace to this combination: the ace only associates with one card.

The joker is played alone. It does not inflict any damage, removes the enemy's immunity and avoids its counter-attack this turn. Its player chooses who then plays. You can then only say if you want to play, without describing your cards. Faced with an enemy stings, the already laid spikes begin to reduce its attack; the old clovers against an enemy clover are not doubled retroactively.

Survival and new enemy

If the life of the enemy is not exhausted, the active player defeats with his hand a total value at least equal to his remaining attack. These cards do not trigger any power.Jokers are worth 0 to pay; the aces are worth 1. Overpaid damages are not reimbursed.

When the enemy is defeated, put his attack cards in waste. If he has received exactly his life in damage, place the figure on the tavern; otherwise, in waste. Reveal the next enemy: the one who won the fight immediately begins against him, without undergoing the counter-attack of the defeated. A recruited figure is 10 for a valet, 15 for a lady, 20 for a king, in attack or in defense.

You can pass instead of attacking: directly subjected to the counter-attack. It is forbidden for all players to pass successively. So, solo, you cannot pass.

Do not reveal or insinuate the contents of your hands. Public information, such as the size of the stock or the number of cards in hand, can be recalled.

In solo

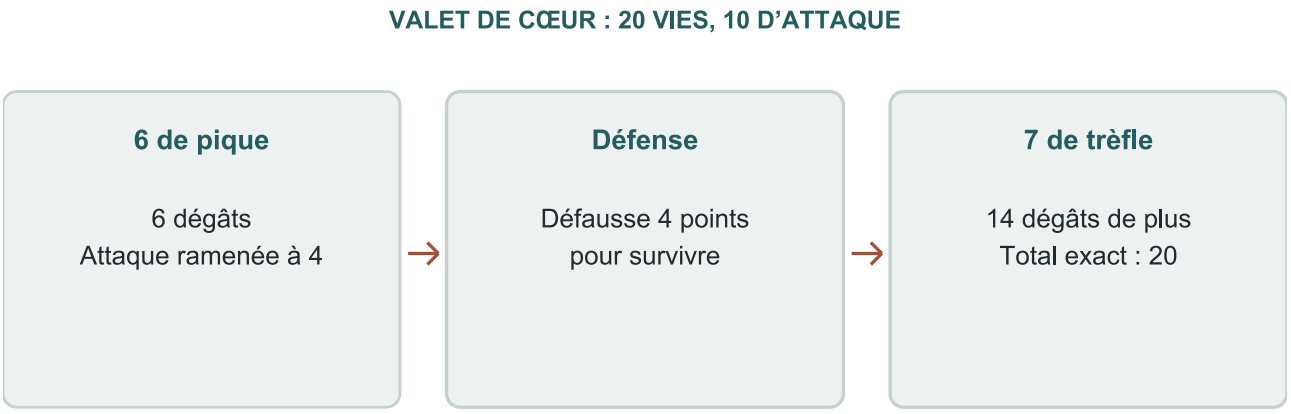
Both jokers are out of the package. At the beginning of the game stage or just before paying a counterattack, flip one of them to undo your hand and redo a hand of 8, with the cards available. This does not remove enemy immunity and even works against tile. Each joker serves only once.

06 An example of a game

With two players, Alice faces a jack of hearts with 20 health and 10 attack. She plays the 6 of spades, dealing 6 damage and reducing the attack to 4. She discards a 4 from her hand to survive.

Bob then plays a 7 of clover. The valet is not clover: the damage is 14. The total is exactly 20. The valet is defeated and joins the top of the tavern. Bob does not suffer damage and starts against the next enemy.

If Bob had played an 8 of clubs, the cumulative damage would have done 22. The victory would have been achieved, but the valet would have gone to waste: the exact shot is rewarded.



The defeated Valet exactly joins the top of the tavern; no final counterattack.

07 How can I win?

The defeat of the fourth king gives an immediate common victory. There is no equality or score between partners. You lose as soon as a player cannot pay for the damage or can neither play a card nor legally pass. The empty tavern does not lose on its own: it simply prevents the pick.

In solo, a victory is bronze if the two jokers served, silver with one, gold without any. This distinction does not change the rules of fighting.

08 Errors to avoid

- Apply power against the enemy of the same sign.
- Trigger effects with unladen cards to survive.
- Play the next one after defeating: the winner of the fight replays.
- Believing that the solo joker withdraws immunity, or that everyone can pass indefinitely.

09 Tips for starting

Keep small cards to pay exactly for a small counterattack. An early-set pick protects several spins. Before playing a clover, see if you can reach the exact enemy life to recruit a figure in the next draw.

10 Express summary

- Castle: valets, then ladies, then kings; life/attack 20/10, 30/15, 40/20.
- Maximum hand: solo 8, 2 : 7, 3 : 6, 4 : 5.
- Turn: play; power; damage; pay the remaining counterattack.
- Heart recycles, tile picks, clover doubles damage, pike protects; immunity to the enemy sign.
- Ace with a card; same sum values at most 10; multiplayer joker alone.
- Fighting won: no counterattack, even player starts again; exact damage = enemy on Stock.
- Winning all together by beating the four kings; one impossible payment makes all players lose.

References and edition notes

Badgers From March : Regicide's official rules and FAQs
https://www.regicidegame.com/how-to-play/

Regicide: official booklet A4
https://www.regicidegame.com/site_files/33132/upload_files/RegicideRulesA4.pdf?dl=1

Rummy

Players 2, 3, 4, 5, 6 **Duration** 20–45 min **Difficulty** Medium

Basic Rami Bicycle: 52 cards without joker, As small; no opening at 51.

Build combinations, observe discards and choose its opening.

01 Discover the game

At the Rami, you gather cards that go together, then you put them down to empty your hand. This chapter chooses the basic rami described by Bicycle, with only one game and without joker. There is also the French rami at 51 points, but its distribution and opening are different: do not mix these two variants.

02 Equipment

It takes 52 ordinary cards, without joker, and a sheet with a pencil to note the points. Two to six people can play. The cards go from Ace to King; for the suites, the Ace is always small, before the 2.

03 The goal

Be the first to no longer have any cards in hand. You can put up combinations and complete those that are already on the table. The cards still in hand of your opponents bring you points when you finish.

04 Prepare the handle

Choose a person to distribute. She mixes and gives the cards one by one, starting on her left: ten cards each with two; seven to three or four; six to five or six. Each keeps his hand hidden.

The rest forms a hidden Stock. Return your first card to start a visible Waste. The person to the left of the donor starts; the spins move in the clockwise direction. For a discovery part, agree three rounds and add points: this duration is a book convention, not a traditional obligation.

05 Play and form combinations

Start your turn by taking exactly one map: the hidden top of the Stock or the visible top of the Waste. You can then put up one or more valid combinations, complete already exposed combinations, or do nothing. Finish normally by discarding a visible card.

A group of three or four cards of the same value: three 8 cards, for example. A suite brings together at least three consecutive cards of the same sign: 4, 5, 6 of heart. A 4 of heart, 5 of tile and 6 of heart do not constitute a suite. A card can only belong to one combination at a time.

The As can form As-2-3, but not Dame-Roi-As. The King-As-2 suite is prohibited. The combinations placed remain visible on the table. There is no threshold of 51 points to begin to pose in this variant.

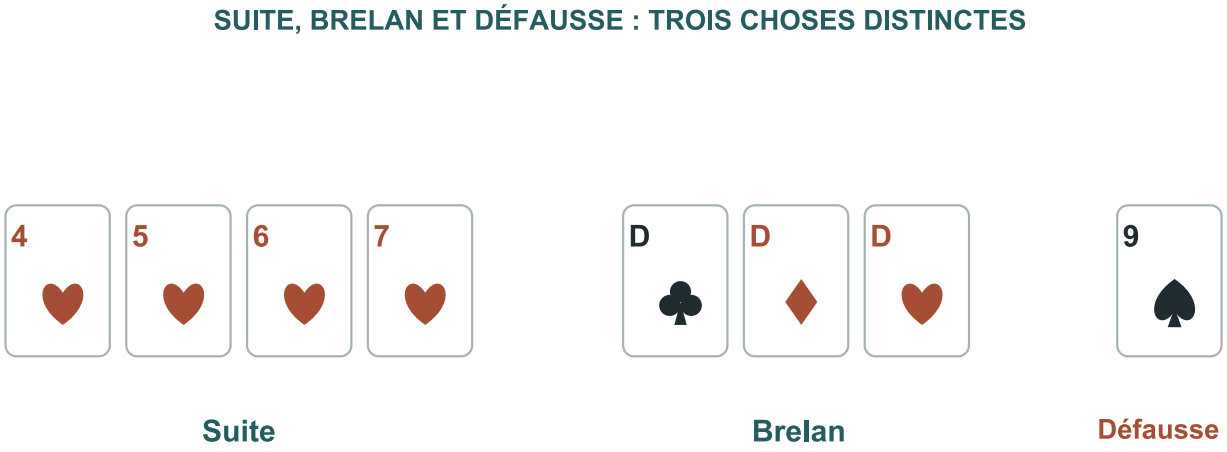
To complete a group of three 8 already set up, add the fourth 8. To complete the 4-5-6 of heart suite, add the 3 of heart, the 7 of heart or several cards that actually extend the suite. You can complete your own combinations or those of others. You can neither take back cards in your hand nor reorganize the combinations into pieces.

If you have taken the top of the waste, you have no right to throw that same card at the end of this round. You can put it in a combination or keep it, but you will have to discard another card.

If you put down all your cards, the handle stops immediately. Your last card can be placed in a combination: a final waste is not required to come out. When the stock is empty and no one has left, the next player can take the top of the waste or turn the whole waste without mixing it to make a new stock, then pick it up.

06 An example to understand

You have 4, 5 and 7 of heart, as well as three Ladies and a 9 of prick. You pick the 6 of heart. Put the 4-5-6-7 suite of hearts and the three Ladies, then discard the 9 of prick: your hand is empty, you win this round.



Two possible combinations: following from 4 to 7 of Heart; brelan de Dames of three different signs. Card 9 of Pique is separated in the waste. Cards of a suite share their sign; those of a brelan share their value.

If you had never placed or completed a combination before during this round, you just made " rami": the points of the opposing cards are doubled. If you had already placed a group on a previous round, the exit remains winning, without this doubling.

07 Count points and win

After the exit, each opponent counts all the cards in his hand, even those that formed an unset combination. The Ace is worth 1 point; the numbers are worth their number; Valets, Ladies and Kings are worth 10 each. Add these values: this total is entered to the winner. The others enter zero for this round.

A " rami" output, without having placed or completed anything before, doubles the total received. For example, the opponents have 18 and 25 points in hand: you get 43 points normally, or 86 by rowing. After the three rounds agreed here, the highest total wins; a tie can be shared.

08 Frequent errors

Do not mix the signs in a suite. Do not keep a joker: this package does not contain one. Do not ask for an opening at 51, rule of another variant. Do not take back a card of a set combination, and remember that cards still in hand count even if they could have been placed.

09 Start well

Look at the cards the neighbors take on the waste: they give clues about their combinations. Avoid keeping the figures isolated for too long. Putting a good combination reduces your risk, while keeping everything to make rami promises more points but can cost if someone finishes before you.

10 Express summary

• Gives ten cards to two, seven to three or four, six to five or six.

• Pick a card, pose or complete if you want, then discard a card.

• Sets groups of three or four equal values, or suites of the same sign of at least three cards.

• As small, no joker and no minimal opening.

• Empty hand: immediate victory, even without final defeat.

• The winner receives the value of the opposing hands; a rami output doubles that gain.

References and edition notes

Bicycle : Rummy / Rum, 52 card base rule
https://bicyclecards.com/how-to-play/rummy-rum

BOARD GAMES

Scrabble

Players 2, 3, 4 **Duration** 45–90 min **Difficulty** Hard

Classic French Scrabble, 102 chips; family game without pendulum.

Vocabulary, score calculation, placement and easel management.

01 Discover the game

At the Scrabble, you cross words on a set and look for the placements that bring the most. Knowing the words helps, but you also have to manage his letters and bonus boxes. We play in French, in a family classic formula of two to four, without pendulum. The FISF regulation in force on 1 September 2026 serves as a reference; the family adaptations are announced below.

02 Equipment

It takes a tray of 15 boxes out of 15, an opaque bag, 102 tokens, two whites called jokers, a easel per person and a score sheet with a pencil. The 100 letters are: 9 A, 2 B, 2 C, 3 D, 15 E, 2 F, 2 G, 2 H, 8 I, 1 J, 1 K, 5 L, 3 M, 6 N, 6 O, 2 P, 1 Q, 6 R, 6 S, 6 T, 6 U, 2 V, 1 W, 1 X, 1 Y and 1 Z.

A, E, I, L, N, O, R, S, T and U are worth 1; D, G and M are worth 2; B, C and P are worth 3; F, H and V are worth 4; J and Q are worth 8; K, W, X, Y and Z are worth 10.Jokers are worth zero. Use the current Scrabble Official to check the disputed words, or agree on a family dictionary before departure.

03 The goal

Get the highest total after the last count. Each turn where you put letters returns the value of the new words formed, with any bonuses earned. The number of letters left in hand does not decide the winner alone.

04 Preparing the game

Put the 102 tokens in the bag and mix. Each pulls a letter: the closest to A begins; remove the jokers for this choice and repeat the equities. Put these letters back in the bag, then each pull seven without looking. Keep them hidden on your easel. The tricks move in the clockwise direction.

Choose the reference dictionary. For our family part, you don't look for words in the dictionary during your reflection: it's only for contestation, after a pose. Without a pendulum, leave everyone a reasonable time.

05 Lay down, count, exchange or pass

Form valid words

In your turn, choose one of the three actions: pose a word, change letters or pass. To pose, use one or more letters of your easel in a single horizontal or vertical line, without hole between the letters of the final word. The old letters can occupy the intervals. The first word must have at least two letters and cover the central star. It is written from left to right or from top to bottom.

Each next pose must reach the existing words by at least a common letter or a side contact. All groups of letters thus created, including the small perpendicular words, must be valid. You can extend a word at the beginning or end, or place a parallel word if it forms valid connections. You cannot move the old letters.

Words and their accepted bent forms depend on the agreed dictionary; the ODS indicates the accepted forms. No proper names written only as such, unaccepted abbreviations, words of union or apostrophe to be

freely reconstructed. The accents are not worn on tokens.

A joker represents the letter of your choice: announce it clearly and write it down. This letter remains fixed for the whole game. The joker is still worth zero and cannot be exchanged for the real letter to recover it.

Calculate the points of the round

For each new word, add the values of all its old letters, including old ones. The double or triple Letter boxes multiply only the newly placed letter on them. Then apply the double or triple Word boxes covered by a new letter. Several word bonuses multiply: two doubles make the word four times. The central star counts double word during the first pose.

If a new letter creates two words, its value and bonus apply in both calculations. Then add all the created words. If you put your seven letters in one turn, add 50 points after the multiplications: it is a "scrabble". A joker on a double word box doubles the word well, even if its own value remains zero.

Announce the words and score before completing your easet up to seven, or with all remaining letters in the bag if there is less. Note the points and cumulation after each round.

Change or pass

If there are at least seven letters left in the bag, you can announce how much you change them, put them aside hidden, pull the same number, then put the old ones back in the bag. You don't put anything down and do not mark any points that turn. If there are less than seven letters left, exchange is forbidden. You can also pass freely, without pose or changing.

Contest a word

For our family procedure, wait for the check before drawing the new letters. An opponent can ask for the control of one or more words just trained. Consult the dictionary only for these. If at least one is invalid, the whole pose is taken over, no points are marked and the turn is lost. If everything is valid, the pose and its score remain. We do not apply the penalty of five points by mistaken contestation of the tournament: it is a family relaxation explicit, not the competition rules.

06 An example to understand

In the first round, you place CHAT covering the center, without any other bonus box under its letters. C is 3, H is 4, A and T is 1 : 3 + 4 + 1 + 1 = 9. The center doubles the word, that is 18 points. On the next round, someone adds an S for CHATS, without any new bonus: it counts 10 points. The center no longer doubles a second time.



Fragment of the plate: CHAT is placed horizontally with the A on the central star "word double count". Without other bonus used: (3 + 4 + 1 + 1) × 2 = 18. Later, add S shape CHATS: 10 points if no new bonus or cross word is added. The already covered star does not count back.

For a connection, if you put a letter that forms a horizontal word and a vertical word, count the two words entirely. Do not count the old parts of words that have not been modified and are not part of the newly created words.

07 End of game and final count

If the bag is empty and a person poses his last letter, the part stops. Each of the others subtracts the value of his or her easel from his or her total; the person leaving adds the sum of these values to his or her own total. A remaining joker is worth zero.

If all are blocked, each one subtracts only its remaining letters, without any exit bonus. On two, the regulation also provides for a stop after three consecutive passages of each, that is, six passages without pose. For the family parts to three or four of this book, we explicitly extend this convention to three passages of each without interruption through a pose or exchange.

The highest total after these adjustments wins. A tie gives a shared victory. Laying all his letters first therefore does not ensure to win if an opponent had much advance.

08 Frequent errors

Don't play diagonally. Check all the small words of connection. Do not re-multiply an old bonus box. Do not change the chosen letter for a joker. Do not remove seven letters from the bag after each pose: only complete your easel up to seven.

09 Start well

Learn a few frequent short words, then look at the possible connections. Keeps a mixture of vowels and consonants. A well-placed expensive letter can bring back more than a long common word. Before opening a triple word box to the opponent, compares the immediate gain and the risk.

10 Express summary

• Seven letters each; first word on the star, next words connected to the grid.

• Sets in one line; all created words must be valid.

• Calculate the premiums for new letters only, then add all new words.

• Seven letters asked: bonus of 50; joker fixed to one letter but always at zero point.

• You can pass or exchange if the bag contains at least seven letters.

• At the end, correct the totals with the remaining easels; the highest score wins.

References and edition notes

FFSc: Official regulations of the classic Scrabble
https://www.ffsc.fr/classique.php?page=reglements

FISF: Regulation applicable on 1 September 2026
https://www.ffsc.fr/files/public/fichiers/reglements/classique/Reglement.international.du.Scrabble.classique.pdf

MODERN CARD GAMES

Skyjo Voyage

Players 2, 3, 4 **Duration** 10–30 min **Difficulty** Medium

Magilano Voyage, 105 cards, 2-4 players; columns of 3.

Card memory and when to finish the round.

01 Discover the game

Skyjo Voyage is played from two to four, with a grid of twelve cards in front of each person. Many are hidden: you have to memorize the right cards and replace the wrong ones. The goal is to have the smallest total.

02 Equipment

This edition contains 105 cards: three cards -2, eleven cards 0, and seven cards of each other value between -1 and 1 to 12. Also provide a sheet and pencil for totals. The following rules are those of Travel, not those of another Skyjo box.

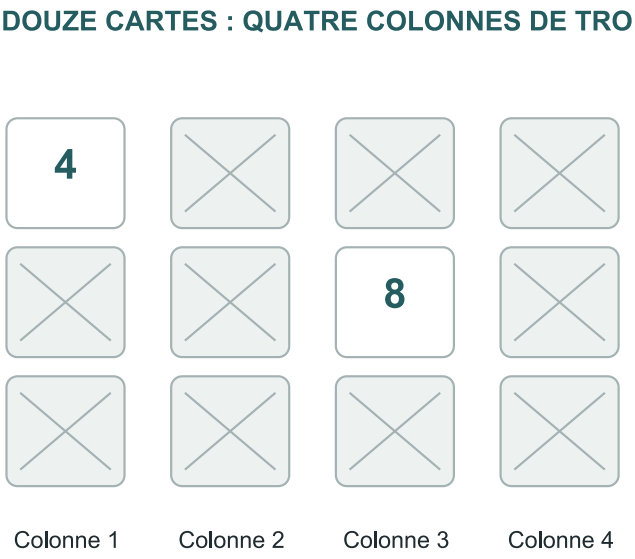
03 The goal

Reduce the total number of cards on your grid. Negative values are good for you. One part has several rounds; it stops when a total reaches 100 points or more. The person who then has the least points wins.

04 Prepare the handle

Shuffle the 105 cards. Deal twelve cards face down to each player. Nobody looks at them. Arrange them in four columns of three cards. Each player turns over two cards of their choice. Put the rest face down as the draw pile and flip its top card to start the discard pile.

The person whose two visible cards have the highest sum starts the first round. Then, the game moves in the clockwise direction. For the next round, the person who finished the previous round starts.



Initial installation: four columns of three cards, twelve cards per person. In this example, only two cards are returned. The barred backs represent the ten cards still hidden, never viewed in advance.

05 Play his turn

First choose where to take a card. If you take the visible top of the waste, you have to exchange it for one of your cards, visible or hidden. The new card is placed visible in its place. The old visible part on the waste; if it was hidden, you only discover it at that time.

If you pick up a hidden card, look at it without showing it. Then you have two possibilities: exchange it for a card on your grid, as above; or undo it immediately. In this second case, you must return one of your cards still hidden. You cannot look at a hidden card before choosing which one to replace or return.

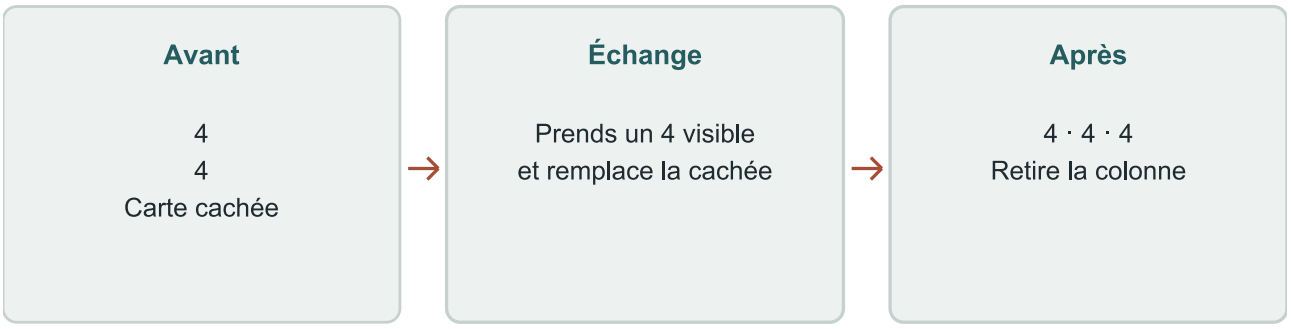
Whenever the three cards in the same column are visible and identical, remove the entire column from the waste. It will no longer count in your score. An identical horizontal row does not withdraw. Leave the remaining cards in their columns well: do not bring them together to make a new column.

If the Stock is exhausted, mix the Waste to redo a Stock by keeping its top card as a new Waste. The first player whose remaining cards are visible triggers the end of the Round. All the others still play a turn; the person who triggered the End does not play again.

06 An example to understand

Your first column shows 4, 4 and one face-down card. Take a 4 from the discard pile and replace the face-down card. Even if it was a -2, you must discard it because you made the exchange before seeing it. Your column now has three face-up 4s. Remove them all. You have avoided twelve points.

FAIRE DISPARAÎTRE UNE COLONNE

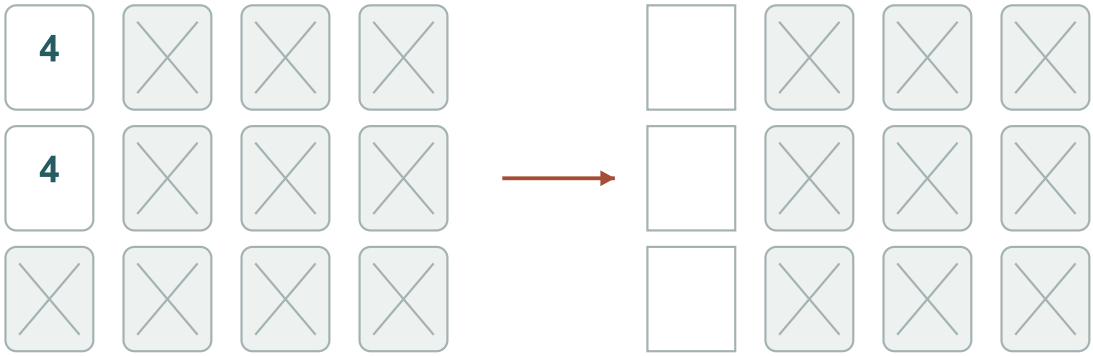


The exchange is decided before seeing the old hidden card; a removed column is worth zero.

Later, Léa finished with 10 points. Tom had 8 and Inès 13. Léa triggered the end but didn't have the smallest score: her 10 points were doubled, she scored 20. Tom entered 8 and Inès 13.

ÉCHANGER, PUIS RETIRER UNE COLONNE

Carte reçue : 4 · Ancienne carte découverte : -2



AVANT : 4, 4 et une cachée

APRÈS : colonne retirée

During the round, replace the face-down card in the first column with a 4 from the discard pile. Reveal the old card, a -2, and discard it. Then remove the three face-up 4s in that column. Leave the other cards in their columns.

07 Calculate points and win

At the end of the round, return the last hidden cards. Remove the columns from three identical values that appear so. Add the remaining cards of each person: for example -2 + 0 + 3 + 7 = 8.

If the person who triggered the end does not have a strictly lower total than each of the others, their total is doubled. A tie with the best opponent is therefore not enough. A negative total is not doubled. Add the results to those of the previous rounds.

As soon as a person reaches or exceeds 100 cumulative points, the game stops after the full count. The smallest total wins. The booklet does not specify a general split in case of final tie; you can share the win, an

agreement announced before playing.

08 Frequent errors

Do not confuse a column of three cards with a line of four. Do not take the waste and then discard it without exchange. When you refuse a picketed card, return a hidden card is mandatory. Do not trigger the end too soon by forgetting the risk of doubling.

09 Start well

First replace the large values. Keep in mind the already removed values: a column of 11 identical can disappear, but it is a bet. Observe the opposing grids before returning your last card. A small safe value is sometimes better than an uncertain column attempt.

10 Express summary

• Twelve cards each, four columns of three; return two cards.

• Take the waste and exchange, or pick up and then swap or discard by revealing a card.

• Three identical values visible in one column: remove the column.

• All your cards are visible: the others play one last time.

• Adds cards; the trigger doubles its total if it is not strictly the best, except negative total.

• At 100 points or more, the smallest total wins the game.

References and edition notes

Skyjo Voyage : Magilano booklet ©2025, distributor copy
https://media.play-in.com/pdf/rules_games/skyjo_voyage_fr.pdf

PARTY GAMES

Taco Cat Goat Cheese Pizza

Players 2, 3, 4, 5, 6, 7, 8 **Duration** 10 minutes **Difficulty** Very easy

Classic Blue Orange, booklet 64 cards; neither Verso nor Chaton.

Attention, rhythm and reflexes; few strategic decisions.

01 Game presentation

Taco Chat Bouc Cheese Pizza mixes a suite of five words and images that arrive in another order. You have to listen, watch and react at the right time. The overall difficulty is very easy: the essential is in the attention and reflexes.

This chapter follows the classic 64-card Blue Orange rulebook on the official website. It covers the original edition. The Verso and Chaton editions have separate rules. The deal below follows the official twelve-page booklet. Some older rulebooks deal differently.

02 Equipment requirements

• 64 special game cards, including the five regular images and Gorille, Marmotte and Narval cards.

• A stable surface accessible to all hands.

The drawings and words of the book are schematics of explanation, not cards to mix with the box.

03 The purpose of the game

Get rid of all your cards, then be the first to react correctly during a match or special card. Laying your last card does not automatically give victory.

04 Preparing the game

1. Mix the 64 cards.
2. At 2, 3, 4 or 5 players, give each one 12 cards. At 6, give them 10. At 7 or 8, give them 8.
3. Put the undistributed cards back in the box. Each person keeps his pile hidden in front of him, without looking at it.
4. The distributor starts the first round and then plays in the clockwise direction. Leave the center free.

05 How to play?

Say a word and return a card

The first takes the card from the top of his Stock, returns it to the others and places it in the center by saying "Taco". The next one puts his card by saying "Chat". Then come "Bouch", "Cheese", " Pizza", before starting again at "Taco".

The sequel continues from one player to another. You don't say the name of the image you discover: you say the next word of the sequel. Return the card to the outside so you don't see it before the others.

When do we have to type?

If the new image corresponds to the word spoken, everyone taps on the central pile. On a Pizza card accompanied by the word " Pizza", for example, it is the signal. The last hand, therefore above the others, belongs to the person who picks up the whole pile. She places these cards face hidden under her Stock.

This person opens the next handle by saying "Taco" again. The central pile is empty and the rest goes back from the beginning. There is no mixing or sorting of recovered cards.

The three special cards

• Gorilla: hit her chest, then hit the battery.

• Marmot: hit the table with both hands, then type on the pile.

• Narval: Form a horn over its head with both hands, then tap on the battery.

The special gesture is mandatory regardless of the word announced. Misstep or finish last makes the battery pick up. Do not type directly by jumping the action.

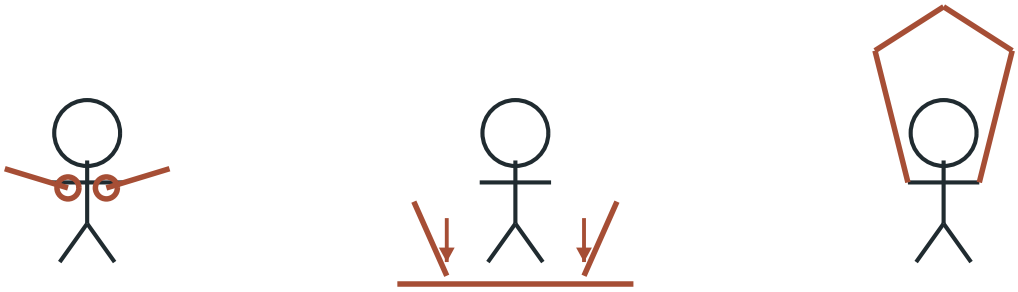
Errors and empty Stock

Taping without a signal, starting the gesture and then holding back, forgetting his word, making mistakes in the sequel, or delaying because his turn has not been recognized has the battery picked up. The wrong person then opens a new handle with "Taco". The notice does not arbitrate all cases of faults perfectly simultaneous: designate the first observable fault and, if it is indistinguishable, agree to a separation before starting again.

When you have no more cards, you stay in the circle: in your turn, you pronounce the following word without putting a card. The word so pronounced does not create a correspondence with the old card left in the center. It takes a new card revealed by someone to trigger the next signal.

You keep typing on the real signals. If you're the last one or make a mistake, you pick up and you have a picket again. If you're not first but not at fault, you stay without cards and try on the next signal.

ANIMAUX : LE GESTE AVANT LA MAIN SUR LA PILE



GORILLE **MARMOTTE** **NARVAL**

1. Faire le geste de l’animal → 2. Frapper la pile

With a special animal, first perform the gesture, then hit the pile. Gorilla: typing her chest with her two fists; Marmotte: typing the table with both hands; Narval: attaching her hands over her head. The drawings describe the gestures without reproducing the cards.

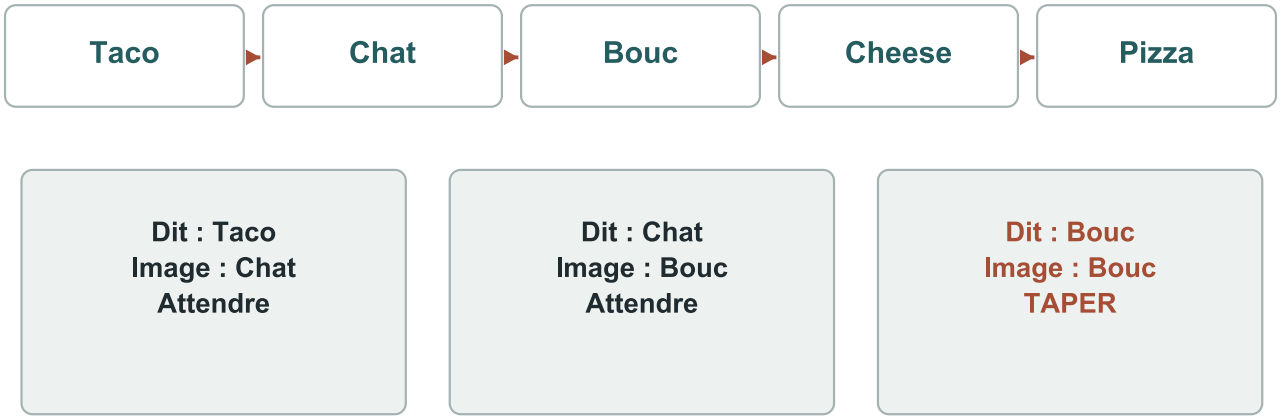
06 An example of a game

Alice says "Taco" and shows a Cat: no one taps. Bob says "Chat" and shows a Bouc: we wait. Chloe says "Bouch" and reveals a Bouc. All type; Bob is last. He picks up the three cards under his pocket and starts again with "Taco".

Later, a Narval card comes out while Alice announces "Cheese". Everyone first forms the horn, then taps. Bob taps directly without horn: it's a mistake, even if it was fast.

Chloe doesn't have any more cards. In turn, she says " Pizza" without turning anything back; the old Pizza in the center doesn't trigger anything. On the next turn, Alice says "Taco" and returns a Taco. If Chloe hits the first one, she wins.

DIRE LE PROCHAIN MOT, PAS LE NOM DE L'IMAGE



The sequence of words is fixed and continues from one person to the next. In the first box, saying Taco on a Chat image is not enough; in the third, saying Bouc on an image Bouc triggers the hands. After a picked pile, the sequel starts again at Taco.

07 How can I win?

The first player whose Stock is empty and who types the first correctly on a match or after the special good gesture wins immediately. No points are added. A clearly lower hand on the stack designates the first; if two people without cards are actually indistinguishable, agree to continue until the next signal rather than invent an official ranking.

08 Errors to avoid

• Name the image instead of the word of the sequel.

• Go back to "Taco" after each card: we only do it again after a pile picked up.

• Tap the word of a person without maps: no new images are revealed.

• Forget the gesture of a special or believe that the last card is enough to win.

09 Tips for starting

Recite the suite together before the first round and try the three gestures. Keep a regular pace. Look at the main drawing rather than the small details: their role is to distract you.

10 Express summary

• 64 cards; 12 each at 2-5, 10 to 6, 8 to 7-8; surplus stored.

• A map and a word in turn: Taco, Chat, Bouc, Cheese, Pizza.

• New image and identical word: type; last or wrong picks up under his pocket and starts again at Taco.

• Special: chest, two-hand table or horn, then pile.

• Empty pick: continue to say words; win by being first to type correctly on a real signal.

References and edition notes

Blue Orange : Taco Cat Bouc Cheese Pizza
https://blueorangegames.eu/fr/jeux/taco-chat-bouc-cheese-pizza/

Taco Chat: official French rules, 64 cards
https://taco-chat.fr/wp-content/uploads/2024/05/TacoChat-Regles-FR.pdf

COOPERATIVE GAMES

Take Time

Players 2, 3, 4 **Duration** 30 minutes **Difficulty** Hard

Libellud 2025, 40 events and Renaissance; no Mirage extension.

Wordless coordination, estimation of hidden sums and planning.

01 Game presentation

Take Time offers a series of cooperative events. Before looking at your cards, you discuss a plan. Then, you play silently around a clock: you have to guess how the hidden cards of others are added to yours.

The overall difficulty is difficult. The first challenges guide learning, but coordination and constraints are reinforced. This chapter follows the Libellud game released in 2025, without the Mirage extension. The rules specific to each event remain printed in its case: they are part of the material, like the effects written on the cards of another game.

02 Equipment requirements

• 24 cards: 12 Solar and 12 Lunar, numbered from 1 to 12 in each color.

• 3 reminder chips, suitable for 2, 3 and 4 players; 3 bonus chips.

• 10 Chapter cases, each with 4 clocks and its rule sheet: 40 proofs.

• 1 needle and 1 case Regrets, empty at the start.

• 1 Renaissance case containing 1 clock, 1 second needle and 6 tokens. Keep it closed until scheduled.

The backs indicate the colour of the cards, not their value. The original material is necessary; the diagrams of the book do not replace the forty clocks.

03 The purpose of the game

Collectively place 12 cards around the six quarters of a clock, respecting all its constraints. Each district must receive at least one card. Starting from the needle and then in the clockwise direction, the sums must be increasing in the broad sense: equality between two quarters is permitted.

04 Preparing the game

1. For the first session, remove the four clocks from chapter 1 and keep their order. Return the first clock to the center.
2. Place the sheet of the chapter next to it: it explains the local symbols. Take the reminder token of your staff and the three Bonuses face down. The moving needle will be used from Chapter 3 when the tests ask.
3. Shuffle the 24 cards and deal 12 in total without looking at them: 3 each with 4 players, 4 each with 3 players, or 6 each with 2 players.
4. On the other hand, separate your 6 cards into a set of 4 and a set of 2, always hidden. Keep the other cards out of the test.
5. Don't look at your hands until the end of the discussions. The backs and therefore the colors remain visible.

05 How to play?

Discussion: preparing a method

Read the constraints of the clock and its neighborhoods. A condition may impose a number of cards, a color, a sum range or the order of certain poses. A central rule may apply to all neighborhoods; several rules may apply to the same neighborhood.

You can announce a method related to the actions of the game: reserve an area for small values, predict who supports a neighborhood, decide that a large number should start. You don't know your values yet. Codes outside the game, for example scratching your ear to announce an 8, are forbidden.

When you're done, take your cards. A person who looks at his or hers before the end immediately stops participating in the discussion. As soon as everyone has looked, we move on to the silent pose.

Set: one map each, in silence

Anyone can start without consulting the others: this person sets a map in front of a neighborhood. Then the turn goes left and continues in the clockwise direction. On each turn, put a card with your hand on the chosen neighborhood. Do not move the cards already set to arrange the totals.

Decal the superimposed cards so that their number and colors are readable. You can look secretly at your own cards already laid, but not those of others. The rule allows to verify information already public, for example who had laid a card, without communicating a hidden value or advising a pose.

The Reminder token indicates how many cards you can play face up collectively. This help does not belong to each person separately: you share the quota. Visible cards are chosen at the time of play; they can be distributed among players. They are not negotiated during pose.

With two players, start with the group of 4 only. After both players have played 2 cards, add your set of 2 reserved cards to your hand without looking at them first. Continue normally until all twelve cards have been played.

Resolution: Counting in the right order

Reveal maps from the area indicated by the needle, then clockwise, without changing their order. For each district, add the values of all its maps, Solar and Lunaires together unless special rule to the contrary.

Check: at least one map per district; sum greater than or equal to that of the previous quarter; sum greater than 24; all local constraints. The limit of 24 does not apply to the first three clocks in Chapter 1, as their central symbol reminds us.

A marked constraint for laying must be respected when playing; it cannot be repaired during counting. A resolution constraint is verified at the end. The sheets of the chapters distinguish these two moments: read them before any new clock.

Try again, move forward or set aside

If everything is right, put the clock together and move on to the next one. After the four of a chapter, open the next chapter. Turn the Bonuses face down after a success.

After a failure, return a Bonus: it allows an additional visible card during the next attempts of this clock. The Bonuses already returned cumulate, up to the three available. Mix all the cards and redistribute 12 cards to start again: you don't replay the same known hand.

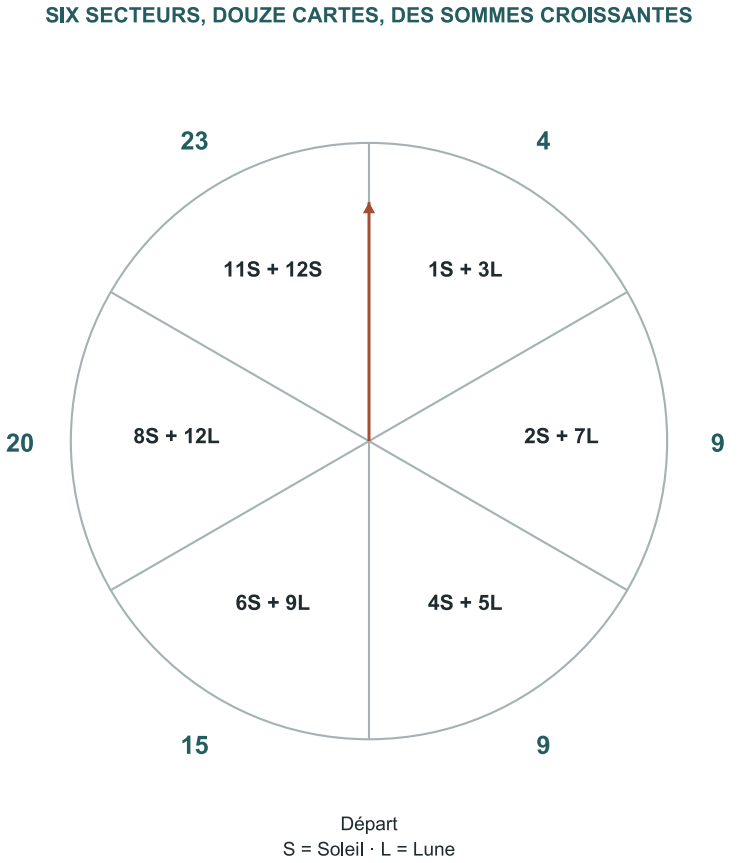
You can skip a difficult test. Put the Bonuses face down, place its clock in the Regrets case and continue. At the beginning of a next session, the Regrets clocks can be placed above the current chapter, in the chosen order.

06 An example of a game

On a clock without local constraint used here to explain the calculation, the final sums are 4, 9, 9, 15, 20 and 23 from the needle. They follow the order: 9 then 9 is allowed. The six quarters have at least one map and no total exceeds 24.

But if the third quarter has to contain exactly two cards and receives three, the test fails despite its good sums. We have to check the local constraints in addition to the general order.

On four, Alice has a great value that she would like to place towards the end. She hesitates because two hidden cards are already placed in this neighborhood. She chooses to use one of the authorized visible poses to make her own contribution readable. She shows neither the rest of her hand nor a sign indicating the value of a hidden card.



Original exercise using the standard rules: twelve distinct Sun (S) or Moon (L) cards occupy six sectors in the direction of the arrow. Totals of 4, 9, 9, 15, 20, 23 never decrease. Ties are allowed. This exercise does not replace any clock in the rulebook.

07 How can I win?

A test is won only if all its rules are fulfilled. You succeed or fail together; no one scores against its partners. You can stop a session after the number of events desired and keep your progress.

The main course is successful when the 40 races are over. After trying all the tests, successful or not, the booklet asks to open Renaissance. Then apply the instructions of this case and its sheet: its material is a follow-up to discover, not a condition to invent before opening. No individual equality exists.

08 Errors to avoid

• Discuss after looking at values.

• Count values of isolated maps instead of amounts per district.

• To prohibit a equality of sums: it is permitted.

• Give each individual its own quota of visible cards.

• Keep the same distribution after a failure or forget a local rule.

09 Tips for starting

Before looking at your cards, set a simple strategy rather than a plan for each possible value. The colors visible on the back help to distribute certain constraints. After a failure, look for what information was missing and what pose could have made it understandable, without creating a prohibited code.

10 Express summary

• Use 12 cards: 3 each with 4 players, 4 each with 3 players, or groups of 4 + 2 with two players.

• Discussion before seeing the hands; then silent pose, a card in turn.

• Collective quota of visible cards indicated by the Reminder, increased by the Bonuses acquired after failure.

• Resolution: six non-empty neighbourhoods, no-decrease amounts, ceiling 24 except for all local constraints.

• Success: Advance and cancel Bonuses. Failed: new distribution and additional help. Regrets: deferred challenge.

• Collective victory, progression in the 40 trials; Renaissance opens after having tried them all.

References and edition notes

Libellud : Take Time
https://www.libellud.com/fr/game/take-time/

Libellud: official French booklet
https://cdn.svc.asmodee.net/production-libelludv2/uploads/2026/08/TT_RULES_FR_20250425_compressed.pdf

COOPERATIVE GAMES

The Mind

Players 2, 3, 4 **Duration** 15–20 min **Difficulty** Hard

Original game NSV / Oya, 120 cards; neither Extreme nor Devin.

Silent coordination, collective management of aids and practical mastery of advanced levels.

01 Discover the game

The Mind is a team challenge: to set numbers in the right order without saying what you want. There is no trick to expect around the table. The overall difficulty is hard: to succeed the last levels requires a lot of attention and silent coordination that is learned by practicing. This chapter follows the original game NSV / Oya, not The Extreme Mind nor The Devin.

02 Equipment

The game contains 120 cards: 100 Number cards, one of each value from 1 to 100; 12 Level cards, numbered from 1 to 12; 5 Life cards and 3 Star cards to be launched, also called shurikens or ninja stars. There is a rule. No board or chronometer is required. Lives and stars belong to the entire team, never individually to a player.

03 The goal

Everyone wins by winning the last level for the size of the group, before losing the last life. The team must get rid of the cards distributed at each level by posing them from the smallest to the largest number. There is no duel or individual score.

04 Prepare the first level

On two, take two lives and prepare Levels 1 to 12. On three, take three lives and Levels 1 to 10. On four, take four lives and Levels 1 to 8. In all three cases, start with one star. Set unused levels; additional lives and stars remain in reserve for rewards.

Stack the levels used with the 1 visible above. Mix the 100 numbers and give each one a secret card for Level 1. Set the rest aside: you don't pick it up during the level. Set up a zone for the cards played in the center, next to an area for the cards spread out after an error or a star.

05 Play in silence

Concentrate, then pose

When you're ready, put a flat hand on the table. When everyone is ready, take your hands off: you can start. Everyone looks at their own cards in secret. As soon as you think you have the smallest number still in hand on the team, put it visible in the center. No one needs to have played before you.

Always play your smallest card. Cards sit one by one, even if you have two neighboring numbers like 46 and 47. Do not place a package of several cards at once. The cards played form a growing stack; they are not sorted after the fact to correct an error.

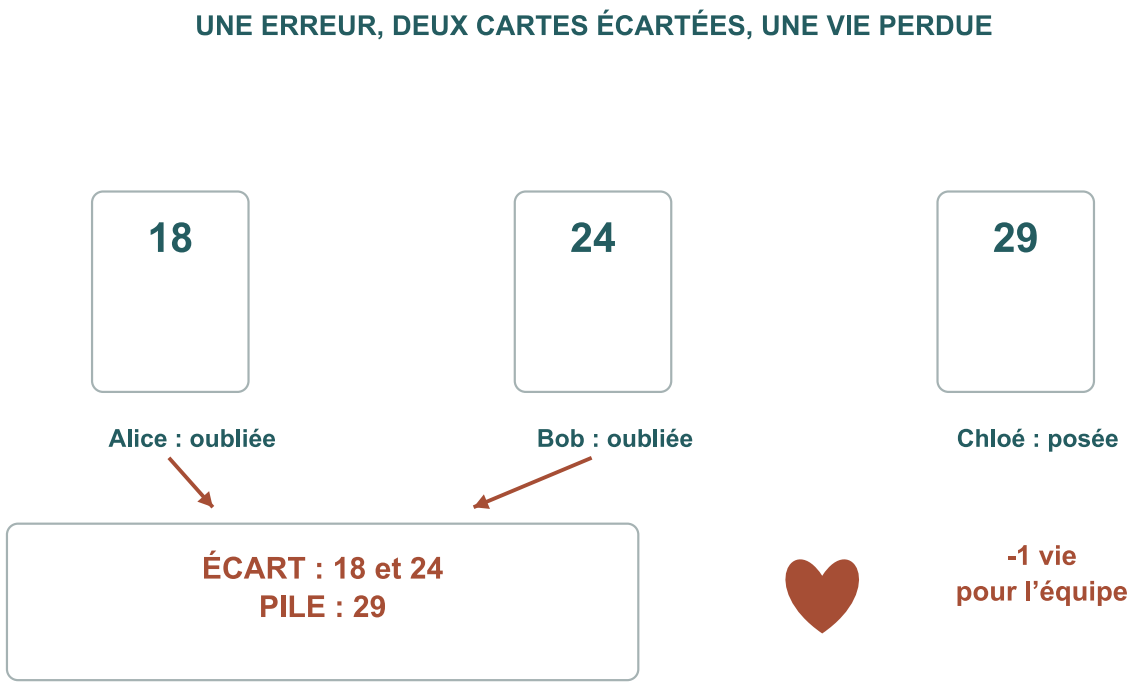
Don't say "I have a little one" and don't show how much you want to wait. No code, secret sign, indication of your values or discussion during the level. You can say "stop" to re-center: everyone suspends poses, sets hands flat, then resumes after the same ritual, without redistributing. Signals for an error or a star are

allowed; they don't allow additional clues.

A mistake costs a common life

If someone poses a number while you still have a smaller one, immediately report the error. The team loses a life for this error. Each one then discards all his cards smaller than the one that has just been played, visible next to the pile. Even if several cards are discarded in several players, this error costs only one life.

If a life remains available, recenter and continue the same level with the remaining cards. Do not redistribute and do not repeat the level. If it was your last life, the game is lost immediately.



Chloe laid 29 while 18 and 24 remained in the hands of Alice and Bob: only one common life is lost. The two small cards go away; 29 remain on the pile. The level continues with 70, 81 and 96 after a new concentration.

Use a ninja star

If there is at least one common star left, someone can propose its use by raising their hand. Wait for everyone to agree, without revealing your numbers to negotiate. Spend a star: each person who still has cards spreads his smallest, visible face next to the game. A person without cards does not rule out any of them. There is no life lost for this action.

You don't need to put these cards in order on the stack: they are ruled out by common help. Larger cards stay in hand. Focus again before you continue. It's neither free help nor one star per player.



A spent star, with the agreement of all, removes one card per hand that is still not empty: here 42, 44 and 46. Larger cards are retained. No loss of life or new distribution; the three cards that have been removed must not be placed on the growing pile.

Go to next level

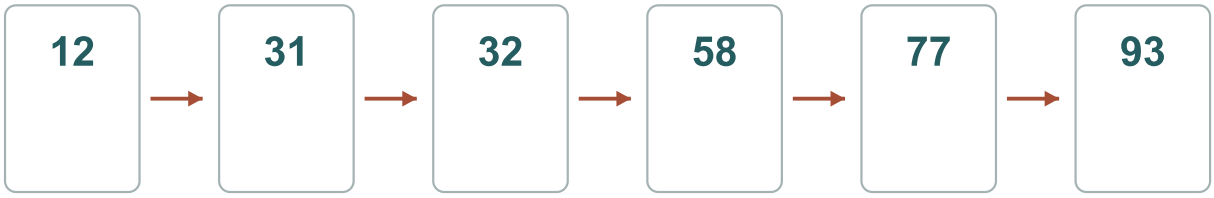
When all hands are empty without having lost their last life, the level is successful, even if some cards have been ruled out by an error or star. Take the reward, if any, shown on the finished Level card, then put this card away. Levels 2, 3, 5, 6, 8 and 9 give a life or star according to the printed symbol. Level 2 gives a star. You can never exceed five lives or three stars available: the physical reserves set these ceilings.

Before each new level, remix the 100 Number cards, including all those played, discarded or undistributed. Distribute to each person as many cards as the level number. The remaining lives and stars are retained. Recommence the concentration ritual.

06 Concrete examples

On three at level 2, Alice has 12 and 58; Bob 31 and 77; Chloe 32 and 93. The order of success is therefore 12, 31, 32, 58, 77, 93. Alice plays twice, Bob twice, Chloe twice, but not in turn. Bob must leave Chloe the opportunity to play his 32 before risking her 77. No one told her that she owns him: he tries to feel the collective rhythm.

SIX CARTES, UNE SEULE SUITE CROISSANTE



Pas de parole sur ses nombres, pas de signes codés.
Chaque personne joue sa plus petite carte, quand elle le décide.

At level 2 with three players, Alice has 12 and 58, Bob has 31 and 77, and Chloé has 32 and 93. The names identify who plays each card and do not define a turn order. The whole sequence must be strictly increasing.

In another essay, the hands are Alice 18 and 70, Bob 24 and 81, Chloe 29 and 96. Chloe poses too early 29. Alice and Bob stop the game: 18 and 24 are spread out, only one life is lost. The battery keeps 29 above. After concentration, it remains to place 70, 81 and 96, without redoing the distribution.

Another situation: Alice has 42 and 88, Bob 44 and 75, Chloé 46 and 91. One star is approved by all. They spread 42, 44 and 46; the level continues with 75, 88 and 91, which must always be placed in this order. There is no third choice "to remove a larger map to keep it quiet".

07 Victory, defeat and progression

Passing level 12 by two, 10 by three or 8 by four gives a common victory. Losing the last life gives a common defeat; no one is eliminated alone. There are no points to add: to track your progress, simply note the last level completely successful, without presenting it as an official scale.

After a victory, the booklet proposes an optional blind challenge: to resume at level 1 with the remaining lives and stars, to set the hidden numbers and to check the order at the end of the level. An error costs one life. Keep this challenge for later; all examples of this chapter use the normal visible game. It should not be applied in the middle of a first game.

08 Frequent errors

Don't create an order of players. Don't give a clue to your numbers, even with a discreet gesture. Don't systematically count one second per number: no chronometer or coded countdown is planned. Don't put two cards together. Don't lose a life by forgotten card in the same error. Don't redistribute after this error and don't give everyone a personal reserve of stars.

09 Tips for starting

Put your hand away from the smallest to the largest to avoid personal fault. At first, do not look for a perfect method: watch how you play together. Accept to lose a life without accusing a single person; the challenge is for the whole group. After a level, exchange on your feelings without preparing secret code. Ask for a concentration break if several hands hesitate, and keep a star for a situation where it will really help the team.

10 Express summary

- Two to four, one team; starting lives equal to the number of players, a common star.
- Final target: level 12 with two players, 10 with three, 8 with four.
- At level N, each receives N numbers; all the other cards stay away.
- After concentration, each person sets his smallest card when he feels it; increasing order, one card at a time.
- No speech on numbers or coded sign; stop allowed to recenter.
- Error: a life lost, all the lower cards still in hand spread, same level continued.
- Star approved by all: each spreads its smallest map; a common star spent.
- Successful level: possible printed bonus, reschedule the 100 numbers and move to the next; last life lost = defeat.

References and edition notes

NSV: French official rule, original game
https://www.nsv.de/wp-content/uploads/2024/04/TheMind_F.pdf

Oya: original French booklet ©2018, copy of the document editor
https://cdn.1j1ju.com/medias/f2/74/79-the-mind-regle.pdf

Traditional Mahjong

Players 4 **Duration** 45–120 min **Difficulty** Hard

Hong Kong according to Mahjong Time, 144 tiles, no fan minimum; no riichi or MCR.

Memory of waste, hand building and trade-off between speed and value.

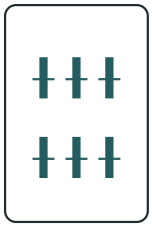
01 Discover the game

The traditional Mahjong is a game of tiles for four people, different from the computer solitary where one removes pairs. There are several incompatible traditional rules. This chapter chooses the **Hong Kong described by Mahjong Time**, with flowers and seasons and no minimum fan imposed. This is neither the Japanese riichi nor the international regulation MCR. Regional variants should not be added in the middle of a game.

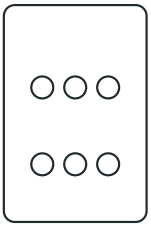
02 Equipment

Uses 144 tiles: 108 numerals, four copies of each of the numbers 1 to 9 in three families, Bambous, Circles and Characters; 16 Winds, four East, four South, four West and four North; 12 Dragons, four Reds, four Greens and four Whites; 4 Flowers and 4 Seasons, one of each number 1 to 4. It also takes three dice, one score sheet and one pencil. Possible replacement tiles remain in the box.

RECONNAÎTRE LES FAMILLES ET LES HONNEURS



6 Bambous



6 Cercles



6 Caractères



Est Sud Ouest Nord Dragon rouge Dragon vert Dragon blanc

Generic drawings of the three families and the seven honours, according to the traditional families. The precise decoration varies according to the manufacturers. The 1 Bamboo is often a bird; the White Dragon can be white or framed. Latin letters are possible aids, not numerals to count.

03 The goal

Form a winning hand before the others, usually four bands and a pair. Groups are followed by three numerals from the same family, identical brelans or identical squares. Fans measure the value of your victory, then give the points exchanged. In the chosen version, an ordinary hand with zero fan can win: the threshold of three fans often used elsewhere is not applied.

04 Seats, wall and distribution

To simplify only the drawing of seats, mix one copy of each of the four Winds, face down, and pull one each. This short procedure replaces the ritual of placing the booklet. East is the donor. In the order of play, which is inverse in the direction of the hands of a watch, come South, West and then North. These are not the directions of a compass placed on the table.

Put back the Winds drawn from among the tiles, mix all the hidden faces. Each one built before himself a wall of eighteen piles of two tiles, 36 tiles. Bring the four walls together to form a square.

Is throw three dice. Count their sum around the four walls, starting with East for 1, then South for 2, West for 3 and North for 4, and continue in loop. On the designated wall, count the same number of piles from its right end. Open the wall at this point. The seven piles, fourteen tiles, to the right of the breach, form the dead wall, reserved for replacements. The tiles on the left form the beginning of the living Stock. You take the top and bottom of each pile, continuing around the square.

Distribute lots of four tiles, from East then South, West, North, three times: each has twelve. East then takes two tiles; the other three take one each. East begins with fourteen, the others with thirteen. Line your hands up to hide them.

If you have a Flower or a Season, expose it next to you and replace it from the dead wall; repeat if the replacement is still a bonus tile. The dead wall is kept at fourteen tiles by reserving tiles at the end of the living wall. It does not constitute an additional ordinary Stock.

05 One trick, the ads and the hands

Spike and discard

It starts directly by undoing a tile visible in the center, since it already has fourteen tiles. Then, in your turn, take the first tile of the living wall, examine your hand and then discard a visible tile. Without a square or bonus, you therefore go from thirteen to fourteen then to thirteen. Flowers and seasons are not part of these thirteen: expose them immediately and replace them from the dead wall.

Announces a claim immediately after a waste, before the next stock. Only the last damaged tile is available. An older tile in the center cannot be recovered.

The four groups

- **Chow**, or sequel : three consecutive numbers of the same family, for example 3-4-5 Bambous. You can claim the defeat only of the person immediately to your left, the one who normally just played before you. Show the two tiles of your hand with the one claimed, then defeat without plucking.
- **Pung**, or brelan : three strictly identical tiles. You can claim the last defeat of anyone if you already have the other two. Expose the group and then waste, without ordinary picket. The game resumes to the next person in the sense of play from you: some tricks have been jumped.
- **Kong**, or square : four identical tiles. With three in hand, you can claim a waste to form a exposed square. During your turn after a Stock, you can also declare four identical hidden tiles, or add the fourth tile you have in your hand to a previously exposed brelan. A declared square requires a replacement from the

dead wall, then a waste. Without this replacement, you would miss a tile to finish the hand.

- **Pair** : two identical tiles. You cannot claim a defeat only to expose a pair; you can use it if it immediately completes all your winning hand.

The exposed groups are fixed and can no longer be dismantled. A declared hidden square also remains fixed; two outer tiles can be laid to show its status. Four identical ones simply kept in hand, without declaration of square or replacement, can still be used otherwise, for example in suites.

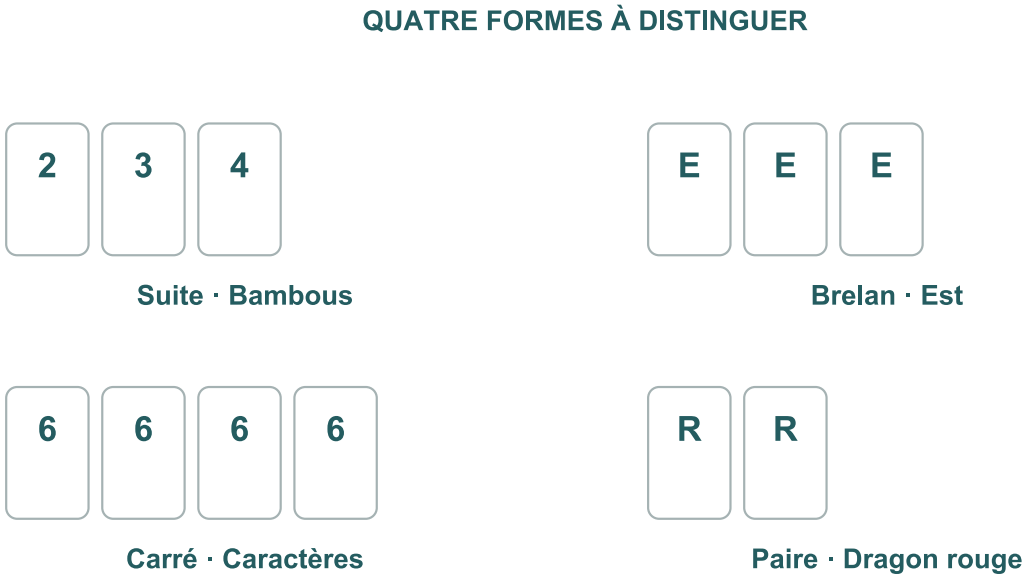
The Winds and Dragons, called honors, do not form any suites: East-Southwest is never a chow. Values 1 and 9 are the terminal ones. Flowers and Seasons are separate bonuses; they do not replace a joker.

Priorities and Victory

An announcement from Mahjong to win passes before pung, kong and chow. Pung or kong passes before chow. If several people claim the same defeat to win, the first in the game order from the defeater wins; we do not distribute several wins on the same tile in this rule.

To win, announce Mahjong and show your hand with the tile that completes it. Four groups and one pair represent fourteen places, but each square physically adds a tile: a hand with a square contains therefore fifteen tiles, excluded bonus. The winning tile can come from your Stock or from the last waste from anyone, even to complete a suite. You can also steal the tile that an opponent adds to an exposed brelan to transform it into square, only if it makes you win immediately. We don't fly to make just one group.

Two special forms are allowed: seven pairs of distinct values, entirely hidden before the winning tile; and the thirteen Orphans, the six terminal ones, the four Winds and the three Dragons, one copy of each, plus one duplicate of one of these thirteen tiles.

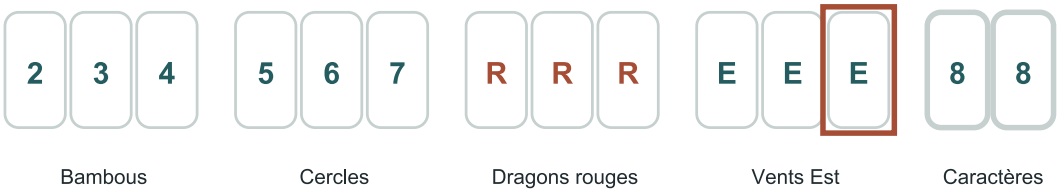


A suite keeps a single family; honors do not form a sequel. The brelan has three identical tiles, square four and pair two. A declared square requires a replacement tile, as explained in the text.

06 An example to understand

You have 2-3-4 Bambous, 5-6-7 Circles, three Red Dragons, two Winds East and two 8 Characters. You wait for the third East: it will form the fourth group and will leave the pair of 8. Any opponent who throws East can make you win; you are not limited to the left neighbour for a victory.

UNE MAIN QUI ATTEND LE TROISIÈME EST



La tuile Est encadrée complète le dernier groupe.

Four groups and one pair: here two suites, two brelans and the pair of 8 Characters.

If the right-hand neighbor rather defeats a 4 Bambous, you cannot claim it just to form a suite with 2 and 3 : an ordinary chow is allowed only on the defeat of the left-hand neighbour. The Mahjong priority changes this case only if the tile actually finishes a winning hand.

07 Count, turn the winds and win the game

Calculating fans

The winner alone calculates his hand. Adds the fans of the present elements, avoiding recounting a form already included in a more complete form:

- Each brelan or square of Dragon : 1 fan. Each brelan or square of your Wind : 1. Each brelan or square of the Wind dominant of the handle : 1 ; if your Wind is also dominant, this group therefore returns 2.
- Four runs and a pair: 1. Four triplets or quads and a pair: 3. One numbered suit with honors: 3. One suit without honors: 6 instead of the previous 3. Seven pairs: 4, in addition to other compatible patterns.
- No bonus Flower or Season: 1. Otherwise, each Flower or Season corresponding to your seat earns 1, with East = 1, South = 2, West = 3, North = 4. Owning the four Flowers earns 2; the four Seasons also 2.
- Piocher yourself the winning tile: 1. Win on the last tile of the living wall: 1 ; on its last waste: 1. Steal the addition to a square: 1. Win on a replacement after square: 1.
- Two brelans or squares of Dragon and the third Dragon pair, "small three Dragons": 4 for this form, with fans of both Dragon bands.

Some forms directly reach the limit value of 64 basis points: four hidden brelans with a picked victory; three groups of Dragons; three groups of Winds with a pair of the fourth; four groups of Winds; one hand only of honours; one hand only of terminal; four squares; thirteen Orphans; victory of East from his hand distributed; victory of another on the very first defeat of East.

The **New Doors** Also reach the limit: hand hidden in a single family, composed of 1112345678999 plus another tile of this family, without square. Three forms of the chosen scale are also limited: all groups in brelans or squares of a single family accompanied by the corresponding Dragon, with Bambous-Vert, Characters-Rouge or Circles-Blanc; the pair must belong to these same tiles. These limits are not added between them: the base remains 64. Do not give this value to a resembling hand that does not fill the same tiles. All conditions.

Convert to exchange points

Zero fan gives a base of 1; one fan, 2; two, 4; three, 8; four to six, 16; seven to nine, 32; ten and more, 64. A limit form gives directly 64.

On one defeat, the one who threw her pays twice the base; each of the other two losers pays once the base. On a punctured win, each of the three losers pays twice the base. Note these gains and losses on paper, without money; the totals remain balanced. Example: a base of 8 won on defeat gives +32 to the winner, -16 to the defeater and -8 to the other two. A punctured win on the same basis gives +48 and -16 to each of the other three.

The rounds and the end

If the living wall is exhausted without victory, the deal is zero: no payment. If is won, or in the event of a null grant, the seats remain the same. Otherwise, the next player becomes East and all change from Wind of seat. The dominant wind starts in East; after a complete turn of donors, it becomes South, then West, and then North. So a complete game has at least sixteen points, more when East is maintained. The best total after the North cycle wins; equality can remain shared.

A false announcement by Mahjong stops the deal in the Mahjong Time scale and imposes 64 points on each of the other three, with double payment to the defeater if a tile was claimed. For a discovery, check the structure together before applying this sanction; this pedagogical tolerance must be announced before playing.

08 Frequent errors

Don't play solitaire pairs with these rules. Don't do any straight between families or with honors. Don't get an old waste. After a square, take the replacement to keep the right number of tiles. Don't mix fans of riichi, RCM or any other table at the scale chosen here.

09 Start well

Start by recognizing the three families and the seven honours. Set the numerals by family and value. First look for four groups and a pair, without pursuing all the great limits. Claiming a brelan accelerates your hand but shows your intentions and reduces possible reorganizations. Look at the waste before throwing a tile that someone seems to be waiting for.

10 Express summary

- Four players, thirteen tiles each except East which starts with fourteen; flowers and seasons exposed then replaced.
- Pick up a tile and discard one, unless the claim is allowed.
- Chow on the left neighbour; pung or kong on anyone; priority victory.
- Four groups and a pair, or a special form allowed, give Mahjong.
- Declare the squares, take their replacement and keep the exposed groups fixed.
- Count the fans then the payments; spin the Winds according to the East result.

References and edition notes

Mahjong Time : Hong Kong, preparation and game (four linked pages)
https://www.mahjongtime.com/hong-kong-mahjong-rules.html

Mahjong Time: scale, forms and payments (three linked pages)
https://www.mahjongtime.com/hong-kong-mahjong-scoring.html

French Mahjong Federation: Introduction, Families and Combinations
https://www.ffmahjong.fr/FFMJ-site/documents/initiation.pdf

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