Dutch Blitz®

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BRIEF IDEA OF THE GAME

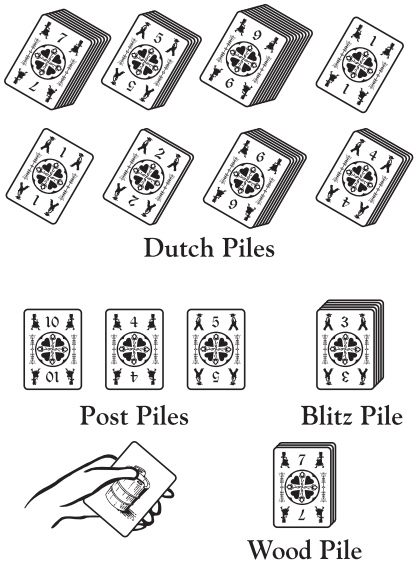
The game consists of four decks of 40 cards each, and can be played by two, three or four persons. Each of the four decks has a different design: pump, carriage, pail and plow. Each player chooses one of these deck designs and keeps it for the duration of the game, regardless of the number of hands played.

The faces of these decorative cards are printed in red, blue, yellow and green. The red and blue cards carry a Pennsylvania Dutch Boy illustration. The yellow and green cards carry a Pennsylvania Dutch Girl illustration.

Each player builds three basic groups of cards in front of him from which he will play the game. The groups of cards placed in position are referred to as the **Post**, **Blitz** and **Wood Piles** (Fig. A).

Prime object of the game is to build as many cards in sequence - 1 through 10 - in the same respective colors in the center **Dutch Piles**, for points toward game, using as many cards from the **Blitz Pile** as possible. The first player to exhaust his **Blitz Pile** has **"Blitzed"** his opponents and ended the hand. Cards for placement in the **Dutch Piles** can also be drawn from a player's **Post** and **Wood Piles**. Several hands, or rounds, must be played until a total of 75 points is accumulated by any one player who then wins the game (See **Scoring** section). Speed is essential in winning since everyone plays at the same time! Dutch Blitz is a fast-moving, exciting game for everyone.

Fig. A



GLOSSARY

Wood Pile: Stack of cards built to the right of a player, from cards held in that player's hand.

Dutch Piles: Stacks of cards in each of the four colors - 1 through 10 in ASCENDING sequence - placed in the center of the table and played upon by all players. Each player accumulates scoring points here.

Post Piles: Groups of cards placed to the left of both the **Blitz** and **Wood Piles** in DESCENDING sequence. For each player, the **Post Piles** serve as a "trading" or replacement area during the game

Blitz Pile: This pile of 10 cards is the most important pile of cards to each player since it is the key towards **"Blitzing"** the other players when all cards have been used up. If the player is left-handed, the pile can be placed to his left for easier handling of the cards.

PREPARATION FOR PLAY

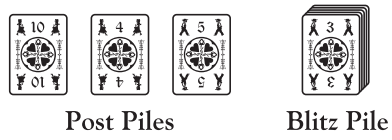
Each player thoroughly shuffles his deck of 40 cards face down. He then places the top three cards in his deck face up in front of him. These are the **Post Piles** (Fig. B).

Fig. B



Each player then counts the next 10 cards and places them in a pile face up to his right. This is the **Blitz Pile**. The pile should be in line with the **Post Piles** (Fig. C).

Fig. C



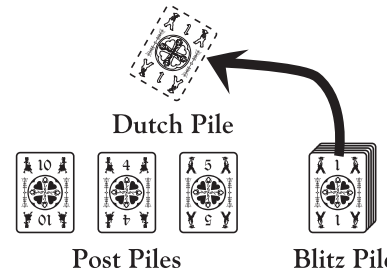
Each player will then hold the remaining cards of his deck face down in his hand. Everyone is now ready to begin play.

NOTE: If only two players are playing, the rules are exactly the same, except that there should be five **Post Piles** instead of three.

THE PLAY

One selected player (usually the scorekeeper) gives the signal to start. Everyone begins and plays at the same time, until the end of the hand. If any of the exposed cards in front of a player is a Number 1 card, regardless of color, it must be placed face up in the center of the table to form the beginning of a **Dutch Pile** (Fig. D).

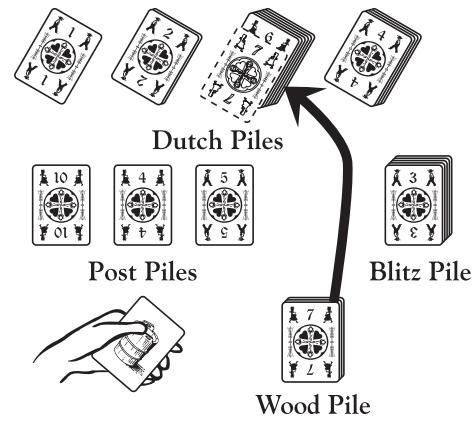
Fig. D



Each Number 1 card starts a new **Dutch Pile**. If a player uses a card from the **Post Piles**, the empty space is filled with the top card of his **Blitz Pile**. Players should always maintain the original number of **Post Piles**. When the top card of the **Blitz Pile** is used, it is not replaced. If any player has a Number 2 card of the same color as the Number 1 card in any of the **Dutch Piles**, he should place it on top of the Number 1 card, then a Number 3, and a Number 4 card, etc. in an ASCENDING sequence.

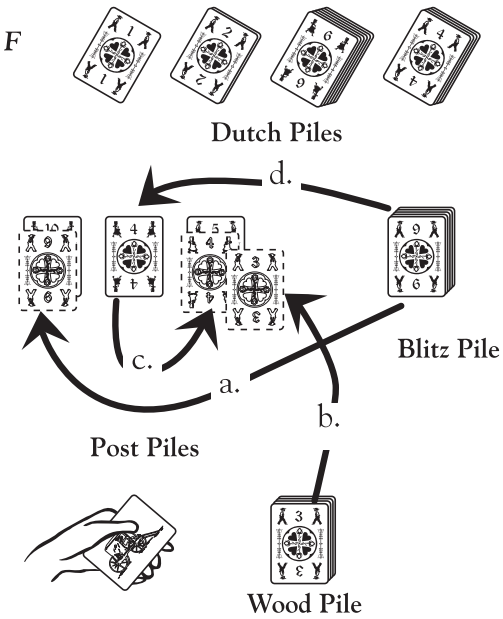
If none of a player's exposed cards can be used in this manner on the **Dutch Piles**, the player will then count off three cards in his hand. He will turn the three cards in such a manner that the third card will be on top as they are placed face up before him, thus forming the **Wood Pile** and at the same time, creating a fifth exposed card (or seventh, if two are playing), that can be played onto the **Dutch Piles**, if possible. The top card of the **Wood Pile** may be used for any play at any time (Fig. E).

Fig. E



A Number 1 card always starts a new **Dutch Pile**. If no further play can be made, the player will count off three more cards from those in his hand, and turn them face up onto the remaining cards (if there are any remaining) on his **Wood Pile**. Thus a player may play any of his exposed cards onto any of the **Dutch Piles** in the center of the table, provided he plays them onto the **same color** and in an ASCENDING sequence. When all of the cards in a player's hand have been turned over he will pick up the cards in his **Wood Pile**. Without shuffling, he will turn them face down in his hand and again proceed to count off three, and turn them over again to build up the **Wood Pile**. If a player desires, he may build from his **Blitz Pile**, **Wood Pile**, or from any one of his **Post Piles**, onto any other of his **Post Piles** in the following manner (Fig. F):

Fig. F



a. Building from the **Blitz Pile**

b. Building from the **Wood Pile**

c. Building from one **Post Pile** to another so that:

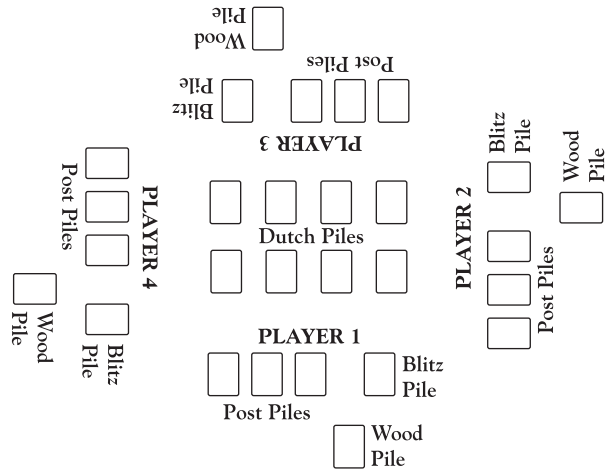
d. another card may be taken from the **Blitz Pile** as a replacement.

Numbers in the **Post Piles** must follow a DESCENDING sequence - seven on an eight - six on a seven, etc. In addition, the cards must ALTERNATE, boy - girl or girl - boy. Both the number and the color must be visible at all times to all players when building a DESCENDING sequence onto the base card in a **Post Pile**.

WARNING

A player should not hesitate to build onto his **Post Pile** in the manner outlined if it **helps** him to use up his **Blitz Pile**. But he should be warned that if he builds too much from his **Wood Pile**, he may tie up valuable cards. Only the low-numbered card on each DESCENDING sequence in the **Post Piles** may be used to build onto a **Dutch Pile**. Since the prime object of the game is to use up the **Blitz Pile**, it is to a player's advantage to give preference to playing cards from the **Blitz Pile** rather than to make plays from the **Post Piles** or **Wood Pile.**

DUTCH BLITZ PLAYING POSITIONS



ENDING THE HAND

When a player uses the last card in his **Blitz Pile** he shouts **"Blitz!"** and all play immediately stops.

SCORING

Each player will count the number of cards remaining in their **Blitz Pile** and give this figure to the scorekeeper. Do not touch or disturb any of the other cards at this time. When the scorekeeper has written down these figures, he will gather up all of the **Dutch Piles** in the center of the table, and place them in one neat stack. At this point, all of the players will gather in their own **Post**, **Blitz** and **Wood Pile** cards and any cards left in their hand, and set these all aside. Together, the players will then sort out the **Dutch Pile** cards that were gathered by the scorekeeper, and return them to the proper player by design - pump, plow, pail, and carriage. Each player will count his cards that were played onto the **Dutch Piles** and give this figure to the scorekeeper. The scorekeeper will then compute the score giving credit of one point for each card placed in the **Dutch Piles** and deducting two points for each card that remained in a player's **Blitz Pile**. The game is then repeated and another hand is played.

ENDING THE GAME

The first player to score 75 points wins the game. If more than one player reaches 75 points during the same hand, the one with the highest score wins.

ADDITIONAL RULES

If, during the excitement of the game, a player makes a mistake, he, or any of the other players who notices the error calls out **"Dutch!"** When a player shouts this, everyone must stop play immediately and not disturb any of the cards which have been played. The misplaced cards will then be returned to their original positions and the game resumes. The scorekeeper will act as a referee if necessary.

RULES TO BE OBSERVED

General: A player cannot pick up more than one card at a time during play from any of his card piles. Players may not use both hands to play their cards. Throwing cards onto the **Dutch Piles** instead of placing them is forbidden.

Dutch Piles: Players cannot start new piles with any other card number except a Number 1 card. No player may place a card onto a pile out of sequence. Building on a pile with a card of a different color is not permitted.

Blitz Pile: A player cannot play any card except from the top. This pile cannot be shuffled during play.

Post Piles: A player must build cards here in a DESCENDING order, ALTERNATING between boy- and girl-faced cards.

Wood Pile: Player cannot play any cards except from the top. Shuffling the cards in the Wood Pile is not permitted. However, in the event play "gridlocks" or comes to a stop and no plays can be made, Player can opt to remove the top card in the Wood Pile and place it on the bottom, thereby prompting new cards to play from.

Cards Held in Your Hand: Turning over cards other than in groups of three is not permitted. A player cannot shuffle these cards once play has begun. Taking groups of three cards from the bottom of a player's deck also violates playing rules.

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