2-5

10+

30min

NYET! ™

STEFAN DORRA BIBOUN

GAME RULES



iello™



CONTENTS

- **5** Character cards



- **60** Playing cards (in 4 colors with different values: 3x1, 1x2, 1x3, 1x4, 1x5, 1x6, 1x7, 1x8, 1x9, 1x10, 1x11, 1x12, 1x13)



- **32 NYET!** tokens



- **1** Bonus card



- **1** Gameboard



GAME OVERVIEW

Players are split into 2 teams that each try to score points by taking tricks.

Each trick is influenced by the players' decisions at the start of the round. For example, players choose the colors of the trump and the value of the trick.

In each round, players place a **NYET!** token on a box of their choice on the gameboard, choosing what will NOT be allowed in the round. For example, if a player puts a token on the red trump box, red will not be the trump for the round.



SETUP

Place the gameboard on the table and the **NYET!** tokens nearby.

- Choose a Character card and lay it face-up in front of yourself. With fewer than 5 players, cover unchosen characters (line 1) with a **NYET!** token for the whole game.
- Take the **NYET!** tokens that match your character.
- For a 3-player game, remove 12 Playing cards (see p. 11). For 2, 4, or 5 players, use all 60 cards.
- Choose one player to take a pencil and score pad and be in charge of scorekeeping.
- Choose a dealer randomly. The dealer shuffles the cards and deals them all evenly to all players.

GAME PLAY

The game is played over several rounds. Each round is divided into 2 phases: the **НУЭТ!** phase and the trick phase. During the **НУЭТ!** phase, the terms of the round are determined.

PLAYING A ROUND

To begin a round, the dealer shuffles and deals the cards to the players. Then go to the **НУЭТ!** phase.



The НУЭТ! Phase

Players look at their cards and try to influence the terms of the upcoming round with **НУЭТ!** tokens.

The dealer begins by placing one of his **НУЭТ!** token on an empty box covering the symbol of her choice on the game board. For example, if she only has a few blue cards, she might place a **НУЭТ!** token on the box with , declaring that blue is not a trump for this round.

Each player continues clockwise, covering one symbol on the board until each line has only one empty box. Once a line has only one empty box, no more tokens may be placed on that line.

The Gameboard

Each line of the board explains the terms of the current round.

An empty box on a line determines:

- Line 1: First player
- Line 2: Number of discarded cards
- Line 3: Color of trump
- Line 4: Color of supertrump
- Line 5: Value of a trick and the loot

Line 1: First Player

The first player chooses his team. The other players become the opposing team. The first player chooses who receives the Bonus card, and plays first.

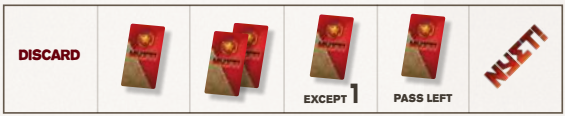
Line 2: Discard Cards

For this round, each player must discard the number of cards indicated. These cards are not used during the round and do not count for points.

If the box with "except 1" is empty, players must discard one card, excluding cards with a value of 1.

If the box with "pass left" is empty, each player must give one card to the neighbor on her left.

If the **NYET!** box is empty, discard no cards.







Line 3: Trump

Trump color for the round is designated by the empty space. Trump color can be blue, red, yellow, or green.



Line 4: Supertrump

The three 1-value cards in the color of the empty box are the supertrumps. Supertrump color can be blue, red, yellow, or green, or there can be no supertrump at all. If you chose a Supertrump in the **NYET!** phase, it turns double agent! Regardless of its original color, Supertrump becomes the same color as Trump in the trick phase.



Line 5: Points (Trick/Loot)

Card values do not matter for scoring. Each trick taken and each 1-value card captured by an opposing team (loot) earns the chosen number of points. Points in red are negative: –2 points per trick/loot (see p. 8 for more on loot).



The Trick Phase

Before the trick phase begins:

- The first player chooses teammates.
- Players discard or pass cards as indicated.

Then, the first player begins the first trick by playing a card of his choice face-up on the table in front of himself.

Play continues clockwise with each player placing a card face-up in turn, respecting these rules:

- You must match the color led, if you can.
- If you cannot match the color led, you may play any card in your hand (including a Trump or Supertrump).
- If Trump is led, you must play a Trump or Supertrump if you can.
- If Supertrump is led, you must play a Trump or Supertrump if you can.

Once each player has played a card, check to see who takes the trick (see next page).

Example of a 5-player Game

In the first line, the second box is empty. So, the Wolf player chooses a team of 3 players with the Crane and Tiger players. He also chooses to give the Bonus card to either the Bear or Eagle player. In the second line, the **NYET!** *box is empty, so no cards are discarded. The third line shows that the trump color is yellow. The fourth line indicates that blue 1-value cards are the supertrumps. Finally, the fifth line shows that in this round, each trick and each loot is worth 2 points.*



Who Takes the Trick?

- The card with the highest value in the color of the starting card takes the trick, as long as no trump or supertrump has been played. If multiple cards of the same value and same color are played, the last card played takes the trick (this also applies for trumps and supertrumps).
- If one (or multiple) trumps are played without a supertrump, the trump with the highest value takes the trick.
- If a supertrump was played, it takes the trick.

The player who took the trick picks up the cards and stacks them face-down in front of herself. Stack each trick won separately.

She then begins the next trick by playing a card of her choice.

Once all the tricks have been played and no players have cards in their hands, points are scored.

Each team counts the number of tricks won and loot captured (see below). This total is multiplied by the number of points indicated by line 5 on the game board. The scorekeeper writes the results on the scorepad.

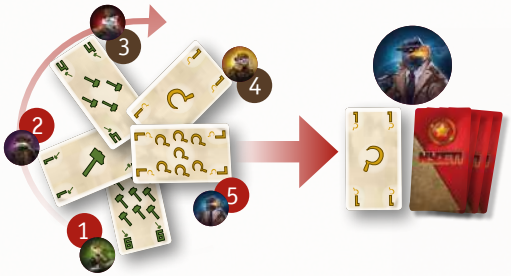
THE LOOT

All 1-value cards can become loot won by the opposing teams. When a player wins a trick that contains a 1-value card played by an opponent, he claims it as loot. Each captured 1-value card is placed to the side of the trick pile face-up. It's possible to win up to 3 loot cards during a trick.



Trick Example

The first player (1) (on a 3-player team) plays a green 9. Her teammate (2) plays a green 1, and an opposing player (3) plays a green 4. The second player (4) on the opposing team has no green cards and chooses to plays a yellow 1 (yellow is a trump). To finish, the last player (5) on the 3-player team also has no green cards and plays a yellow 7. Player (5) wins the trick and takes all the cards. He places the yellow 1 card in front of himself and stacks the other four cards face-down next to it. The green 1 is not a loot card since one of his teammates played it.







Players	Rounds
2 or 4	8
3	9
5	10

NEW ROUND

After scoring, remove the **NYET!** tokens from the gameboard. The player to the left of the last dealer becomes the new dealer, shuffling and dealing cards. A new round then begins.

END OF THE GAME

The game ends after a certain number of rounds (see the chart below).

Each player will be dealer the same number of times.

At the end of the game, the player with the most points wins. In case of tie, there are multiple winners.

Variant

You may also play with a point-based end condition. For instance, you may play until one player reaches 100 points.

SPECIFICATIONS OF GAME SETUP

Bonus Card x2



Use this card only when playing with 3 or 5 players.

In 1 vs. 2 or 2 vs. 3 games, one player on the smaller team receives **the Bonus card**.
The first player determines which player on the smaller team receives the Bonus card (You can give it to yourself.) This card allows the owner to double her points.

5 Players

Use all 60 cards. Deal 12 cards to each player. Teams are 3 vs. 2. The first player chooses whether she plays on the team with 2 or 3 players and who plays on which team. She gives the Bonus card to one player on the 2-player team. The game ends after 10 rounds.

4 Players

Use all 60 cards. Deal 15 cards to each player. Teams are 2 vs. 2, and the first player chooses her teammate. The game ends after 8 rounds.

3 Players

Remove the 11, 12, and 13 of each color, leaving 48 cards in the deck. Deal 16 cards to each player. Teams are 1 vs. 2, and the first player chooses whether she plays alone or with a partner. The solo player receives the Bonus card. The game ends after 9 rounds.

2 players

Use all 60 cards. Deal 15 cards to each player. The 30 cards left are not used in this round. Set them aside face-down, but shuffle them into the deck for subsequent rounds. The game ends after 8 rounds.

CREDITS

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