THE GAME EXTREME

Steffen Benndorf / Reinhard Staupe

Players: 1-5 people
Age: 8 years and up
Duration: approx. 20 min.

The rules of the original game stay the same and apply in this version, too. The order of play and game setup are also the same: Each player receives 6 cards per hand (for 3, 4 or 5 players), 7 cards for a 2-player game and 8 cards when playing solo. On your turn, you have to play at least 2 cards, just like in the original game. Once the draw pile has been used up, only 1 single card must be played.

New in this version are **28 commands** (7 different commands that appear 4 times each) on 28 cards. On your turn, if you play a card that has a command on it, you **must** perform the command **exactly** as shown, otherwise you immediately lose the game. You are allowed to play multiple command cards on your turn, but then you must strictly carry out **all** commands. You are also allowed to talk to one another about the commands, for example, to say which commands you have in your hand, or which ones you had better not play. As before, you are still not allowed to say anything about any concrete numbers.

The 3 lightning bolt symbols

Commands with a lightning bolt symbol must be carried out **immediately**. They always only apply to the player **whose turn it is** and who plays them in his action. Once you have finished your turn, the played lightning bolt commands have no further meaning.



If you play a **stop card**, your turn is over immediately. You can also play this card first. In this case, your turn would be immediately over after playing only one card.



If you play a **skull and crossbones card** you have to play a card on top of it **on the same turn**. The skull and crossbones card may not be showing at the top of a stack at the end of your turn.

Note: Should you manage to play all 98 cards onto the stacks of cards, but on the very last turn the skull and crossbones card is showing on any of the stacks of cards, you have still lost the game.



On your turn, you have to play exactly 3 cards. You can play a stop card as your third card (and only as your third card).

Example: Tim first plays a normal number card, then the "3!" card, and as his third card, the stop card. As required, he has played exactly 3 cards and then picks up 3 cards.

Note: At the end of the game, if the last player has only one or two cards in his hand to begin his turn, he can play a "3!" card, but he will lose the game because the command was not carried out exactly.

The 4 infinity symbols ∞

Commands with an infinity symbol apply from the moment on when they have been played. And they continue to apply **for all players** as long as they are **showing** at the top of a stack. If there are more than one of such commands showing at the top of different stacks, they **all** apply. If one of these commands has been covered by another card, it no longer applies from this moment on.



Players are not allowed to communicate with one another about the game, which also includes any form of signals.



The player whose turn it is, is no longer allowed to use the backwards trick. This applies to all 4 stacks.



The player whose turn it is must play **all** cards on his turn on **a single stack**. It is the player's choice onto which stack of cards he wants to play his cards.



The player whose turn it is may pick up only **one** card at the end of his action, regardless of how many cards he has played. That means it is possible to have fewer cards in your hand than you normally would. Once the command card has been covered by a new card, the player can once again replenish his hand at the end of his turn until he once again has the original number of cards in his hand (8 cards when playing solo, 7 cards for a 2-player game, 6 cards for 3, 4 or 5 players).

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Duration: approx. 20 min.

Rules of original game (short version)

Everyone plays **together in the same team** and tries to lay as many cards as possible, ideally all 98 cards, in four stacks of cards (next to the four row cards). Throughout the game, players are allowed to (and indeed should) discuss their strategy with one another. However, concrete numbers may not be mentioned. All other forms of communication are allowed.



Game setup

- The four row cards are laid face up, one below the other, in the middle of the table.
- Shuffle the 98 number cards and deal them out among the players:
  1 player = 8 cards
  2 players = 7 cards each
  3–5 players = 6 cards each
- Form a draw pile with the remaining number cards and place it face down on the table.

Note:
The number cards of the original game show only 2–99, but no commands.

How to play

- Players agree on who starts the game. Then, take turns in a clockwise direction.
- On your turn, you have to play **at least 2 cards** (or more) from your hand onto **any** stacks of cards and then draw the same number of cards from the draw pile.
- The numbers of the two upper stacks (ascending) must always be higher (e.g. 3, 11, 12, 13, 20, 34...). The numbers of the two lower stacks (descending) must always be lower (e.g. 94, 90, 78, 61, 60, 57...).
- **Backwards trick:** On each stack you can play a card that has a number value of exactly 10 backwards. You can use the backwards trick as often as you like and on different piles during your turn.



Example: Normally a card that is greater than 47 would have to be laid on this ascending pile. It's Tim's turn. He has the number 37 in his hand and can play the card on the pile since it is exactly 10 less.

End of game

When the **draw pile is empty**, continue playing without drawing cards.
Note: From this point on, each player only has to play **a single card** (or any number more). If a player has no cards left to play, the others continue playing without him.
The game is over **as soon as** a player cannot play the minimum number of cards on his turn (i.e. two cards if there are still cards left in the draw pile, or one card, if the draw pile is empty). If all 98 cards were played, you beat the game.

You can download the complete rules to the original game from our Website!
www.nsv.de/spielregeln/the-game.pdf

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