



## Jokers



**Abracadabra!** Return the cards played on you to the previous player. Turn the direction card to the other side. Now the direction of the turn has changed for all players.



**Hocus-pocus!** Take one card from the discard pile to pass the cards to the next player. This joker can only be played if the desired card is in the discard pile.



**Zap!** Add half of the cards played on you to penalty points rounding down. Pass the second half of the cards to the next player in the direction of the turn. If you received only one card, then by playing the "Zap!" you pass this card to the next player.

Jokers cannot be used if you are the last player left with cards in hand. Each played joker goes into the discard pile. Jokers can turn into penalty points if you still have them at the end of the round and there is no time to play them. Each such joker will add 60 penalty points.

## Have a nice game!

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## Rules of the game

### Game components

- 77 cards with the numbers 3, 4, 5, 6, 10, 12, 15, 20, 30. The numbers on the cards of each type give a total of 60, meaning that in the deck, for example, there are twenty cards with the number 3 and five cards with the number 12;
- 6 joker cards of three types;
- 1 direction card.

### Setup

- 1 Place the direction card with the word «Clockwise» in the center of the table;
- 2 Shuffle all the other cards to form the deck;



**3** Deal each player 5 cards from the top of the deck. Players should not show their cards to anyone. If a player has 5 jokers, shuffle all the cards again and deal 5 cards to each player one more time;

**4** Place the deck in the center of the table face down near the direction card;

**5** The game starts with a player whose age is closer to 60. Or you can choose the first player in any other way.

For the game you will need a piece of paper and something to write with to record penalty point..

## Purpose of the game

Receive minimum penalty points in three rounds.

## Gameplay

In your turn, you play one or several cards against your neighbour to the left or to the right (depending on which side the direction card shows). If you decide to play several cards, then it should be **the same cards**.

**Example:** you have two cards with the number 4 and three cards with the numbers 5, 12, 15 respectively. You can go with one of the three cards, or two cards with the number 4 or one card with the number 4.

The player who you play against should perform one of the following three actions:

**1** Pass the cards to the next player in the direction of the turn: play one or more cards with the same number. If you are attacked with several cards, you must play one or more cards with the same number to pass the move.

**Example:** you were attacked with two cards with the number 4. You add two more cards with the number 4 and pass all these cards to the next player. You could play one card with a number 4, but decided to discard two cards to take two cards from the deck thus increasing the chance to pull out cards with large numbers.

**2** Play a joker (see "Jokers" on page 5) and pass the move to the next player. The played joker card goes into the discard pile.

**3** Fight back by playing one or more cards, the sum of the numbers on which must be **greater** than the sum of the numbers of cards played against you. The numbers on the cards that you use for the defence must differ from the numbers on the cards you are attacked with. If you want to use several cards, then the numbers on them must be the same. If the defence is successful, put all the played cards in the discard pile and draw until you have five cards in your hand. After that make the usual move: play one or several identical cards against the next player.

**Remember! Cards in the discard pile should always lie face up for your convenience.**

**Example:** you were attacked with four cards with the number 4 (the sum is 16). To beat them, you must play one or several cards with the same number or a sum which is bigger than 16. You have in your hand just two cards with the number 10 (the sum is 20). It's enough to fight back. Then, make a normal move.

**After completing any of the three actions, immediately draw from the deck until you have five cards in your hand.**

If you cannot perform any of the three actions, place the cards played on you face down in front of you. These are your penalty cards. You also miss this turn. The next player continues the game in the direction of the turn.

## End of the round

The round is near the end when the deck is empty, and ends when the players play all cards from their hands or the last player left with cards in his/her hand cannot make a move (there are no players left against whom he/she can play his/her cards). All the cards in hand that you could not play before the end of the round become your penalty points.

Now calculate the sum of the numbers on the penalty cards. Each joker among the penalty cards adds 60 penalty points. Write down your result.

The next round begins with the player who got most penalty points.

## End of the game and winning

The game is over after three rounds. Calculate the sum of penalty points for each player. The winner is the one who has the lowest number of penalty points. In case of a tie, players play an additional round.