



NO IDEA what to play?!



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Players: 2-5

Age: 7 +

Duration: approx. 20 minutes

GAME COMPONENTS

102 Number Cards



Numbers 1 to 6 in six different colors (in varying quantities)

6 Consolation Prizes



Values from 0 to 2
(1x 2★, 4x 1★, 1x 0★)

12 Trophies



Values from 3 to 5
(3x 5★, 4x 4★, 5x 3★)

For better distinction between the colors, the lower edge of the cards is designed slightly differently. Here is an overview:



blue



gray



green



yellow



red



purple

GAME IDEA

In front of each player are two rows of three face-down cards. Your goal is to get rid of these cards as quickly as possible. The rules are very simple. At the beginning of the game, however, you still have no idea which cards you hold.

Each round, you may reveal one of your face-down cards. If the card's number or color matches one of the discard piles, you may place it there and continue revealing cards. If the card does not match, return it face down to its original position and end your turn. A player who successfully discards all six of their cards earns a trophy worth 3, 4, or 5 points. They then receive a new set of six face-down cards. Once all trophies have been claimed, the game ends.

SETUP

Sort the 12 trophies, shuffle them, and form a face-down trophy pile. Place this pile in the center of the table within easy reach of all players.

One player shuffles the remaining cards (number cards and consolation prizes) thoroughly and deals six cards to each player. Each player places their cards face down in front of them in two rows of three cards. Players may not look at their cards.



Place the remaining cards face down as a draw pile near the trophy pile. In addition to the trophy pile and the draw pile, leave enough space for several discard piles. The youngest player takes the first turn.

GAMEPLAY

On your turn, you **must always begin** by revealing the top card of the **draw pile** and placing it onto a discard pile.

If the card does not fit by color or number on any discard pile (or if there is no discard pile yet at the start of the game), a new discard pile is started with that card.

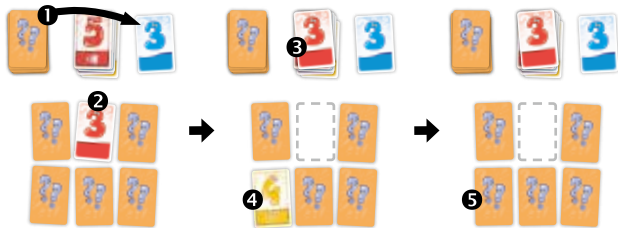
Important: If a player forgets to perform this action, their turn ends immediately and the next player takes their turn.

If a card has an extra function, it **must** be resolved **immediately** (see “Extra Functions of the Number Cards”).

After the card from the draw pile has been discarded, the player begins their actual turn. To do this, they reveal one of their cards that is still face down.

If the card matches a discard pile by color or number, it may be placed on that pile. If the card matches more than one discard pile, the player may choose which pile to place it on.

If the card that is placed has an **extra function**, it must be resolved **immediately** after the card is played. Only after resolving the extra function may the player reveal another one of their cards and, if it also fits on a discard pile, continue playing in this way. If a revealed card does not fit on any discard pile, it is placed **face down** again in the **same position**, and the next player clockwise takes their turn.



Example: At the start of his turn, Clemens reveals a blue 3 from the draw pile. Since it does not fit on the red 5, he starts a new discard pile ①. Clemens then reveals one of his own cards ②: a red 3. This card could be placed on either discard pile. He chooses to place it on the left discard pile ③ with the red 5. After that, he reveals another one of his cards ④: a yellow 4 with an extra function. This card does not fit on any discard pile, so the extra function is not triggered. He places the card face down again ⑤, and the next player takes their turn.

If the draw pile is empty, briefly shuffle the collected remaining cards and form a new draw pile.

ALL CLEARED?

As soon as a player manages to place their last card, the game is briefly paused. First, that player takes the top card from the trophy pile. Won trophies may be kept secret from the other players until the end of the game. The player then draws six new cards from the draw pile and places them face down in front of them in two rows of three cards. After this, play always continues with the **next player**.



Consolation Prizes

If you reveal a **consolation prize** – whether from the draw pile or from your own layout – your **turn ends immediately**. Place the consolation prize with your trophies. The next player then takes their turn.

If the consolation prize was the last card in your layout, your layout is considered cleared (see “All Cleared?”).

Believe nothing fits?

At the start of your turn – or at any point during your turn – if you have **no more than three** cards remaining in your layout, you may, **instead of revealing another card**, declare that none of your cards can be placed on any discard pile at this moment. You must make this declaration **before revealing the next card**.



You simply declare “Nothing fits anymore!” Then **reveal** the remaining cards in your layout, **one by one**.

- **If you are correct** and each revealed card does not fit, continue revealing cards until all cards are face up. If none of your cards can be placed, you immediately win a trophy from the trophy pile.
- **If you are mistaken** and a revealed card could be placed on a discard pile or you reveal a consolation prize, you are out of luck: you receive **no trophy**, and you may not reveal **any further cards**.

Regardless of whether you received a trophy or not, you then turn **all of your cards** face down again. Any consolation prize is not turned face down; instead, place it with your trophies. Refill your layout back up to six cards. The next player then takes their turn.



Note: Declaring “Nothing fits anymore!” is a voluntary action. In certain game situations, it may be worth taking the risk and giving it a try.



Example: There are two discard piles (a purple 3 and a green 6). Clemens still has two face-down cards. He reveals one of them (a gray 6) and places it on discard pile ①. Clemens now believes that the remaining card will not fit on either discard pile. He declares “Nothing fits anymore!” ② and reveals the card. It indeed does not fit ③. He therefore takes a trophy ④. After that, he turns the revealed card face down again (without resolving the extra effect), draws five cards from the draw pile ⑤, and play passes to the next player.



Example: There is only one discard pile. Simon has three face-down cards. Believing that none of them will fit, he declares “Nothing fits anymore!” ①. He then reveals his cards **one by one**. The green 1 and the red 3 indeed do not fit ② ③. However, the last card, a purple 2, does fit ④. Simon is unlucky and therefore does not receive a trophy. He turns all cards face down again and additionally draws three cards from the draw pile ⑤. Play then passes to the next player.

END OF THE GAME AND SCORING


The game ends as soon as one player has won the last trophy.

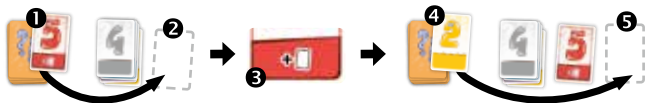
All players now count the points from their trophies and consolation prizes. The player with the highest total score wins the game. In case of a tie, the player who has collected the greater total number of trophies and consolation prizes is the winner.

EXTRA FUNCTIONS OF THE NUMBER CARDS

Some cards have, in addition to their number and color, one of three extra functions. An extra function is triggered only when the card is played to a discard pile. **It does not matter whether** the card comes from the **layout** or from the **draw pile**.

All players should always pay close attention to ensure that extra functions are not forgotten when resolving a card.

+  **Reveal a Card from the Draw Pile**
After you have played this card, **immediately** reveal one additional card **from the draw pile** and place it on a discard pile. If it matches neither the color nor the number of any existing discard pile, simply start a new discard pile with this card. If the revealed card has an extra function, resolve that function as well after the card is played.



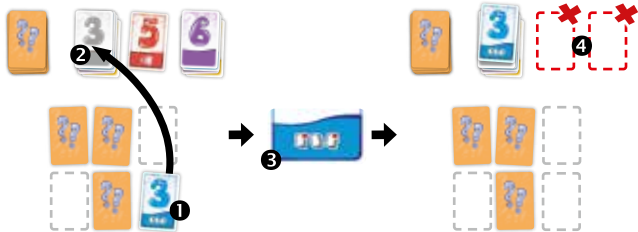
Example: There is only one discard pile. As his first action, Simon reveals a red 5 with an extra function from the draw pile ①. Since the card does not fit, he starts a new discard pile ②. He then resolves the extra function ③ by revealing another card from the draw pile (a yellow 2) ④. As this card also does not fit, he starts another new discard pile ⑤. Simon then continues with his regular turn.



Remove Other Discard Piles

After you have played this card, remove **all other discard piles** so that only the pile containing your just-played “Remove Other Discard Piles” card remains. Place the removed cards face up next to the play area. They will be used again as the draw pile once the current draw pile is depleted.

In summary: If you are able to play a “Remove Other Discard Piles” card, you do get rid of that card, but afterwards there will be only a single discard pile in play. Depending on the game situation, this can be either an advantage or a disadvantage.



Example: There are three discard piles. Simon reveals one of his cards, a blue 3 with an extra function ①. He plays the card onto the gray 3 ②. He then resolves the extra function ③, removing the other two discard piles ④, and then continues play.



Refill to 3 Cards



After you have played this card, **all of your opponents** who have fewer than **three cards** in their layout must refill their layout to three cards (**you do not do this yourself**). Players who already have three or more cards in their layout are not affected by this effect.

