Wendo

Jannik Walter

Flip the cards – flip the game!

Players: 2–5 **Age:** 8 and up **Duration:** 20 minutes

Components

72 playing cards

Back

Front

Each card shows **two different numbers** from 0–8 on the back. When the card is turned over, **one** of these two numbers is displayed prominently on the front. **Each combination on the back** exists **exactly twice** – once with this number on the front, and once with the other.

Game Idea

Each player has a **3x3-grid** laid out in front of them. During the course of the game, more and more cards in the grid are revealed. If **all cards** in a row show **the same number** (horizontally or vertically), the entire row is cleared. In this way, the grid becomes smaller. If a player has completely cleared their grid, the round ends and that player receives 0 points (it doesn't get any better). Every other player adds up all the **front-side numbers** in their grid. All scores are recorded. Several rounds are played until someone reaches or exceeds 60 points. **The player with the fewest points** wins.

Setup

The cards are shuffled (with the backs facing up) and dealt out. Each player receives **10 cards**, and **must not look** at the front sides under any circumstances! Each player then arranges any 9 of these 10 cards **face down** in front of them as **3x3-grid**.
Attention, very important: Each player may arrange the cards however they like. Arranging the cards is an important part of the game!

After the player has arranged their 3x3 grid, one card remains – this is their **spare card**! They now look at the front side of their spare card and then place it face down next to them (or keep it in hand). The spare card can be used **once** later during the course of the game (see Action B).
Note: Each player may look at their spare card again at any time; memorizing it is not necessary.

The remaining cards are placed face down as two roughly equal-sized draw piles next to each other in the center of the table.

2 draw piles

Spare card

Sarah has received 10 cards. She has placed 9 of these cards, arranged as she likes, as a 3x3 grid face down in front of her. To her left, Sarah has placed her spare card (which she has looked at).
The two draw piles are in the center of the table.

Gameplay

The player to the left of the dealer begins. They must choose exactly one of the following two actions and carry it out, either **A** (reveal a card) or **B** (remove and replace a card from the grid). Afterwards, the next player clockwise takes their turn and performs exactly one of the two actions of their choice. Passing is **not allowed**.

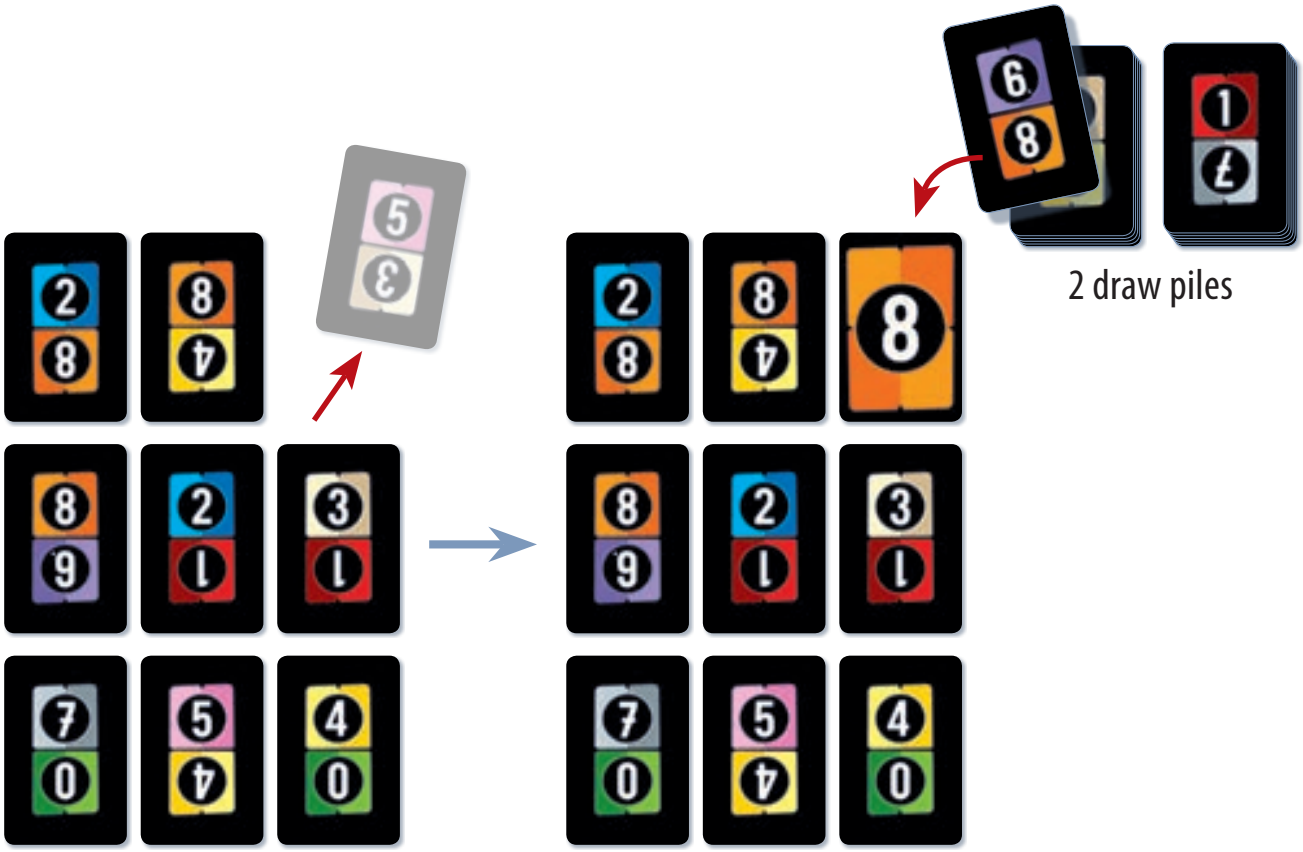
Action A

The player reveals **any card** in their grid by turning it from the back **to the front**. That's it. The next player takes their turn.

Sarah reveals her card (6–3) and the 6 appears.

Action B

The player takes **any card** from their grid (**regardless** of whether it is **face down** or **face up!**) and places it aside at the edge of the table on a general discard pile (face up). **After** placing the card on the discard pile, the player takes the top card from either of the two draw piles in the center of the table and places it face up, that is, **with the front side up**, in the space that has just been cleared in their grid. That's it. The next player takes their turn.



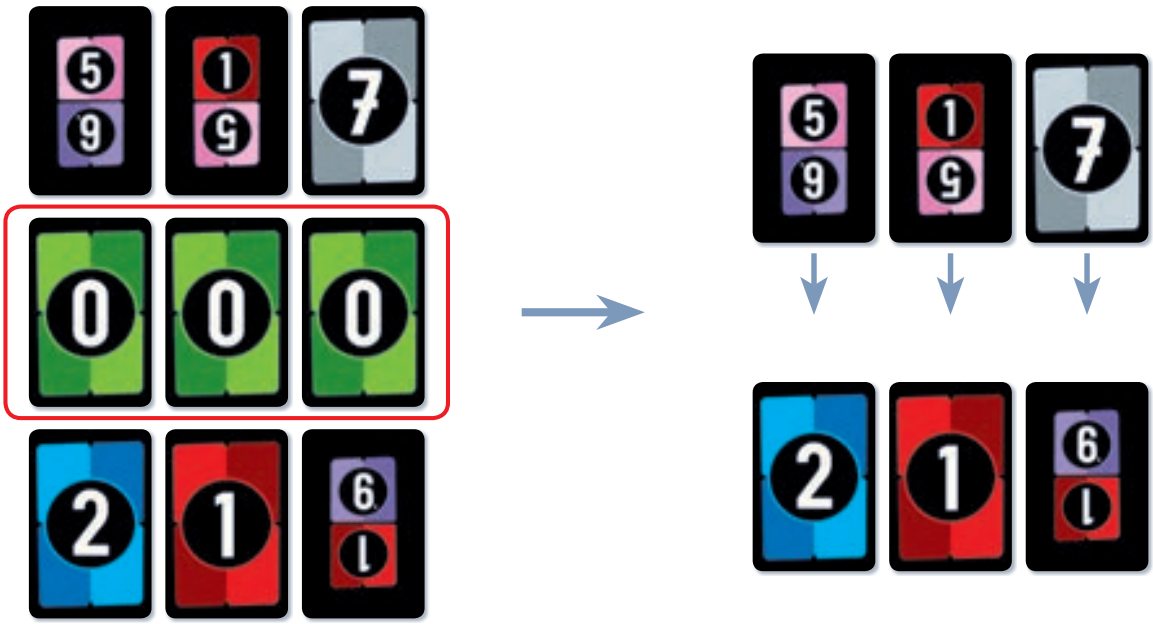
2 draw piles

Linus removes the card at the top right of his grid and places it on the discard pile. He then takes the top card from the left draw pile and places it face up in the cleared space. An 8 appears.

Attention: One-time use of the spare card! Once during the course of the game, each player may use their spare card during Action B in the manner described. In that case, they **do not draw a card from a draw pile** but instead **place their spare card** in the cleared space of their grid (of course face up!). The player then continues the game without a spare card. They do not receive a new spare card!

Clearing a row

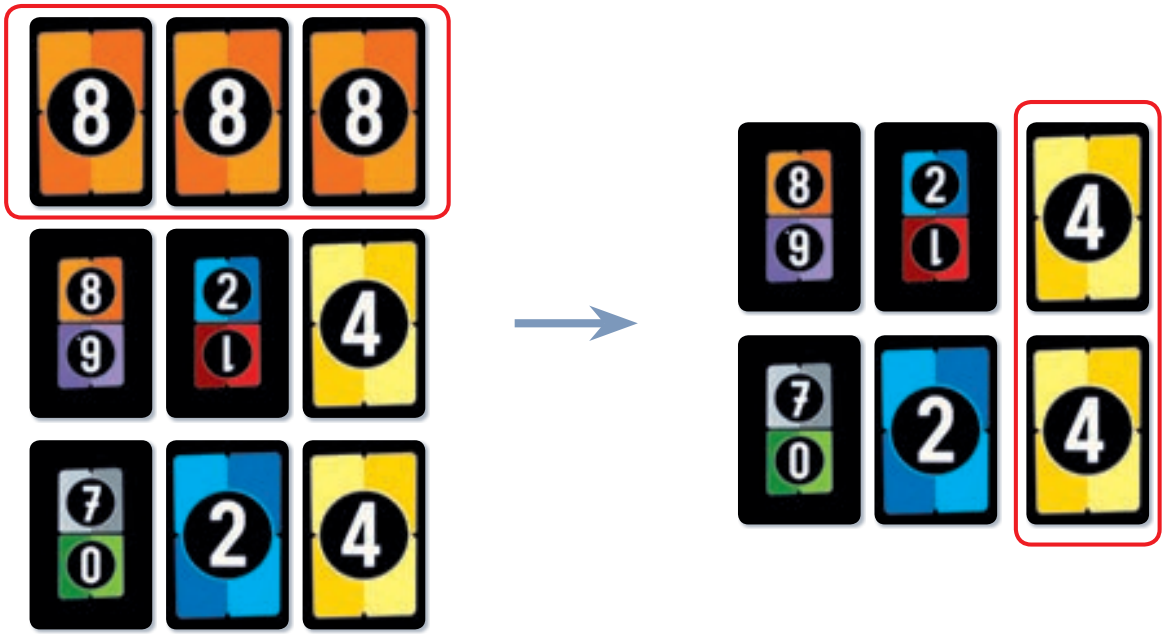
If all cards in a row or column show **the same number** (this refers exclusively to the front sides), the player immediately clears **the entire row** (or column) and places it aside at the edge of the table on the general discard pile (face up).
Note: If the middle row or column of the grid is cleared, the grid is then immediately closed up again without gaps.



All cards in the middle row show the same number (the 0). Maria removes the row and closes up her grid without gaps.

During the course of the game, the grids become smaller and smaller as rows are cleared. If a row (whether vertical or horizontal) consists of **only two cards**, it can be cleared as soon **as both cards show the same number**.

Attention: Chain reaction possible! When a player clears a row, it may happen that this allows another row to be cleared (possibly several or even all). This is explicitly allowed and is carried out **immediately**.



Sarah first removes the horizontal row with the three 8s. Then she removes the vertical row with the two 4s. She is left with only four cards.

Rows are always cleared **one at a time**, in sequence.

Attention, special case: If, in a 2x2 grid, a vertical and a horizontal row are completed at the same time, the player may clear **only one** of these two rows (of their choice).

Further course of the game & end of the game

Play continues in this manner in turn. If a **draw pile is exhausted** the cards from the discard pile are thoroughly shuffled and placed as a new draw pile. If necessary, the other draw pile should be replenished at the same time by sliding some cards underneath it.

If a player has **completely cleared** their 3x3 grid, the round ends **immediately**. This player records 0 points (it doesn't get any better). All other players turn all cards in their grid **face up** and add up the values. The total is recorded.

Note: No more rows may be cleared now.
Note: If a player still has their unused spare card lying next to them, it is **not** counted.

The game is played round after round in the manner described. The dealer changes each round in clockwise order. The game ends as soon as a player has **reached or exceeded 60 points**. The player **with the fewest points** is the winner.
In the case of a tie, there are multiple winners. Of course, you can also agree on more or fewer points or play a fixed number of rounds.

Linus has completely cleared his grid and the round ends. Sarah still has four cards left in her grid. She turns all these cards face up and adds up the values.

Sarah records 11 points (8+1+0+2 = 11).

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Tulpenweg 26, 90556 Cadolzburg, Germany
info@kendigames.de, www.kendigames.de

Designer: Jannik Walter
Graphics: Oliver & Sandra Freudenreich
Editing: Reinhard Staupe