

QUANDO

Simply for everyone!



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Players: 2-6

Age: 8+

Duration: 20 minutes

Contents and Overview



55 playing cards

The 55 cards are **double-sided** and **each side shows a different number from 0-10**.

Each number combination (0-1, 0-2, 0-3, etc.) exists exactly once. The colours of the numbers have no meaning, they only serve to make them easier to distinguish.

Each player starts a round with **7 cards** in hand (or **8 cards** in a two or three player game). Over the course of the game, each player is trying to reduce the number of cards in their hand while also holding the lowest possible sum of numbers. The player with the **lowest total** at the end of a round scores **0 points** (it doesn't get any better than that!). Every other player will score the sum of all numbers remaining in their hand. Several rounds are played and the game ends as soon as one player has 50 (or more) points. The player with **the fewest points** is the winner!

Setup

Shuffle the 55 playing cards well. It is best to shuffle the deck a few times, flip over a few cards, then shuffle again so the fronts and backs are well mixed.

Each player is dealt **7 cards**, which they take **into their hand - 8 cards** in a two or three player game. **Note:** The cards must be taken into your hand as if the side that is face up after dealing is the back (just like when dealing normal playing cards).

Very important: You are never allowed to look at the **backs** of your own cards once you have them in hand, this applies for the entire course of the game!

The remaining cards are placed in the centre of the table as the draw pile. A discard pile will be created to the right of the draw pile during the course of the game.



Gameplay

The player to the left of the dealer begins. Turns are taken in clockwise order. The player whose turn it is must first **play cards** and then end their turn by **drawing exactly one card** from the draw pile. Play continues in this manner around the table. There are two options for playing cards and the player whose turn it is must choose one, either option **A** or **B**.

Option A: Play a straight

The player plays **exactly 3 cards** (never more or less) with **consecutive numbers**, e.g. 0-1-2 or 3-4-5 or 8-9-10. The cards are placed on the discard pile. The player then draws **exactly one card** from the draw pile and it is the next player's turn in clockwise order.



Maria plays a straight of 7, 8 and 9 and draws a card from the draw pile.

Option B: Play the same numbers

The player plays **any number of cards** showing the **same number** - this can also be just a single card, e.g. a 0 or a 7 or two 4s or five 6s (there is a special action that occurs if playing 3 of the same number, see „number triplet“ below). The played cards are placed on the discard pile. Finally, the player ends their turn drawing **exactly one card** from the draw pile and the next player in clockwise order starts their turn.



Please note: The active player's turn **always ends** when **a card is drawn**. It is never possible for a player to have no cards in hand at the end of their turn. Everyone should ensure that the active player does not forget to draw a card.

The following rule applies when drawing cards from the draw pile (at any time during the game!):

Whenever you draw a card from the draw pile, you may either take the **face-up side** showing into your hand or choose the unseen **face-down** side. If you decide in favour of the face-down side, you take the previously face-down side into your hand.

Please note: If you decide to draw the face-down side into your hand, you are committed to that choice! You cannot look at the hidden side first and then change your mind back to the visible side.

Special action: Number triplet

In **option B**, there is a special rule you can use to annoy the other players a little. If the active player plays exactly **three cards** of the **same number** (regardless of the number), **the following** happens to the **other players after** the active player ends their turn drawing exactly one card from the draw pile:

- Any player with a **zero** in hand must **turn over** a zero card so it becomes a different number. If a player has several zeros in hand, they only have to turn over one zero of their choice (without looking at the backs, of course).
- If a player **has no zeroes** in hand, they must draw a **card** from the draw pile to take into their hand.

Note: Players take their respective action (turning over a zero or drawing a card) one after the other in clockwise order.



It is Tim's turn and he plays a number triplet (three 8s) and draws a card from the draw pile. Now in turn order, the other players must now carry out their „penalty action“. Sarah has two zeros in her hand and turns around one zero. Maria has no zeroes in her hand and draws a card from the draw pile. Linus also has no zero and draws a card from the draw pile. The game now continues as normal with Sarah taking her turn.

Game tip: If you play a number triplet, you should **announce it loudly and clearly**, so everyone is aware of it, e.g.: „number triplet - turn over a zero or draw a card!“

Play continues in the same way until the current round ends.

Note: If the **draw pile has been used up**, the discard pile is flipped over without shuffling and neatly arranged as a new draw pile.

End of the round

A round can end in **two different ways**: **1.)** Only zeros in the hand. **2.)** Knocking.

1.) If, **after** playing cards and drawing exactly one card, a player has **only zeros** in their hand (no matter how many!), the round ends **immediately** - **no** further actions

are taken (this applies at any point during the game, even during the final round if another player has knocked)!

It's Maria's turn. She has four cards in her hand, three 9s and a 0. She plays the three 9s and draws exactly one card from the draw pile. The card she draws also shows a 0, so Maria has only zeros in her hand after drawing. She shows these and the round ends immediately (the „penalty action“ for the number triplet is skipped).

2.) On a turn, **instead** of playing cards and drawing exactly one card, you can knock on the table and announce „last round“. Now, **every other player** has **exactly one more** turn before the round ends. The person that knocked no longer takes a turn. If one of the remaining players does not want to play any cards in the last round, they may simply say „I pass“ and do nothing

Note: Before knocking is allowed, each player must have played cards at least **twice**.

Very important: In the last round (after the knock), it is absolutely permitted and possible for a player whose turn it is to play a number triplet. The „penalty action“ after a number triplet is played (turning over zero or drawing a card) applies explicitly also to the player who knocked. The knocker takes a risk by knocking, not only because they may also incur 5 penalty points, see „Noting the score“.

By the way: For the players, the question always arises as to when is the right time to knock. This is exactly where the name of the game comes from, as „quando“ means „when“.

Noting the score

Once the round is over, each player adds up the numerical values of all the cards in their hand (only the visible fronts). These points (the total of the numerical values) are noted down.

Note: The player with the **lowest total** is awarded **0 points** (as the winner of the round, so to speak). If more than one player has the lowest total, all of the tied players receive 0 points.

Linus has knocked. After Tim, Sarah and Maria have had their turn, the round ends. Linus has 2 points in his hand, Tim 11, Sarah 6 and Maria 4. Linus scores 0 points (as the winner of the round), Tim 11, Sarah 6 and Maria 4 points.

Important: The player that triggered the end of the round by knocking, must reach the lowest total score **on their own**, without a tie. If this is not the case, the knocker receives **5 penalty points in addition to** the total value of cards in their hand.

Sarah has knocked. After Maria, Linus and Tim have had their turn, the round ends. Sarah has 4 points in her hand, Maria has 12, Linus has 7 and Tim also has 4. As Sarah was the one to knock but is tied with the lowest total, she receives 5 penalty points in addition to the 4 points in her hand, i.e. a total of 9 points (4+5=9). Tim then scores 0 points, Maria 12 and Linus 7 points.

End of the game

The game is played round after round as described. After each round, the dealer changes in clockwise order. The game ends as soon as one player has **50 points** (or more). The player with **the fewest points** is the winner. If there is a tie, the tied players share the victory.

Note: In a two-player game, you may wish to set the end of the game trigger a little lower, e.g. at 40 points.



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