# UNTER SPANNUNG

amigo-spiele.de/01603

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**Players:** 2–4 Personen **Ages:** 8 and up **Duration: about 15 minutes**

## COMPONENTS

Each of the 73 playing cards has a value from 1 to 10 printed in the corners and a +/- number in its center: +/- 1 (green), +/- 2 (yellow), or +/- 3 (red).




## THE GOAL OF THE GAME

All players play at the same time. They all try to get rid of their cards by playing them on the discard pile in the center of the table. The discard pile's top card determines which cards can be played next: The next card has to have one of two possible values—you either add the top card's +/- number to its value or subtract it.
The first player to get rid of all their cards wins the game.

## SETUP

Shuffle all the cards and deal the same number to each player, face-down. The final card goes in the middle of the table, face-up: It's the first card of the discard pile.
Put your cards in a face-down pile in front of you and draw the top four cards for your starting hand—but don't look at them just yet!




## PLAYING THE GAME

The youngest player kicks off the game by saying "Go!"
Now, all players can take a good look at their cards and try to place the correct card on the discard pile in the center of the table. The top card on the discard pile determines which cards can be played next. Do not take turns: everybody plays at the same time!

### Playing Cards

Each card shows a value in the corners and a +/- number in the center. In order to determine the *next* correct card for the discard pile, look at the top card and either **add** its +/- number to its card value or **subtract** it from the card value.




***Example 1:*** *The top discard has the card value "5" and the +/- number "3". Cards with the value "8" (5+3) or "2" (5-3) can be played next.*

## Putting Cards Down

You may only play one card at a time, and you must announce the card's value while you're putting it on the discard pile. You are allowed to follow up your play with another correct card, if you can.
Players don't take turns: it's always the fastest player who gets to play a correct card. If you're too slow putting down your card and another player is faster than you, you're out of luck! You have to take your card back into your hand.

## Drawing Cards

You may draw cards from your personal pile at any time, one at a time. There is no hand card limit.

## Greater than "10"

If adding the +/- number to the card value gives you a number *greater* than 10, subtract 10 to find the new correct value. So, "11" means a correct value of "1", "12" becomes "2", and "13" becomes "3".




***Example 2:*** *The top discard shows a card value of "9" and a +/- number "3". In this case, either a card with value "6" or one with value "2" can be played.*

## Less than "1"

If you subtract the +/- number from the card value and the result is *less* than "1", add 10 to find the new correct value. So, a "0" means a correct value of "10", "-1" becomes "9", and "-2" becomes "8".




***Example 3:*** *The top discard shows a value of "1" and a +/- number "2". In this case, either a card with the value "9" or one with the value "3" would be correct.*

## What To Do if Nobody Can Play?

Usually, someone will be able to play a correct card. However, as the game draws to a close, it may happen that none of the players holds a correct card, and no one can draw any new cards from their piles.
If this happens, all players put their hand of cards on the table in front of them face down. The youngest player takes the *bottom* card from the discard pile and puts it on top of the pile. He or she says "Go!", then all players pick up their cards and continue playing as before.

# THE END OF THE GAME

The game continues until one player has used up his or her personal pile and only holds **one** card in hand. Place your final card on the discard pile *face down*, no matter what its value is. This action ends the game and you win!

# HAVE A LITTLE TOURNAMENT

Since the game is over very quickly, why not play a series of them in a row (we recommend twice as many as there are players in the game), where you give negative points to the players? The game's winner gets no points, all other players receive one *negative* point for each card they still have in their hands and personal piles at the end of the game. When you've played the agreed-upon number of games, the player with the fewest negative points wins the tournament!

Sie haben ein Qualitätsprodukt gekauft. Sollten Sie dennoch Anlass zu einer Reklamation haben, wenden Sie sich bitte direkt an uns.
Haben Sie noch Fragen? Wir helfen Ihnen gerne!
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