

ARNE

INSTRUCTIONS

AGES: 8+

3-4 Player Instructions (see 2 player instructions on pg. 3)

OBJECT: Be the player with the highest total points (Value Cards) in your color when the game ends—when the draw pile has been depleted.

CONTENTS: 92 cards—made up of 4 Color Indicator Cards, 40 Value Cards (10 cards in each of four color sets), 16 White Action Cards, and 28 Black Cards. 4 Quick Reference cards are also included to aid players in learning the game rules.

SET-UP: Separate out the four “Color Indicator” Cards, shuffle them, and deal one card face down to each player. All players flip over their Color Indicator Cards, each player’s card identifies which color he will try to collect throughout the game. This card must be displayed face up in the playing area in front of each player, so that all players know what color their opponents are collecting.



Shuffle the rest of the deck and deal each player 8 cards face down. The remainder of the deck is placed face down in the center of the playing area, to form a draw pile.

GAME PLAY: Play begins with the player to the left of the dealer. **On every turn a player must draw 1 card and discard 1 white card (Action or Value)—either to the discard pile, or in the area in front of him.** The only exception to this rule is when a Chameleon Card is played with a Value Card— then two cards may be discarded together (see Chameleon Card). If a player does not have a white card to discard, he may say, “pass.”

Black Cards may be played at ANY TIME during the game. They do not have to be played during a player’s turn.

THE CARDS AND WHAT THEY DO: There are two types of cards—White (Value and Action) and Black Cards—each kind of card is described as follows:

White VALUE CARDS: Value Cards of a player’s color are played face up next to one another, in the play area in front of himself. Only the points of Value cards that are played in this area will be counted as a player’s score at the end of the game. Value Cards are color-coded into 4 color sets.

There are 10 Value Cards for each color:

- 50 points (2 qty)

- 100 points (3 qty)
- 200 points (2 qty)
- 500 points (1 qty)
- 1000 points (1 qty)
- 2x, Double the Value (1 qty)

2x, Double the Value Card: The Double the Value Card is a Value Card, like all the point cards, but it serves a different purpose. **A Double the Value Card doubles a player’s TOTAL score.** This means that at the end of the game, all of the points that the player has accumulated are doubled in value. **A Double the Value Card is placed on a player’s Color Indicator Card**—it applies to all Value Cards in the player’s area.



The Double the Value Card is color specific. *For example, if a player is collecting blue colored Value Cards, then he must use a blue Double the Value card to double his total point score.*

Exception: If a player has a Chameleon Card, he may use it with a Double the Value Card of a color other than his own. (See Chameleon Card) This allows the Double the Value Cards to be cumulative. *For Example, in the previous example of the player collecting blue Value Cards, the player could then play a green Double the Value card with a Chameleon on his blue Double the Value card, therefore multiplying the TOTAL points of his value cards by four.*

White ACTION CARDS:

Take 1 Card: This card, played to the discard pile, allows a player to take 1 card (unseen) from any of his opponents. The card taken by the player is put into the his hand of cards. If it is a white card it may not be played until the player’s next turn, because the Take 1 Card was the player’s discard.



Get 2 Card: This card, played to the discard pile, allows the player to choose any opponent who must give the player 2 White Value Cards of the player’s color from his hand. If the opponent does not have 2 cards in the player’s color, he gives him one, or if he has none, the player is out of luck. The cards given may be played in front of the player immediately— he does not have to wait until his next turn to play them.



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Draw 3 Card: This card, played to the discard pile, allows the player to immediately draw three additional cards from the draw pile. The player does not get to discard again in this turn, because the Draw 3 Card was his discard.

3x, Triple the Value Card: This card allows the player to triple the value of one Value Card or to triple the value of a -200 Card, in order to penalize another player with a whopping -600 points! Once it has been played, it may not be moved to another card later in the game.



The Triple the Value Card is different from the Double the Value Card because it is NOT color specific. It may be played on a Double the Value Card, which multiplies the player's TOTAL points again (x2 x3). It is NOT cumulative with another Triple the Value Card.

BLACK CARDS: These cards break all the rules! They may be played ANY TIME by ANY PLAYER—no matter whose turn it is.



Chameleon Card: This card can be used to change the color of a Value Card (including Double the Value Card) or a -200 Card. The Chameleon Card is played WITH one of these cards. Any card that is played with the Chameleon Card may be stolen. The cards are stolen as a set. (See Steal Card). Any card played with a Chameleon Card may be played at any time during the game, because the Chameleon Card is a black card, which may be played out of turn.

Reverse/Extra Turn Card: This card allows the player to reverse the direction of play and take an extra turn. If the card is played during another player's turn, the player is allowed to finish his turn first. The player who played the Reverse/ Extra Turn Card then gets to take one full turn by drawing and discarding a card. When his turn is finished, play continues with the player next to the player who laid the Reverse/Extra Turn Card, in the opposite direction of previous game play. **The Reverse/Extra Turn Card is the only black card that may not be played in the final round.** (see Final Round)



-200 Card: This card allows a player to subtract 200 points from one of his opponent's Value Cards, in the corresponding color. It also may be used with a Chameleon Card to be played on an opponent who is collecting a different color than that of the -200 Card. The -200 Card can leave a player with a negative score at the end of the game. The -200 Card can only be canceled by a Zap Card. (see Zap Card)

Big Fat Zero Card: This card is played on any Value Card of an opponent, reducing the score of the card to zero. Only a Zap Card can cancel out the effects of a Big Fat Zero Card. **Only Value Cards may be zeroed.** The Big Fat Zero Card may be played on a Value Card that has any/all of the following cards already on it: Chameleon Card, Triple the Value, or -200. Only the Value Card is "zeroed." **A -200 Card may not be zeroed; a Zap Card is needed to cancel out a -200 Card.**



Zap Card: This card cancels the effects of a -200 Card or a Big Fat Zero Card. The Zap Card can only be played on a -200 Card or a Big Fat Zero Card. Once a -200 or a Big Fat Zero Card has been "zapped," it may not be zeroed again. A Zap Card cannot be used to initially prevent a Big Fat Zero Card or -200 Card.



Steal Card: This card may be used either to **steal the top card on the discard pile, or to steal a Value Card with a Chameleon Card** from another player. If a Value Card with a Chameleon Card has any/all of the following; Big Fat Zero, -200 Card, or Triple the Value Card, then all these cards are stolen as well. All the cards are moved to the player's playing area; the cards may not be placed in his hand of cards.



When a player uses a Steal Card to steal a Value Card with a Chameleon Card, in his own color, the Chameleon Card is discarded on the discard pile and the Value Card is placed in his play area. The Value Card may NOT be stolen again once it has "arrived" at its "home" color (because it no longer has a Chameleon Card with it).

END OF THE GAME—THE FINAL ROUND: The final round begins when all of the cards in the draw pile have been drawn. The player who draws the last card is permitted to finish his turn before the final round begins.

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This means that players may still lay any black cards they wish up until the second the last player finishes his turn by discarding a White Card to the discard pile.

In the final round, each player is given one last chance to play a Black Card (the only Black Card that may not be played in the final round is the Reverse/Extra Turn card). The player to the left of the player who drew the last card begins the final round. **Each player may play one Black Card**—if a player has no Black Card to play, he says, “pass.”

WINNING THE GAME: When the final round is finished all players total the points of their Value Cards. Remember that Value Cards with a “Big Fat Zero” are worth nothing. Also take into account any “Double the Value,” “Triple the Value,” and -200 cards. The player with the most points is the winner!

INSTRUCTIONS FOR 2 PLAYERS:

Remove one set of Value Cards in any color of your choosing (10 cards). All other game play is the same as 3-4 player instructions.

