

10 SPECIAL RETRO EDITION

Rules of play

Introduction

The new hilarious card game, where you outbluff each other! Do you have the best cards or the strongest nerves? And will you get to 10 before someone else does?

Object of the game

Try to get the least possible penalty points by getting to 10, or as close as possible to it. And collect the valuable chips to get the best final score.

Game materials

Rules of the game	10 round cards
8 penalty cards	7 jokers
55 normal cards	49 chips

Explanation of the cards

There are 10 round cards. At the beginning of each round of playing, a round card is turned over. The 10 round cards comprise 1 to 10 penalty points.



The 8 penalty cards have values from 1 to 8 and count for 3 to 10 penalty points.



You can give the joker any value. The joker counts for 10 penalty points.



The normal cards have values from 0 to 10. Each normal card counts for one penalty point



Preparation

Shuffle the 10 round cards and make a covered stack. Each player receives a joker. All remaining cards are shuffled and each player receives three of these cards, so that now he has four cards altogether in his hand. The cards that have not been dealt form a second covered stack. Each player receives seven chips. The remaining chips are placed outside of the game. The player to the left of the dealer is the first to start.

To play the game

Each round of the game comprises five phases. All players go through each phase before starting the next phase.

Phase 1: The round card

The starting player places the uppermost card of the blind stack of round cards face-up. The number on this card indicates the extra number of penalty points that the loser of this round receives.

Phase 2: The first card

The starting player lays a card from his hand open or face-down in front of himself.

He may protect his card by placing one or two chips on it. Then the other players each lay one card on the table, clockwise. Open or covered, with or without protection. It is interesting to place a card with a value of 9 or 10 face-down and properly protected. In phase 4 you can still raise the value of an open card by placing a second card face-up, and thus make a value of 10.

Phase 3: Bidding and swapping

Once all players have played a card, the starting player may make a bid on one of the other players' cards. If this card is protected with a chip, this bid must be a minimum of one chip. Other players may outbid in a clockwise direction until no one wants to go beyond the last bid. The player with the highest bid pays the chips to the person holding the card and receives the card he has bid on in exchange for his own card. The protection chips that were on top of the old card are then placed on the newly acquired card. If two chips are placed on a card as protection, the opening bid must be a minimum of two chips. If there is no protective chip on a card, then a player can exchange this card with his own card by paying one chip to the pot (the centre of the table) with his own card. In turn, each player may open a bid on a card once. You may outbid several times if another player has opened a bid. It is not possible to bid on your own card. Bidding is not required. If you have received a new card, you may increase the protection of your card up to two chips, but never lower it.

Phase 4: The second open card

After the bidding phase, all protection chips that were bet during this round are placed in the pot (the centre of the table). Now the players may take turns to determine whether they want to place their first card face-up. If the player keeps his first card covered, then he may not lay a second card, and his turn is over. A player with a card face-up may take a second card from his hand and place it face-up. The values of the two cards are added up together. With this approach, you can try to get a value as close as possible to 10, but you may never come out above 10.

Phase 5: Penalty points and chips

Now all the cards on the table are placed face-up. If several players have the same value, the player who gets the highest value with one card wins. If there is still a tie, then the player who may take his next turn wins. The player with the lowest value is the loser. In the event of a tie, the player whose turn is later is the loser.

The loser must remove all the cards from this round of play. Each card counts for a minimum of one penalty point, but it can also run up to 10 penalty points. The round card also goes to the loser of this round of play. The winner gets all the chips from the pot. Then the players round out their hand again to four cards, which they pick from the face-down stack of playing cards by turns. The player who wins the round determines who will be the starting player in the next round. Then they start over again with Phase 1.

End of the game

The game is over when the 10th round has been played (the round cards have been played out) or if one of the players can no longer add to his hand. Each player adds the cards in his hand to the stack of cards that he had to take during previous rounds that he lost. If the game ends before the 10th round has been played, the loser of the last round also receives the remaining round cards.

The winner

Each player counts up his own penalty points. He also counts the number of chips that he has left over. Each chip is worth two points. To determine your final score, subtract these points from your penalty points. The player with the lowest final score is the winner. This can also be a negative value.

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