



EN



WHAT'S IN THE BOX

101 Playing Cards:

90 Number Cards – 6 color card suits numbered 1 – 15
(Each color has also been assigned a shape),
7 Joker Cards, 4 Skip! Cards, 3 Description Cards, 6 Level Cards,
6 Level Indicators

HOW TO WIN

The first player to reach Level 8 wins.

SET UP

Each player takes 1 Level card and 1 Level indicator. Players insert their Level cards into their Level indicators using the side of the card with 1 star. The 2 Runs of 3 (Level 1) should appear in the indicator window.



Choose a player to be the dealer. The dealer shuffles all 101 cards and deals **10 cards** to each player face down. Players take these cards into their hand and may look at them. The remaining cards are placed face down in the middle of the table to be used as a Draw pile.

The Dealer reveals the top card from the Draw pile. This is the first card in the **Dealer's personal Discard pile**. Each player will form a personal Discard pile over the course of the game (See illustration).



GAMEPLAY

Play moves clockwise. The player to the Dealer's left begins and takes the following actions:

- Pick 1 card (required).** Player takes 1 card from the Draw pile or the top card from any player's Discard pile and adds it to their hand.
- Lay out a level (not required).** Player places all cards necessary to complete their current level in their display area, face up and visible to everyone. *For example, a player must lay out 2 Runs of 3 to complete the first level.*

Important: Players are not allowed to lay out cards that form an incomplete level. In addition, players are not permitted to add different combinations after their turn ends to levels they have already laid out, e.g., a player may not lay out a third Run of 3 later in the first level.

When a player has laid out a complete level, before the turn ends, this player may place their remaining cards on any player's laid out cards, including the player's own cards, according to card placement guidelines (see "Examples" below). The first player with no remaining cards in their hand ends the round and gains an end-of-round bonus (see "Ending the Round").

EXAMPLES:

- *Run of 3 (4, 5, 6): The player may add a 7 (followed by an 8, etc.) or a 3 (followed by a 2, etc.).*
- *4 Pairs (2-2, 3-3, 6-6, 6-6): The player may add any 2, 3, or 6.*
- *Run of 4 (8, 9, 10, 11) and 2 Pairs (3-3, 9-9): The player may place a 7 (followed by a 6, etc.) or a 12 (followed by a 13, etc.) or add any 3 or 9*

THE COMBINATIONS

Runs: cards with increasing numbers in any color (e.g. **4-5-6** or **8-9-10-11**).

Note: there is no connection between 15 and 1!

Pairs, triples, etc.: cards with the same number (e.g. **4-4** or **9-9-9**).

X cards of 1 color: cards of the same color (e.g. **7-2-9** or **12-7-4-8**).

- End the turn. To end the turn, the player **must** place any 1 card face up on top of their Discard pile.

Note: *When the last face-down card is removed from the Draw pile, or when a face up Skip card appears in the Draw pile (see "The Skip! Card" below), players return all cards from their Discard piles except the face-up card from the top of their Discard pile. Reshuffle the returned cards and form a new Draw pile.*

ENDING THE ROUND

The **round ends** as soon as **a player has no cards remaining in their hand**.

- ▶ This player receives a bonus and **advances their Level card up 2 levels**, skipping 1 level.
- ▶ Players who have laid out their levels before the round ends, but still have cards remaining in their hands, advance their Level cards up 1 level.
- ▶ Players who have not laid out their levels before the round ends keep their Level cards in place.

The player to the left of the Dealer becomes the new Dealer. The Dealer shuffles all 101 cards and deals 10 cards to each player. A new round begins.



THE JOKER CARD (7×)

A Joker card can be substituted for any color or number (except a Skip! card). Several Joker cards can be used in any given level, but the player must clearly indicate how the Joker is being used. Players may never trade out Joker cards that have already been laid out.



THE SKIP! CARD (4×)

Rather than discard a card at the end of a turn, a player may choose to play a Skip! card in front of any other player who does not already has a Skip! card placed in front of them.

On the "skipped" player's turn, they must discard the Skip! card by placing it – face up! – at the bottom of the Draw pile. When a Skip! card appears face up in the Draw pile, the pile is reshuffled (see "Note" above).

Note: *When a Skip! card is discarded as the last card of a hand (the end of a round), its function is ignored.*

WINNING THE GAME

The first player who lays out cards for Level 8 wins the game. The player is not required to place or discard the remaining cards.

The game can also be won by a player who has laid out Level 7 and placed all remaining cards first.

In both cases the winner will advance the Level indicator to the winning medal.

ADVANCED VERSION

Players may use the "difficult" variation of the Level cards, denoted by 2 stars.

Note: For levels 5 – 8 of the 2 star side (level indicated in orange), players who have not laid out their levels can keep up to 4 cards for the next round. This increases a player's chances of reaching the next level. These players are only dealt enough cards to total 10 cards.

