

DOPPELT ODER NIGHTS

Thanks to all backers at Kickstarter.
Without you this game would still be
an idea.

GAME INSTRUCTIONS

If you have questions or want to
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Content:

1 direction indicator, 138 playing cards (numerical value "0" to "9" and Action cards) and 1 playing instruction.

Hinweis: Diese Spielanleitung ist nicht gegendert, damit sie lesbar und verständlich bleibt. Natürlich können alle Menschen mitspielen und gewinnen

Goal:

Whoever discards all his cards first wins the round. The other players receive minus points based on the card values they still hold in their hands.

If one player has 500 or more minus points, the game is over.

Note: The total score can be changed before the game. For example, 300 points are also possible, or you can simply agree on a time limit or a fixed number of rounds

Start of the game:

At the beginning of each round, each player is dealt 6 cards, which they take into their hand hidden from the other players. The rest of the cards are turned upside down and placed in the middle of the table as a draw pile. The top card of the draw pile is turned face up by the dealer and placed next to it as the base of the discard pile. Before that, however, all players must be ready, and the round begins immediately with the first card being turned over by the player next to the dealer (clockwise), unless this first card already specifies another action.

Game procedure:

Players discard one card at a time, if they can (see discard rules). If a player does not have a matching card, he or she must draw one from the draw pile. If this card meets the discard rules, he or she plays this card directly and then it is the next player's turn.

"Beat the player that played that card in Rock-Paper-Scissors (best of 3):"

Only paper, rock and scissors are allowed. They beat each other in this order and scissors beat paper. As soon as a player has won 2 rounds, he has won. Only the player who must complete this task can draw cards. The one who played the card cannot.

If the player who must complete this task has played the card, then he must play Rock-Paper-Scissors against the player who directed this card at him (e.g. by the Not Me, Mirror or You! card).

"Put a coin in a glass. Throw the coin in the air by moving the glass. Orbit around the glass while the coin is in the air and catch it with the glass afterwards:"

The coin may only touch the glass. If the coin jumps out of the glass while catching it, the task is not considered completed.

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**"Slide a coin over the table (at least 1 m). The coin has to stop in a corridor of 10 cm to the opposite table border:"**

If the coin falls off the table or does not come to rest fully behind the 10 cm mark, the task is not considered completed. To mark 10 cm, simply take a playing card which is approx. 9 cm long.

The table can be longer, then the target area can be increased a little bit, e.g. 2 m table, if available, then the coin must be within 15 cm from the opposite edge of the table.

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"Spell a word that the other players choose. (It has to be in the dictionary!)"

The player who placed the card may tell you a word you should spell. After you have heard the word, you decide if you want to try to spell it. To find a word, the player can ask the other players, it just has to be a word that is written in the dictionary.

"The other players name a country. You estimate the population (to misestimate less than 10 % counts as correct answer):"

The player who played this card names a country. Then you decide whether you want to estimate the population. If you deviate from the correct value (Internet research) by a maximum of 10%, you have guessed correctly. The other players can suggest a country.

"Time with a stopwatch but without looking 20 seconds (± 1 second):"

You can use any stopwatch, e.g. the one in your cell phone. It is advisable to keep your finger on the stop button and look away. If your stopwatch shows a number between 19.00 and 21.00 seconds, you have completed the task. However, the watch must be stopped.

Discard rules:

A card can be discarded if it has the same color (magenta, cyan, yellow or green) or symbol/number as the top card in the discard pile.

Toss in:

If a player has the exact same card (color and symbol/number) in his hand as the top card in the discard pile, he may play (toss in) that card at any time, even when it is not his turn. However, he must be fast enough to do so. If the player has already played a card on his turn or has touched the draw pile to draw, then the person trying to toss in was too slow and must put his card back into his hand.

If you have two identical cards in your hand, you may play both cards at the same time, as if they were one card.

Action cards then count double (e.g. twice +3 = +6, skip twice means two players skip, twice change of direction means direction of play is maintained). The game is continued after the toss in by his neighbor in the direction of play. Tossing in is only allowed with color cards (magenta, cyan, yellow or green)!

Action cards (see Overview of the Action cards):

There are four types of Action cards:

- **Neutral Action cards:** These are played and have an effect that continues the game.

- **Offensive Action cards:** These are played and aim at the following player. However, by placing an offensive card with the same symbol (color doesn't matter), the player can pass the offensive card on to the next player, with the effect increasing each time by the value of the next card. Offensive Action cards can be recognized by the crosshairs in the upper right corner.

- **Defensive Action cards:** You can also play these cards when you are attacked by an offensive card to direct the action to a new target. Defensive cards immediately fulfill their effect and are then placed under the discard pile so that the active offensive card remains on top. Defensive Action Cards are gray and therefore easy to recognize.

- **Jerk cards (brown):** These are called like this because you are not likely to make friends when playing this card. They may be tossed in at any time on an offensive Action card that was not placed by a player himself. Only one Jerk card can be placed on an offensive Action card. If another offensive Action card is placed after the first Jerk card, another Jerk card can be played. Like the defensive Action cards, these are moved under the discard pile after they have had their effect, so that the game can continue with the offensive Action card.

"Beat the player who played this card at arm wrestling:"

The elbows must remain on the table and the wrists must not be bent. If the player who has to do this task played the card, then he must arm-wrestle against the player who directed this card at him (e.g. by using the Not Me, Mirror or You! card)

"The player who played this card and you each throw one card to the wall. The card that is closer to the wall wins. If the cards touch each other, repeat the task:"

The player who played this card and you each take one card, for example, from the discard pile and stand in front of a wall. Two to three meters distance to the wall is a good guideline. Throw the cards one after the other towards the wall. The card that is closer to the wall wins. For the scoring, the front position of the card is used. For professionals, the cards even remain on the wall. If the cards touch each other, both players throw again.

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"Place the draw pile over the table border and catch it with a card flip:"

It must be the entire draw pile. It must rotate in the air at least half a turn. Everything is done with one hand and also caught. If at least one card is not caught, the task is not completed. Have fun collecting cards ;-)

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THE TASKS

"Let a coin spin for at least 7 seconds without it falls over:"

Take a (money) coin and let it spin. If the coin spins for at least 7 seconds before it falls over, you win. You should make some space on the table before you start. If the coin bumps or falls off the table, the task is over. You can also complete the task on the floor if you want to, just to be on the safe side.

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"Call an unknown number and keep the person at least 90 seconds on the line (speaker on):"

The task only starts when someone answers. Your fellow players can think of a number or give you the number of a person you don't know, e.g. a relative or colleague of the other players. You must not mention that you are calling because of this task until you have done it. If the person hangs up before you have called for 90 seconds, you lose. Say hello from me ;-)

"Turn over the top numbers card of the draw pile. You draw cards equal to the number. For each jerk card that you turn over you have to draw 10 additional cards:"

You turn up cards until you turn up a Number card. When you turn over an Action card, nothing happens, but you keep drawing until you turn over a Number card. For each Jerk card you turn over up to the Number card, you draw 10 additional cards. Example: You turn over a Skip card (action), then a Capture card (Jerk) and then a "3", then draw 13 cards in total.

Summary Action cards:

Against offensive cards you can defend yourself with defensive cards, offensive cards with the same symbol (color doesn't matter) or with Jerk cards. If you can no longer defend against the attack, you must now carry out the tasks stated on the offensive card(s).

Special feature: The "Not Me" Jerk card is the only Action card that cannot be fended off.

Your seat neighbor is constantly attacking you with offensive Action cards? No problem:

The "0" doesn't count as an Action card, but if you place a "0", you may (but don't have to) swap seats with any other player. The game continues with the next player in the direction after you (at your new seat).

End of game:

If a player plays his last card, the game ends for all players and each player adds up the points/card values in his hand, which are then written down as minus points. However, if the last card is an Action card, it is still executed completely (see "Special features at the end of the game"). Only then are the minus points for each player determined and the next round can begin.

Card values:

- All Number cards have card values equal to their numerical value.
- All Action cards have a card value of 20.
- All Jerk cards have a card value of 70.

Special features at the end of the game:

If a player ends the game with an offensive Action card, it is still executed. For example "+3"/"+5" card: Someone still has to draw or complete the task(s). You can defend yourself as in the game (e.g. dodge, pass or place the mirror). So it can happen that the player who has already played his last card has to draw cards again (e.g. through the mirror). In this case the player draws the corresponding cards or completes the task(s). If, after performing the action, at least one player (regardless of which) has no cards left in his hand, the game will end. If all players have at least one card left in their hand, the game continues as if no one had played his last card.

To avoid a dispute (at least because of the rules):

- Yes, you always have to play if you can.
- Brown and gray cards can only be placed on offensive cards.
- Brown and grey are not considered to be playing colors. So you can't e.g. toss in a grey one on a grey card in between.
- If you play a card even though it is not your turn, you draw a penalty card (exception: tossing in a card).
- The first card that is turned over at the start of the game is taken from the draw pile by the dealer when all players are ready. This is valid, even if it is an Action card, as if the dealer had discarded it from his hand, i.e. if it is a "change of direction", the player behind the dealer takes his turn (the round now starts counterclockwise).
- The first card must be a color card. So if a grey or brown card is turned over, please continue until you can start with a Color card (magenta, cyan, yellow or green).
- If a player only has defensive Action cards in his hand (grey), he may show them, shuffle them into the draw pile and draw just as many new cards.

Have fun playing!



"Not Me" (Jerk):

Every player except you is affected by this card. This cannot be prevented. So you cannot play a defensive Action card for defense or your own offensive Action card to increase the effect. Example: All players must draw 3 cards. Nobody can play a defensive card or their own +3 card, i.e. all players (except "Not Me") must take 3 cards from the draw pile or try the task. After that, the player that the offensive card was aimed at before the Not Me card continues the game. Note: In all Action cards where there is interaction between players, the player of the "Not Me" card jumps in, so that the original player does not have to arm-wrestle with himself, for example.



"Capture" (Jerk):

You capture the offensive Action card, i.e. it is as if the card was played by you. However, you may choose a new target for this card. This can be any player in the round. This card is a You! card that you can throw in between and become the owner of the offensive Action card. This is crucial for some tasks. This is not the case with the You! card.



"Double" (Jerk):

This card doubles the effect of the offensive Action card. Example: "Draw 3 cards" becomes "Draw 6 cards". This card always doubles the whole pile, so if you have two +3 cards, you have to draw 12 cards or do all single tasks. The tasks are not doubled, but the following applies:

- "AFK": Task must be completed twice.
- "Magnet": Name 2 different numbers (1-9).
- "Skip": The player skips twice as normal. He may still throw in between.
- "Minus 20": 40 minus points are written down.

**"Dodge" (defensive):**

You withdraw from the game for a move as if you were not there, i.e. everything that hits you (e.g. +3, +5, skip) hits the next player in the direction of play.

**"You!" (defensive):**

Select a new target for defending an offensive card. Point to any player who is now the target. The game jumps to this player, so to speak. The player can defend himself or, for example, take up 3 cards (with a +3). The game then continues in the direction of play for this player.

**"Mirror" (defensive):**

The mirror turns the game direction and chooses the player who is next in the new game direction as new target. If a player has a "stack" of +3 cards, passed on by placing another +3 card, and a mirror is then placed, all +3 cards are aimed at the player who placed the last +3 card.

**"Who is unlucky" (defensive):**

All players (including you), on 3 (or "Who" "is" "unlucky"), place one hand with the palm of your hand up or down in the center of the table. The majority of the same hand positions are eliminated and the minority repeats the process until only one player is left. The offensive Action card is now aimed at this player. If there are only 2 players left, these two play a round of "Rock-Paper-Scissors". The offensive card now aims at the loser.

For the first game:

In the first few games, to get familiar with the basics of the game more easily, you can leave out some Action cards for now and then add them one by one, because the more Action cards you have, the more action and fun you'll have! The following cards are recommended for practice:

All Number Cards, Change of direction, Color Swap, Skip, Draw cards (+3 and +5), Magnet, Dodge, You! and Mirror.



OVERVIEW OF THE ACTION CARDS



"Change of direction" (neutral):

When this card is played, the direction of play changes immediately.



"Color Swap" (neutral):

This card changes color from one color to another. Here, for example, from magenta to green or vice versa. You can place this card on any magenta or green card.



"Half Hand" (neutral):

You may randomly place half (rounded down) of your hand cards under the discard pile. (Example: If you have 5 cards in your hand, 2 of them may be discarded, e.g. one player may draw them face down).



"Card Exchange" (neutral):

Swap your hand cards with the hand cards of another player. You must swap. Even if this was your last card.



"Skip" (offensive):

When this card is dealt, the next player will be skipped. If this card is discarded twice at once by one player, the next two players will be skipped. When this card is played, the player who has to skip can defend himself (defensive card) or play the identical Skip card to have the next player skip, but he must be fast enough. If the next player has already played a card, it is too late.



"Minus 20" (offensive):

The player who is hit by this card gets 20 minus points directly as a penalty.



"Draw cards (+3 or +5)" (offensive):

The cards attack the next player, so he must draw 3 or 5 cards. The player can decide whether to draw the cards or try to complete the task. If he dares to do the task, then "double or nothing" applies. If he fulfils the task, he does not have to draw any cards. If he cannot complete the task, he has no choice but to draw. For a task that has been started but not completed, the following applies: You talked big and screwed up, so draw double!



"away from keyboard" (offensive):

The player who is hit by this card must complete a task that takes about 30 seconds. That's how long the other players continue playing the game and leave him out. Tasks could be: Copy the "Minus 20" text, run around the house (or another distance of about 100-200 m), write the alphabet twice or whatever comes to your mind.

Note: "AFK" and "+3" or "+5" are cards where you can also let your creativity flow in by changing the existing tasks or come up with your own tasks.



"Magnet" (offensive):

If this card is played, the player who is targeted by this card must name a number between 1 and 9 and then receives all cards with this number from all cards in the hands of all players. Numbers that have already been called in this round may not be called again. If all numbers from 1-9 have already been named, a color (magenta, cyan, yellow or green) must be named alternatively.