

FINITA

(Esperanto for „finished“)

Cards:

- Cards in 4 suits with the numerical values 1 to 9 each doubled = 72
 - Cards in 4 suits with the numerical values 0 and 10 = 8
 - Special cards in 4 suits: skip, change direction, draw two; 2x each = 24
 - Special cards black: color choice card, four-drawing card, 4x each = 8
 - Superpowers: Paul, Petra, Pia, Patrick, 2x each = 8
 - TOTAL = 120
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RULES:

Objective of the game:

The goal is to get rid of all the cards in your hand. The first person who has no more cards in his/her hand wins.

Preparation:

The cards are shuffled, each player receives 7 cards, which he takes face down in his hand. The remaining cards are placed face down in a deck in the center of the table. The top card from this deck is turned over and laid out face up. In the process, cards are played by being placed on top of that card, creating a discard pile. A player is drawn to start the round.

Gameplay:

The first player discards a card from their hand onto the discard pile. The following applies: **A card can only be placed on top of a card of the same color or number.** The action cards (see the following section) have special rules.

If a player **cannot place a suitable card**, he must draw a penalty card from the face-down stack. He can play this card immediately if it fits. If he does not have a suitable card, it is the next player's turn.

If you discard the **penultimate card**, you must call out "**Finita!**", signaling that you only have one card left in your hand. If a player forgets to call this and another gets it, he must draw 2 penalty cards.

If the draw pile is empty, the top card from the discard pile is set aside and forms the new discard pile. The remaining cards from the discard pile are reshuffled and then placed face down as a new draw pile.

The player who discards their last card wins the round. The other players determine their (minus) points. A new round is played.

(optional) **Throws:** Normally, players play clockwise. However, if a player has the same card (color + number or function, no action card!) in his hand that is currently at the top of the discard pile, he may discard it out of turn. However, he must be faster than the player whose turn it is, otherwise his

discard is invalid. In case of doubt, the card that is further down the stack is considered to have been played faster. Play then resumes with the player whose turn comes after the thrower (unless the thrower was too slow). Thus, the players are passed over between the player who played the first card and the one who threw in between.

If it is a player's turn and he has two identical cards in his hand, he may discard them both at the same time.

(optional) **Overtime:** If the player affected by a +2 card or +4 card can also place a +2 himself, it is added up and the following player must take 4 or 8 cards. The same applies to other such cards.

(optional) **Clap:** If a player discards a 9, everyone must clap their hands onto the discard pile. Whoever claps last (i.e. whose hand is furthest up) must draw a penalty card. Anyone who claps although there is no 9 (which easily happens with a 6) also draws a penalty card.

(optional) **Memory:** Each player must put a face-down card aside, which he may only play at the very end of the round. This effect can be extended if the players place several cards face down in front of them and a player who discards a 0 may move the opponent's cards.

Basically, if a player plays a hidden card but doesn't pass it, they get a penalty card and it's the next player's turn.

(optional) **Poker:** If a player has a sequence of numbers consisting of 5 consecutive cards of the same color in hand (e.g. yellow 4-5-6-7-8), he may discard them completely when it is his turn and place the bottom card on top of the card matches the discard pile (number or color). It is also possible to discard a complete set of a numerical value in all four colors (e.g. 5 in yellow, red, green, blue) in the same way.

(optional) **Stupid question:** Whoever asks superfluous questions (e.g. whose turn it is?) must draw a penalty card.

(optional) **Chaos:** +2 and +4 cards can be played against each other

Mastermind action cards

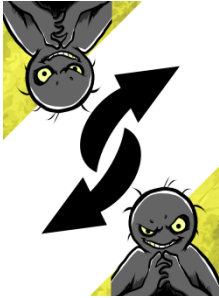
In the game there are mastermind action cards (recognizable by the gray meanies) with different functions, which are explained below:

DRAW TWO CARDS



When this card is discarded, the next player must draw 2 cards. This card can only be placed on top of a matching suit or other draw-two cards. If it is revealed at the beginning of the game, the same rules apply. The effect can be passed on if the affected player discards another such card. Then the following player must draw 4 cards, etc.

REVERSAL CARD



This card changes the direction of play. If the game was previously played clockwise, then it will be played counter-clockwise and vice versa. The card can only be placed on a matching suit or another reversal card.

SUSPEND CARD



After this card is laid, the next player is "skipped". The card can only be placed on top of another matching suit or another skip card. If this card is drawn at the beginning of the game, the starting player is "skipped".

COLOR SELECTION CARD



The player who places this card decides which color to place next. You can also choose the color that is already lying.

DRAW FOUR SELECTION CARD



The player who discards this card decides which suit to discard next. In addition, the following player must take 4 cards from the deck. The effect of the card can be passed on if the affected player discards another such card. Then the following player must draw 8 cards, etc.

Power card PAUL

Choose a number from 0 to 10. This is a new number that the remaining players must now answer immediately. If you cannot serve the number, you must draw a penalty card. After that it goes on as normal.



Power card PETRA

After Petra has been played, name a number between 0 and 10 and choose "larger" or "smaller". Everyone else must now immediately serve a card whose number is greater or less than the number chosen. If you can't do that, you have to draw a penalty card.

It is NOT necessary to check that the color and/or value match. It's all about compliance.



Power card PIA

You may play the Pia card when you are affected by the effect of a special card. You are then unaffected and can play any card or pass the effect on to the next player. Otherwise you can play Pia as a color or number of your choice.



Power card PATRICK

Each player chooses a number card from their hand face down. Compare these number cards openly. Whoever played the highest card draws 3 penalty cards. The players who have the same number also draw 3 penalty cards. Everyone takes their compared number cards back into their hand, and then it goes on as normal.



Punish

If a player breaks the rules, he must draw one or more penalty cards. The regulations are as follows:

- **Finita:** If a player forgets to call Finita after placing his penultimate card and the next player has not yet played his card, he must draw a penalty card.
- **Suggestions:** If you make suggestions to your fellow players as to what they should play, you must draw two cards as a penalty.
- **Misplaced:** If you place a card in your turn or if you placed a wrong card, you must pick it up again and receive a penalty card.

End of game and points

Once a player has discarded all of their cards, the round ends and all other players get minus points for the cards they still have in hand:

- All Number cards Value (z.B. 9 = 9 minus points)
- Special cards 20 Points
- Special cards (black) 50 Points

The game ends when a player has reached 500 negative points. The one who has collected the fewest negative points wins.