

Keine Lahme Agame

Ein taktisches Kartenspiel...

Rules

Each player chooses their color and takes the **10 cards** of that color. He places his **card with the card order** in front of him. This means that all players can see who is playing with which color. The number series also helps as a thought support. In front of each player there is space for their own **card display**.

Game play

We play several rounds until a **game section is completed**. A game period ends when a player has no more cards in his hand.

Players take their turns clockwise. Whoever took the trick is the starting player and must lead to the next trick.

The respective starting player begins a round and must carry out the **main action "trick"**. He can also choose the **special action "Catch"**, which **can** then be carried out by all players in turn **before** the trick is led.

Stitch

On your turn, you play **one or two cards** of any value and color. (At the start of the game, players only have cards of their own color).

The other players follow in a clockwise direction.

There are 2 things to consider:

1. **Single-digit card values (1, 1, 2, 3, 5, and 8):**

Only the **starting player** is never allowed to play a **single-digit card alone**, but only with a second card. (All other players may play single-digit cards individually.)

It can happen that the starting player only has a **single single-digit card** in his hand and therefore cannot play according to the rules. In this case, he must place it **face-up** on the **discard pile**.

2. Hut

The hat is the **highest card**. The hat is always played **alone**.

The highest card value wins. If there are 2 cards, the sum of the two cards counts. The hat beats all other cards (the agamas slip under the hat).

Catch

Only if the **starting player** decides to catch will a “catching game” be carried out **before** the main action “trick”.

- The player may catch **any card** from any player's **display or the top** card from the **discard pile**. Of course, this card must fit into your own display.
- To do this, the player must place **one** – but a **maximum of two** – of his hand cards with **at least** the value of the captured card face up **on** the discard pile.

Example: An 8 can be caught with 5+3, 8, 2+8, 21, 13, 13+5, or any other combination worth at least 8.)

- A caught card is initially placed separately next to your own display because a caught card cannot be caught again during the current catching round.
- The other players now **have the** opportunity to catch, but they don't have to do so.
- At the end of the catching round, a captured Agama card **must** be added to your own **display**.

After the capture round, the starting player leads normally to the trick.



KEINE
LAHME
AGAME

-AGAME NOT LAME-