



SOLO®

The crazy card game for guaranteed family enjoyment

Players: 2 - 10

Age: 6 -106 years

1 Instructions

18 red cards with values 1 - 9

18 green cards with values 1 - 9

18 blue cards with values 1 - 9

18 yellow cards with values 1 - 9

8 "Miss a turn" cards in 4 colours

8 "Change direction" cards in 4 colours

8 "Take 2" cards in 4 colours

4 "Swap cards with another player" cards in 4 colours

4 "Choose a colour" cards

4 "Take 4 + choose a colour" cards

4 "Change cards all round" cards

The AIM OF THE GAME is to be the first player to put down all of your cards

PREPARATION

The players choose a dealer who shuffles and deals the cards. Each player is given **8 cards**. The remaining cards make up **the pack**, which is placed face down in the middle of the table.

The top card is turned over and placed next to the pack, as the first card in the discard pile. Each player picks up his cards and sorts these according to colour or value.

THE GAME

The player sitting to the left of the dealer starts the game. The other players follow in clockwise order. Each player can get rid of his cards in the following ways.

1. Discarding

When it's your turn, you may put a **suitable** card on the discard pile.

A suitable card is a card of the **same colour**, or the **same value**, or the **same action card symbol** as the previously discarded card.

***EXAMPLE:** If the previously discarded card is a red 9, the next player may put down another 9 of any colour (yellow, green, blue, red) or a red card of any value (1, 2, 3, 4, 5, 6, 7, 8, 9).*

If a blue 9 is played, the next player must either put down another 9 or a blue card of any value. If the player cannot put down a suitable card, he must take a card from the top of the pack. If he cannot play this card, he keeps it in his hand and the next player takes his turn.

2. Discarding out of turn

If a player has **exactly the same card** in his hand as the card on top of the discard pile, he may put his card down immediately.

It does not matter whether it is his turn or not. The player next to the discarder takes his turn next.

When action cards with symbols are played, the next player must act as instructed by the card.

3. Taking a card

If a player does not have a suitable card in his hand, he must take a card from the pack. If this card is suitable, he may play it immediately.

The next player then takes his turn as long as nobody discards out of turn.

ACTION CARDS

The player whose turn it is may also play an action card. Some of these can be discarded after any other card and act as “Jokers”. These cards are black.

MISS A TURN



If the top card on the discard pile is blue, the next player may put down a blue “**Miss a turn**” action card. This means that the next player in the order of play may neither play a card nor take a card from the pack, he **must** miss his turn - and the player next to him may take his turn.

CHANGE DIRECTION



If the card on top of the discard pile is yellow, the next player may discard a yellow **“Change direction”** card. This means that the order of play is reversed. If the game had been played clockwise before this card was played, it changes to **counter-clockwise** afterwards, i.e. the player whose turn it was before the one who played this card, goes next.

TAKE 2



If the card on top of the discard pile is red, the next player can discard a red **“TAKE 2”** action card. The player next to him must then pick up 2 cards or **can pass the penalty on** by playing another **“TAKE 2”** card. The next player must then pick up 4 cards, etc.

CHOOSE A COLOUR



If a player cannot put down a card, or if he wishes to change the colour, he may play his **“Choose a colour”** action card. The colour of the previous card is not important.

EXAMPLE: *He plays the choose a colour card and says “Change to RED”. The next player must then play a red card.*

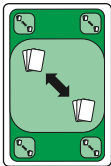
TAKE 4 + CHOOSE A COLOUR



You can play this card whenever it is your turn. It has two meanings:

firstly, you can choose a colour and **secondly**, the next player must pick up 4 cards. (He may also pass the penalty on, of course.)

SWAP CARDS WITH ANOTHER PLAYER



The player who puts down this card is entitled to swap cards with a player of his choice.

CHANGE CARDS ALL ROUND



If a player puts down this card, each player must give all or his cards to his neighbour in the direction of play.

END OF THE GAME

If a player only has one card in his hand, he must call **“SOLO!”** to warn the other players.

If a player forgets to call **“SOLO!”**, he must take 2 cards from the pack.

The first player to play his last card is the winner and the round is over.

The other players must add up the points on their cards and the total is written down as the winner's score.

The first player to score 600 points is the overall winner.

SCORING

All cards with values of 1 to 9 are counted at their face value.

“CHANGE DIRECTION”	- scores 10 points
“MISS A TURN”	- scores 20 points
“TAKE 2”	- scores 30 points
“SWAP CARDS WITH ANOTHER PLAYER”	- scores 30 points
“CHANGE CARDS ALL ROUND”	- scores 40 points
“CHOOSE A COLOUR”	- scores 40 points
“TAKE 4 + CHOOSE A COLOUR”	- scores 50 points