

# AURUXXX®

## The Golden Twelve

### GOAL OF THE GAME

To be the first to lay down the golden 12 and write down as little points as possible. Whoever has the least points at the end of the game (3 rounds) wins the game.

### PREPARATION

Each player receives 12 "handcards". The rest of the cards are placed in the middle and one card is turned up beside the middle pile as a discard pile. The figure "Happy Man" is placed beside the pile. Every player receives a play pad and a pencil.

### PROCESS

The player next to the person that dealt starts the game (clockwise). If it is your turn, you can pass, pick up a card from the middle pile or wave the draw and lay a card down. Besides, from passing a turn must be finished by laying a card down on the discard pile. If you cannot discard a card, you must draw a card from the middle pile. If that card cannot be discarded, another card must be drawn. If you cannot lay this card down either, it is the next players turn.

### RULES

A game consists of three rounds. You win a round if you lay down one or more golden 12 cards as the last cards on the discard pile. You can only pass three times per round. Therefore, you mark an X on your play pad in the particular block. Consequently you must add 5 point at the end of each round for every X you placed. Now it is the next players turn.

### PASSEN



+5 P.



+5 P.



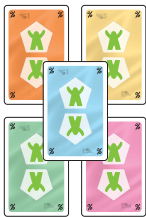
+5 P.

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### An important hint about drawing and lying down ...

The basic rule is: when it is your turn you can either pass, draw or lay down a card. However, you do not have to. If for tactical reasons, you want to keep all cards in your hand and you do not want to lay down a card you are holding you have to pay by drawing a card to discard. If you do not want to discard that card either you must draw another card. After that, you are relieved of having to lay down a card and it's the next player's turn.

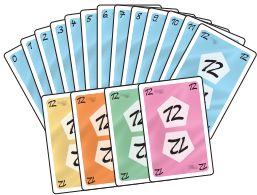


### THE "HAPPY MAN CARD"

By laying down the "Happy Man card", you receive the wooden figure. Whoever has the figure at the end of the round can deduct 50% of the points. The figure stays with the same person throughout all rounds until another player draws the happy man card. At the end of 3 rounds, the points are added up and the player with the least amount of points wins. The worth of the "Happy Man card" held in hand at the end of the round is 25 points.

### THE CARD DECK 0-12

There are two decks of cards ranging from 0-12 in 5 different colors. With these cards, you either can lay down according to color (blue on blue...) or based on numbers (7 on 7) as well as the number before (6) and after (8) if you choose to lay down by numbers you can lay down twins or triplets for example 3x6 on the 7.



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### THE DRAW 2 CARD

A 2 can always be discarded no matter which card is on top of the discard pile. The next player must draw 2 cards. Since the number 2 card is also a normal card it can be discarded as doubles or triplets etc. The next player must then draw four or six cards or more accordingly. By passing your turn, the next player must draw the according amount. You can lay down any color on a 2 and of course a 1, 2 or 3.

### THE 50S CARD

The 50 card can be laid down on any action card, any card with the same color or another 50 card. Any action card can also be laid down on the 50 card. If this card remains in hand at the end of the round, it is worth 50 points.

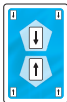


## ACTION CARDS



If you lay down the card **"cardblessing"** you must draw a card from every player.

If you lay down the **"swapcard"** you must trade all cards with a player of your choosing.



If you lay down the card **"draw"**, you must draw a card from the following player (clockwise).

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It is possible to lay down more than one action card. After the last action card has been laid down, one more card must follow. Any card can follow an action card just as the action card can be laid down on any other card. If you have an action card in your hand at the end of the round it is worth 25 points.

### THE GOLDEN 12

The golden 12 card -and only the golden 12 card- can be laid down at the end of the round. That means you must be able to close a round if you want to lay down the golden 12 card. If you have more than one golden 12 card you can lay them down as twins or triplets. Laying down the golden 12 card ends the round. Only the winner of the round notes the amount of golden 12 cards that he laid down, in the pentagon of his play pad. The player that ended the round can deduct 5 points off of their score for each golden 12 card.



### STRATEGIE/TIPS

#### **If you do not have a golden 12 card in your hand....**

You can increase your chances of receiving a golden 12 card by drawing many cards. That would mean drawing a card every round even if you already have a card to lay down. Then, i.e. for tactical reasons, instead of laying down a card you can decide to draw another card. Then lay down one of your cards and the next players turn begins.

If you have action cards on your hand, either you can swap all your cards with another player or you can draw a card from all other players. That will also increase your chances of receiving a golden 12. (See action cards).

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### Watch the other players...

...and pick up on information about their strategy. If a player is drawing many cards, it could mean that they do not have a golden 12 card yet. They may also be collecting many cards to prepare for a card swap in order to give another player many cards, which would buy the player more time to get a golden 12 card and end the round.

### "Swiping" the golden 12 card

If you see another player systematically laying down all of their cards, chances are high that this player has at least one golden 12 card on hand and is trying to win the round.

If you have any actioncards, you can wait for the moment when that player has only one card left and then swipe that card or swap it with one of your cards and maybe instantly win the round.

### Mislead other players.....

...by not drawing any cards and systematically and quickly laying down all your cards. You put the other players under a lot of pressure, because they have to assume that you have a golden 12 card and try to win the round.

By that, you bait the other players to preemptively play their actioncards and consequently increase your chances to obtain a golden 12 card by swapping your cards with another player. Now, with your cards on hands, they cannot follow their own strategy and their actioncards are spent. Even if no other player gets baited by that, your chances increase, to draw an actioncard or a golden 12 card while having only a few cards and by that quickly winning the round. You can also use that strategy in all three rounds so that if you lose a round, you only have to note at least points as possible. By that, you could possibly win the game without ever winning a round. The "0" cards can help you by creating the impression of having many cards on hand and so giving them a false sense of security.

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### **You prepare a quick surprising win of a round...**

...by gradually optimizing your cards to doubles and triples etc. From outside viewed, your cards will not post any risk, because you seem to hold enough on hand. However, since you can lay down numbered multiples, you can quickly reduce your cards in fewer turn than expected and so surprise the other players with a "sudden" win. This strategy works especially well when the other players have a false sense of security and do not realize that your cards reduce swiftly. But be aware that other players can suddenly turn the tide if they have actioncards on their hands.

### **Shuffle your cards before another player draws a card from you...**

...because maybe he observed how you organize your cards or where you could store your golden 12 card.

### **Play your actioncards tactically...**

... by only using them when gain an advantage by it. In other words: you are never obligates to play an actioncard, just because you can or because no other card can be laid down. It is your own decision. If you do not want to play it, you "pay" by having to draw another card. If you cannot lay down the card you just drew, you have to draw another card. Only then, you are exempted of your obligation to lay down a card and the next players turn begins.



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