### FRANTIC - Rules of the Game

#### CONTENT

#### 125 PLAYING CARDS (BLACK BACKS)

#### 72 coloured cards

18 cards each (2× numerical values from 1 to 9) in the 4 colours blue, red, green and yellow

#### 9 black cards

with the numerical values from 1 to 9

#### 44 special cards

#### 20 single-coloured special cards

in the 4 colours blue, red, green and yellow:

- "Gift" (2× per colour)
- "Exchange"
- "2nd Chance"
- "Skip"

#### 23 multi-coloured special cards

(colour request cards, also some number request cards)

- 11× "Fantastic"
- 5× "Fantastic Four"
- 4× "Counterattack"
- 2× "Equality"
- 1× "Nice Try"
- 1x "Fuck You" card

## 20 EVENT CARDS (WHITE BACKS)

### 4 OVERVIEW CARDS

### **INTRODUCTION & AIM OF THE GAME**

FRANTIC is played over a number of rounds. In each round, you try to be the first one to discard all your hand cards on to a common discard pile. If another player is faster than you, try to have as few cards as possible, with altogether the lowest numerical values possible in your hand - because all numbers in hand count as points. And points are bad. Your points are added up round by round. If one of you oversteps the points limit agreed on before the game, the game ends and the player with the least points wins.

NOTE: FRANTIC comes from Switzerland - and is thus played in an ANTI-CLOCKWISE direction! We also say, "like a box of the ears" (a fitting mood setter for this sneaky game).

#### **GAME PREPARATION**

- » Separate the playing cards (black backs) from the event cards (white backs).
- » Agree on a maximum number of points. Based on many years of experience and a secret algorithm, we recommend the following points limit:

Number of players	short game	medium game	long game
2 – 4	137 points	154 points	179 points
5 – 8	113 points	137 points	154 points

You may also fix a different limit. But generally speaking, the more players there are, the lower the limit should be.

» Turns are played counterclockwise.

## **PLAYING A ROUND**

- » Shuffle separately all the playing cards and event cards (yes, both before each round!) and place them side by side, face down in the centre of the table.
- » The card dealer (randomly chosen at the beginning) deals 7 hand cards to each player.

Now the card dealer turns over the top card of the draw pile and lays it beside the pile. This is the start of the discard pile, and with this card, the game begins: treat this card as if the card dealer had played it - with all its effects and consequences.

For example, if a corresponding card is turned over, the card dealer requests a certain number or colour. And in the case of a black card, an event card is revealed and carried out - which, in the worst case, can lead to the round ending immediately!

Starting with the player on the right of the card dealer, all players take their turn, until the round ends.

# YOUR TURN

When it's your turn, carry out one of two possible actions: » Play 1 card

- » Draw 1 card and then (if you wish) play 1 card

It is **not** compulsory for you to play a card simply because you can, but you may draw one if desired. However, if you are unable to play a card, then you must draw one.







Black card



"Fuck You" card



Multi-coloured special card



Single-coloured special card



**Event card** 

IMPORTANT: Contrary to many other games, you may play a card after having drawn one and before the next player takes their turn! That may be the card just drawn or a different card.

## **RULES FOR PLAYING A CARD**

Whether or not you may play a card usually depends on the card previously played or discarded. Here are the details for the individual cards:

#### **COLOURED CARD (WITH NUMERICAL VALUES FROM 1 TO 9)**

- » Number on the same number or colour on the same colour
- » According to a request for a particular colour or number

## SINGLE-COLOURED SPECIAL CARDS

- » Colour on same colour
- » Symbol on same symbol
- » According to a colour request

## MULTI-COLOURED SPECIAL CARDS AND "FUCK YOU"

- » On any card
- » When indicated, immediately in special situations

#### **BLACK CARDS**

Attention: Black is not a colour and may not be requested as a colour.

- » Number on same number
- » According to a number request (see below)

If a black card is played, turn over the top card of the event pile and carry out the event.

More information on the event cards on the back side of the rules.

Special cards have one or more effects. More on the individual cards on the back side of the rules.

# **END OF THE ROUND**

The round ends when:

- » One of you has no more hand cards.
- » One of you has to draw a card, but the draw pile has been used

If you are in the process of carrying out a card effect or an event, then complete it if possible. If after doing so one of the conditions for ending the round has still been met, then the round ends.

It may be that due to an event several players end the round at the same time.

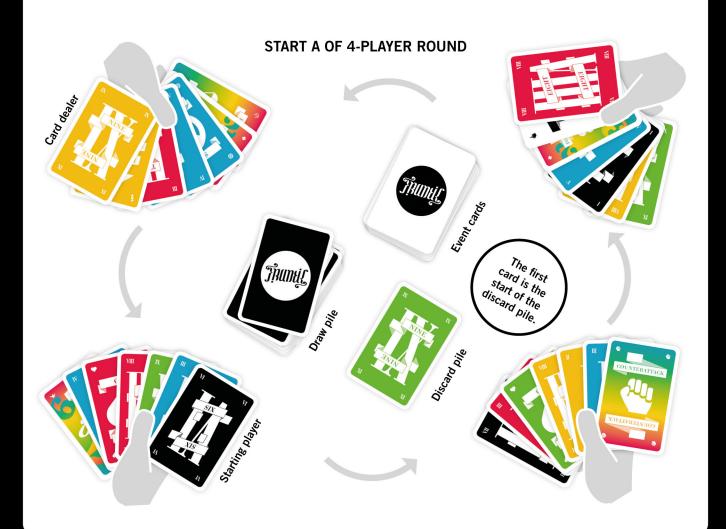
Now, count up the points of your remaining hand cards and add them to the points already collected in previous rounds.

- Respective score points: » Coloured card or black card: numerical value
- » Special card (single- or multi-coloured): 7 points
- » "Fuck You" card: 42 points

The player with the highest number of points in this round deals the cards for the next round.

#### **END OF THE GAME** Continue playing rounds until one player reaches or oversteps the

fixed points limit. The player with the lowest number of points wins the game.



#### **NUMBER CARDS**

#### **COLOURED CARDS** Numerical values from 1 to 9 (4 colours, 2 of each)

Game options:

- » Number on number or colour on colour
- » According to a number or colour request



#### **BLACK CARDS** Numerical values from 1 to 9

Game options:

- » Number on number
- » According to a number request

EFFECT: Reveal an event! (see event cards)



## **SPECIAL CARDS**

#### SINGLE-COLOURED SPECIAL CARDS

Various effects

Game options:







SKIP - Take a break!

4x (1 per colour)

**EFFECT:** Choose a fellow player for your attack. They must skip their next turn. Important: You may not choose a player who will skip his

next turn anyway.



GIFT - From the heart

8 x (2 per colour) **EFFECT:** Choose a fellow player for your attack. Give them

two of your hand cards. » If you only hold one hand card, give them this.

- » If you play "Gift" as your last card, then still attack a fellow player (it makes sense, just believe us).



**EXCHANGE** – Hot and cold

4x (1 per colour)

EFFECT: Choose a fellow player for your attack. Give them two of your hand cards and draw "blind" two of their hand cards, before they take yours into their hand.

- » If you and/or your fellow player only have one hand card, they only get this one.
- » If you play "Exchange" as your last card, then still attack a fellow player and draw two hand cards.

# "FUCK YOU" SPECIAL CARD

("Exchange"/"'Gift").

Game options:

» On any card



#### FUCK YOU (1x) - Screwed

You may only play this card, if you hold exactly 10 cards in hand (including "Fuck You").

This card practically counts as "invisible" - the game continues with the card played before the "Fuck You" card. Important: You may not pass the "Fuck You" card to another player intentionally as part of the Special cards effect

However, you may pass it on or discard it as a result of events!

# **MULTI-COLOURED SPECIAL CARDS**

Game options:

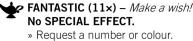
» On any card, when it's your turn

» When indicated, immediately – out of turn – in special situations

## **EFFECTS**

The majority of the multi-coloured special cards have 2 effects:

- » A SPECIAL EFFECT that you must perform if you can at the moment of play. (For example, the "Counterattack" effect is not performable, if you play the card simply because it's your turn.)
- » A **REQUEST EFFECT,** that you must perform in any event (even if it's your last card). All multi-coloured special cards are "Colour requests", those with additional numbers may be used optionally as "Number requests": If you play these, you must stipulate which colour (blue, red, green or yellow) or which number the next card must show. This stipulation only applies to number cards and single-coloured special cards, but not for cards, which may be played on any other card anyway.



FANTASTIC FOUR (5×) – Card blessings » SPECIAL EFFECT: Choose one or more fellow players for your attack, who must then draw a total of 4 cards. In the case of more than one player, you determine the order and

number of cards per player. Important: Before any cards are drawn, all those attacked have the opportunity, on their turn, to play "Counterattack".

» Request a number or colour.

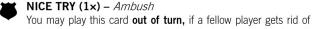
# EQUALITY (2×) - Poetic justice

- » SPECIAL EFFECT: Choose a fellow player for your attack, who holds less hand cards than yourself. They must draw cards until they hold the same number of cards as you.
  - » Request a colour.

#### COUNTERATTACK (4x) - Reprisal You may also play this card out of turn if, as a result of a spe-

cial card, a fellow player chooses you as the target of an attack.

- » SPECIAL EFFECT: The attack isn't carried out on you, but you carry out the attack on a fellow player of your choice. It becomes invalid, if you are unable to carry it out. ("EQUALITY"). Important: The attack carried out by you can be averted again by "Counterattack".
- » Request a colour. If you have used the special effect, play continues on the right of the player of the original attack.



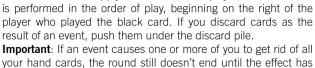
their last hand card (no matter, how and why). But, not before all effects or events of the turn have been performed (maybe you were left with this last hand card as a result of the effect). » SPECIAL EFFECT: The player who got rid of their last hand

- card must draw three cards. The round continues with the player on the right of the last player to take their turn. Important: If more than one player have discarded their last hand card, then each of them must draw three cards.
- » Request a colour.

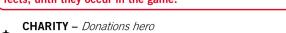
# EVENT CARDS

#### 1x of each Always when a black card is played, turn over the

top card of the event card pile and carry out its If the effect should apply to more than one player, then the effect



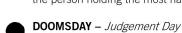
been fully completed. NOTE: It is not necessary to read about the individual effects, until they occur in the game.





#### Firstly, determine which fellow player holds the most hand cards (that may be more than one player). All other players

draw one card from this player (or from each of these players, if more than one). **COMMUNISM** – *Planned economy* 



# Each of you draws cards, until you have an equal number to

the person holding the most hand cards.



#### The round ends immediately. Each player receives 50 points. The hand cards do not score.

**EARTHQUAKE** – Card tremor Each of you passes your hand cards to his neighbour on



#### EXPANSION – Upturn In the order of play, each of you draws cards from the draw pile: the first player draws one card, the second two cards,

the third three cards and so forth. FINISH LINE – End of the road The round ends immediately ("NICE TRY" can also no lon-



# ger be played) – count up all your points.

FRIDAY THE 13TH - Unlucky days It's Friday the 13th. A black cat crosses your path. From the left! But it makes absolutely no difference. Nothing happens.



#### **GAMBLING MAN** – Among the punters Each player lays one hand card face down in front of him on

the table. Then all turn over the cards. The player, whose card has the second lowest point value, must take all laid cards into their hand.

If a player is unable to lay a card, because he doesn't have any more, then they must take all the laid cards into their hand. Reminder: In the event of a tie, pay attention to the order of play. You may also use a special card (= 7 points) or "Fuck You"



(= 42 points).

Turn over the same number of cards, as there are players. Keeping to the order of play, each player takes one of these

MARKET – Stock exchange

cards into their hand.



# MATING SEASON – Pairing time

MERRY CHRISTMAS – What a mess

Each of you discards all those number cards, whose numerical value you hold more than once in your hand.

Each of you lays all your hand cards face down in front of



# any other fellow players. It's up to you how you share them

out. Subsequently, everyone takes up the hand cards lying before them as their new hand. **MEXICAN STANDOFF** – Reload

Each of you discards all your hand cards and in order of



# play draws three new cards from the pile.

**RECESSION** – Downturn In order of play, each of you discards any cards of your own choice. The first player one card, the second player two cards, the third three and so forth. If you have less cards

than you are meant to discard, then discard them all.



## ROBIN HOOD The player with the least (also nil) and the player with the

most hand cards exchange cards between themselves. (Reminder: If this applies to more players, then pay attention to the order of play.)



# of his hand cards.

**SURPRISE PARTY** – *Treat* 

THE ALL-SEEING EYE - Providence Each of you lays all your hand cards face up in front of you on the table. Only when you all agree that play should con-

Each player chooses a fellow player and gives them one



# tinue, do you pick up your cards again and continue play.

Each player draws three cards.

at the latest, the round ends.

TIME BOMB - "Tick ..., tock..." Each of you now has a maximum of three turns. By then,

THIRD TIME LUCKY – All good things come in threes

ducted. All other players receive an additional ten points. If none of the players is able to end the round before the time is up, then everybody's points score double. TORNADO - Hurricane

Each player lays all hand cards face down in front of him.

The "Tornado" player collects them all up, shuffles them

If any of you should get rid of all your cards before this

time is up and the round ends, then you get ten points de-



#### and deals them face down, card by card and in order of play, until all have been shared out.

**VANDALISM** – *Colour madness* Each of you must discard all cards of the last played colour (the respective card may be lurking in the depths of the discard pile.) If a colour card has not yet been played, then the effect is invalid.







