

RULES - ENGLISH

Objective of the Game:

You win as soon as your cards run out.

The remaining players can continue playing or start a new round.

Preparation:

Shuffle the cards and distribute them (approximately) evenly among the players.

If there are more than 15 cards per player (this is the case with 2, 3, or 4 players), take 10 cards and make the rest your individual draw pile. With 15 cards or fewer, take everything into your hands.

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Gameplay:

1. Determine who gets to go first.

This player has an advantage, so rotate this role.

2. This player starts with five cards of the same number and places them face up on the table.

3. The next player (moving clockwise) has two options:

Pass: This player does not participate until the next round begins.

Play: If the player chooses to play, they must exceed the previous cards with a higher number and the same number of cards. The exception to this is explained in "Additional Rules."

4. Repeat this process until everyone passes. The player who played the highest cards starts now.

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Additional rules:

- As long as players have a draw pile, they redraw cards from their drawing pile until they're at 10 cards. Additionally, when all players have passed (except the player with the highest played cards), they have the following two choices:
 - Draw a card from their draw pile.
 - Pick a card from the table that is played during the round. This can be any card and doesn't have to be the last.

This happens in the order in which players have passed and with this they can end up with more than 10 cards.

The remaining cards are no longer in play and are placed in a discard pile.

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- Each card has an image in the middle, with a corresponding number of wrenches.

The blueprint has 1 wrench, the wheel 2, the chassis 3, the nearly finished car 4 and the complete car 5. This is a value indication within the same number.

It is possible to outdo another player with the same number, as long as the total number of wrenches is higher.

For example: Player A plays two 10s. One with a blueprint (1 wrench) and the nearly finished car (4 wrenches). Player B can surpass this with two 10s if the number of wrenches is 6 or more.

Enjoy the game! If you have any questions, feel free to contact us: www.slimmegeit.top