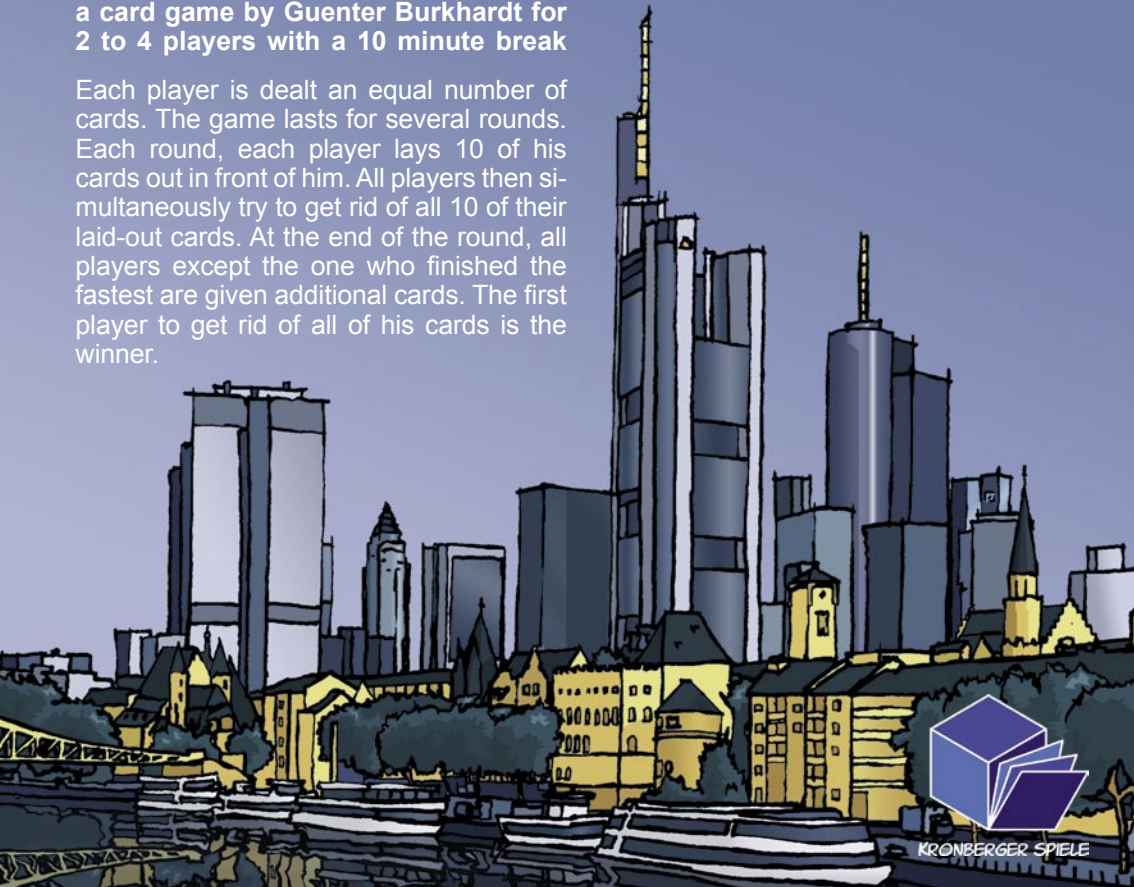


FRANTIC FRANKFURT



a card game by Guenter Burkhardt for
2 to 4 players with a 10 minute break

Each player is dealt an equal number of cards. The game lasts for several rounds. Each round, each player lays 10 of his cards out in front of him. All players then simultaneously try to get rid of all 10 of their laid-out cards. At the end of the round, all players except the one who finished the fastest are given additional cards. The first player to get rid of all of his cards is the winner.

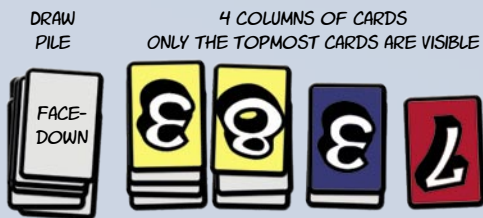


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GAME PREPARATION

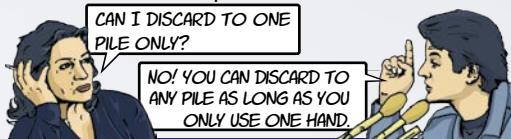
The 132 numbered cards are shuffled up and dealt out face-down to the players. Each player then lays out the top 10 cards from his pile, face-down, into 4 vertical columns. The columns are made up of 1, 2, 3, and 4 cards laid out on top of each other. Only the topmost card in each column is turned face-up, the rest stay hidden.

EXAMPLE OF A 2-PLAYER SETUP



START OF A ROUND

All players must play one-handed. To start the round, each player draws a card from their draw pile and holds it, face-down, above the centre of the playing area. The cards are revealed at the same time and discarded. Each discarded card forms the start of a discard pile for all players. All players now try to get rid of the cards in their columns as fast as possible.



DISCARDING CARDS

There are only two legal ways of discarding one of the topmost cards to a discard pile:

**Different Colours:
High onto Low**



**Same Colour:
Odd onto Even**



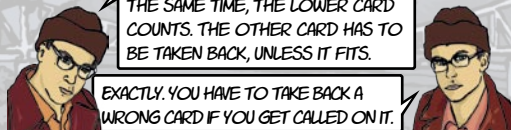
AN ODD CARD DISCARDED ONTO AN EVEN CARD OF THE SAME COLOUR CAN BE HIGHER OR LOWER.

FOR EXAMPLE:



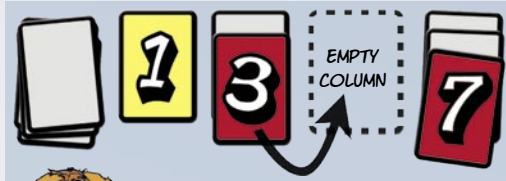
AND IF TWO CARDS ARE PLAYED AT THE SAME TIME, THE LOWER CARD COUNTS. THE OTHER CARD HAS TO BE TAKEN BACK, UNLESS IT FITS.

EXACTLY. YOU HAVE TO TAKE BACK A WRONG CARD IF YOU GET CALLED ON IT.



REVEALING CARDS

Once a player has discarded the topmost card in a column, he may turn over the next card in that column. When a column is empty, he may move a face-up card over from another column and reveal the next card in that column.



AFTER YOU'VE MOVED THE 3, YOU CAN REVEAL THE CARD THAT LAID UNDER IT.

EVERYONE IS STUCK

It may happen that nobody can play. If nobody can discard a card, then all players – as at the start of a round – take a card from their draw pile and simultaneously play them onto different discard piles. If a player doesn't have any cards left in his draw pile, he takes a card from the box lid instead.

ROUND END

As soon as a player has discarded all of the cards in his columns, he slaps his hand onto the discard pile of his choice. All cards in the pile he chose are put into the box lid.

All other players must slap different discard piles as quickly as possible and add the cards in that pile, along with the cards left in their columns, face-down to the bottom of their draw pile.



I'LL SLAP THE SMALLEST PILE.

AND IF TWO PLAYERS SLAP THE SAME PILE, THE LOWER HAND COUNTS.

NEW ROUND

As long as all players still have at least two cards left in their draw piles, they build – as at the start of the game – new vertical card columns for the next round. The round begins again with each player drawing, simultaneously revealing and then discarding one card from their draw pile into the playing area.

AND IF I ONLY HAVE 6 CARDS LEFT?

THEN YOU BUILD UP AS MANY OF YOUR COLUMNS AS YOU CAN: 1, 2 AND 2 CARDS. THE 6TH CARD GOES INTO THE PLAYING AREA. YOU CAN STILL USE THE FOURTH COLUMN LATER.



GAME END AND VICTORY

As soon as a player has no more than a single card left in his draw pile at the end of a round, the game is over and that player has won.

LET'S GO!



CONSTANT STRESS

After a few games, you can introduce constant stress: No waiting to reveal cards for the discard piles at the end of a round. Each player reveals a card as fast as possible and immediately keeps playing.

EVEN MORE

You can find advanced variants, faq`s, a discussion forum and much more information about **FRANTIC FRANKFURT** at www.kronberger-spiele.de.

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