

SUPER TAKI

Game Instructions

Playing with

For 2 - 10 players, Age: 6 - Adult

Game Contents

116 cards (2 identical sets of 58). Card distribution: All numbers (2 of each color), Change Direction, Stop, Plus, Taki (2 of each color), SuperTaki, King, +3 and +3 Breaker (2 of each), Change Color (4).

Gameplay

Each player must follow the top card of the discard pile with a card of the same color or figure. Action cards can change the direction of play, skip a player's turn, force other players to draw cards, change the color or allow a player to discard more than one card.

The Object of the Game

To get rid of all the cards in your hand.

How to Play the Game?

Shuffle all the cards and deal 8 cards to each player. Put the remainder of the deck in the center. This is the draw pile. Turn over the top card of the draw pile and place it face-up next to the draw pile, to form the discard pile. The top card of the discard pile is called the **Leading Card**. The youngest player goes first. Each player, in turn (going clockwise), plays a card (or cards) by placing it over the leading card, in one of the following ways:

1. By matching its color.
2. By matching its number or figure.
3. By playing a valid Action Card (see Action Cards below).

A player who cannot play any of his cards must draw a card from the draw pile and may only use it on the next round.

A player who is left with a single card in his hand must announce "last card!" If he fails to do so before the next player makes his move, he must draw 4 cards from the draw pile.

The game ends when a player discards his last card.

Action Cards

The cards that are not regular number cards are called Action Cards. An Action Card can affect the player who uses it, the next player or all the players. These cards are the heart of the game and using them wisely is the key to winning.

 **Stop** - The next player loses his turn.

 **+2** - Forces the next player to draw 2 cards or play another +2, forcing the next player to draw 4 cards or follow with a +2 as well, etc. The first player who cannot follow with a +2 must draw 2 cards for every +2 card that was played.

After collecting the cards, the +2 is no longer active and the next player should treat it as a regular number card.

 **Change Direction** - Reverses the direction of play.

 **Change Color** - Allows the user to determine the color to be played by the next player. This card can be played at any time, except after the cards +2 and +3 which are still active.

 **TAKI** - Playing a TAKI card allows the player to follow it with all his cards of the same color as the TAKI.

Important: a TAKI card must be closed after playing the last card by declaring "Closed TAKI!" If the player does not close the TAKI, it is considered an "Open TAKI" and the next player may use it to get rid of all his cards of that color. The TAKI remains open until one of the players who used it declares "Closed TAKI" or until a card of a different color is played.

 **Super Taki** - A wild TAKI which automatically receives the color of the Leading Card. It does not change the color of the Leading Card. You may play the SuperTaki card on any card except on a +2 and +3 which are still active.

 **King** - Cancels the need to obey the Leading Card, including any action it may prescribe, and grants the player another free turn, in which he is free to play any card he chooses. A king may be played on any card!

 **Plus** - A player who plays a Plus card **must** play again. If he cannot play again, he must draw a card.

 **+3** - Forces **all** the other players to draw 3 cards from the draw pile. You may play a +3 card on any card. You may not 'hide' the +3 card inside a Taki run.

 **+3 Breaker** - When played on a +3 card it cancels its action and the one who played the +3 must take 3 cards himself.

When can you play a +3 Breaker?

- On top of a +3. In this case, any player even out of turn may play it.
- A player may play it **in his turn** on top of any card (except an active +2), but then he must draw 3 cards from the draw pile.

The Leading Card after the +3 cards is the card underneath.

End of the Game:

The first player to get rid of all his cards is the winner.

TAKI Pyramid Tournament

To win the Taki Pyramid Tournament, a player must complete all 8 stages of the Pyramid.

Deal 8 cards to each player. All players are now at Stage 8. When a player discards all his cards, he advances to Stage 7. He draws 7 cards and the game continues. A player who discards his last card in Stage 7, continues to Stage 6, draws 6 cards, and so on.

The winner is the first player to discard his last card in Stage 1.

Enjoy!

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