



## EIGHT & HALF - Game Rules

### Play With...

2 to 5 players. Age: 9 and up.

### What's in the Box?

72 cards, as follows: Cards 1, 2 - Four each  
Cards: 0, 3, 4, 5, 6, 7, 8, 9 - Six each. "Half" and "Ghost" cards: Eight each.

### The Basics:

At each round the player tries to be the first to discard all his cards, and avoids taking the entire discard pile. The way to do this is to play in each turn a higher or equal card to the top card of the discard pile. The value of the pile is always the last card played. Wild cards add ingenuity, excitement and interest to the game.

### Preparing the Game

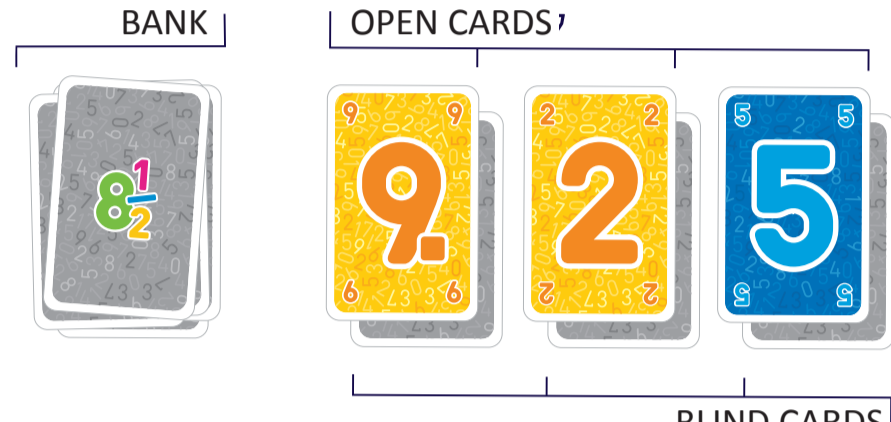
Shuffle the cards thoroughly, and deal the entire deck equally among the players. (Do not mind if a player is dealt one card more or less).

Each player keeps his cards next to him in a face down pile. This is the player's personal "Bank".

Now, each player takes the first six cards from his bank, and places them as follows: The first three are placed side by side, faced down. These are called "The Blind Cards".

On top of each Blind Card he places one card, faced up. (See illustration) After the six cards are set on the table,

each player takes 3 additional cards from the bank and holds them in his hand.



### Ready, Steady, Go...

The game is played in two phases. At first, the six cards on the table remain untouched, and only the cards in your hand are played. The cards on the table are played in the second phase, starting after discarding all the cards in your hand and in the bank.

The opening player in the first round is the player holding the lowest yellow card. This player places his lowest card in the center of the table, thus opening the pile and determining its opening value. Each following player (clockwise), is required to discard any card in his possession, provided that the pile remains at the same value or higher (no matter how high). A player holding several identical cards, may discard them all at once, but the value of the pile shall be as if he played only one card. (Example: The pile's value is "Six". A player discarded two cards of 7. The pile's value is now "Seven".) At the end of his turn, the player completes the number of cards in his hand back to three, by drawing cards from his personal bank.

### What happens when no card can be discarded?

A player who cannot play must collect the discard pile and keep it in a separate pile. These are the "Burned Cards", these cards will not be played anymore but they will be counted against him at the end of the game.

### Who is Next?

The new pile is opened by the player sitting next to the player that took the pile. (This player enjoys an advantage of the empty discard pile, and he can play any of the cards in his hand).

### Wild Cards:

**The Ghost:** May be played on any number in the discard pile, leaving the pile unchanged.

**Half:** May be played on any number in the discard pile except "Eight & Half". As soon as the 1/2 card is played, it "sticks" to last card played and raises the value of the discard pile by half a number. (See examples) A player playing several 1/2 cards one after the other, raises the value of the discard pile by the total sum of the half cards played.

**Zero:** This card resets the value of the discard pile. It may be played only if the card on top of the pile is a whole number.

### Special Situations of the Discard Pile:

**"Five":** When the card on top of the discard pile is "Five", the next player (and only he), must discard a 5 or a lower number. (And of course any wild card) When placing a 1/2 on a "Five", the discard pile is raised to "Five & Half", and the next player must discard a higher card.

**Discard Pile that is not a Whole Number:** Although the 1/2 card is a wild card, it puts the player at risk for leaving the discard pile uneven (or leaving it on an uneven number by using a Ghost card), he is now a "Lawbreaker" and might be caught by a "Policeman". The Policeman is not a wild card, but is always the next whole number after any uneven number in the discard pile ("4" comes after "Three and a Half", "7" comes after "Six and a Half", etc.) A player discarding a "Policeman" after a "Lawbreaker" forces him to collect the entire pile. Any other card played leaves the "Lawbreaker" unpunished, and the game continues as usual.

**Eight & Half:** When the value of the discard pile is "Eight & Half", the next player cannot discard a 1/2 card. (Remember that you cannot play a 0 as well) A player who has both, an 8 and a 1/2 card, may discard of both at the same time to form a situation of "Eight & Half" in the pile. (It is also possible to play Eight & Half together when the pile is already Eight & Half)

### What to Do when the Bank is Empty?

When a player runs out of the cards in his bank, he keeps playing without picking up any more cards until he discards the three last cards in his hand. After that, he may play the three Open Cards on the table. (All the players can see his cards) Only after discarding the three Open Cards, he may play the Blind Cards.

### How to Play the Blind Cards?

The player selects his Blind Cards blindly. At his turn, he picks a card and opens it. If the card enables him to play he discards it on the pile, if not, he takes the discard pile and puts the Blind Card back, face down.

### Round Over, Round On ....

At the end of each round the points are scored, as follows: The winner is the player who discarded all his cards, he is called "President" and receives 2 points. The player who ended up with the fewest cards, including the "Burned" cards of course, is called the "Vice President" and receives one point. (In case it is the same player, he receives all three points) The "Vice President" is entitled to another bonus: At the beginning of the next round, after all players placed their cards on the table, the "Vice President" may replace one of his open cards with any card of the other players.

### And Who Wins?

At the end of six consecutive rounds, the winner is the player with the highest score.

Have fun

Haim Shafir