

by Dennis Hoyle

**COMPONENTS:**

One deck of 52 cards  
 (numbered 0 to 12)  
 3 spare cards (S) and this ruleset.

**PLAYERS:** 2 to 4

**AGE:** 8 and up

# Rules

**SCENARIO:** Natural, political and economic crises threaten the livelihood of millions of people each year. You want to help, but it can be challenging to connect people with the supplies they need to survive.

Are you ready to challenge yourself? Drop Site is a game about delivering and coordinating humanitarian aid shipments. It is your goal to drop parachutes of AID towards drop sites below, and strategically plan ground efforts to receive the aid once it arrives. You will win if you can coordinate deliveries of aid better than anyone else!

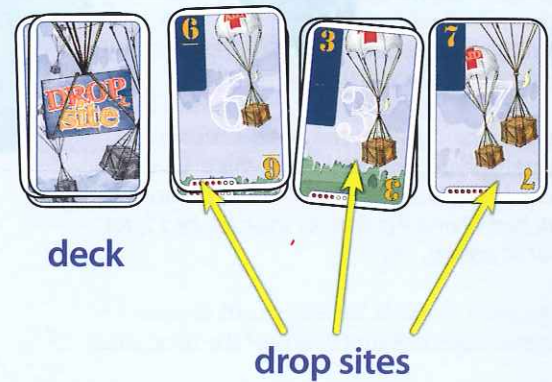
**SET-UP:** Remove from the deck the spare cards, you will use them in case you lose or damage some cards. Shuffle the deck and deal 5 cards to each player. Place the deck face down in the middle of the table and turn 1 card face up next to it. This card is the first "drop site".

**THE GAME:** One of the players starts the round. On your turn you must accomplish one of these 3 actions:

- CREATE a new "drop site",
- PLACE a card on a "drop site",
- HIDE a card in your "reserve".

After you play, draw a new card from the deck to bring your hand back to 5 cards.

fig. 1



player A

reserve



Card value



Points (for scoring)

fig. 2



reserve



player B



**DROP SITES:** Drop sites are face-up piles in the middle of the table.

To CREATE a new drop site, you just play a card (of any number) next to an existing drop site.

To PLACE a card on an existing drop site, it must be lower than the card beneath. But attention, if a card can be played on 2 or more drop sites, you must choose the lower number.

**Example:** There are 3 current drop sites, numbered 11, 8 and 5. If you want to place a 6 on an existing drop site, you must go on the 8, because 6 is closer to 8 than to 11. Alternatively you may create a new drop site.

If there are more drop sites of the same value, you may choose on which of these to place. When you place a zero, no other cards can be played on that drop site.

**YOUR RESERVE:** Your reserve is a pile of face-down cards in front of you. You are not allowed to look at any reserve pile until the round is over! There is no limit to the number of cards that may be in your reserve, but you can only hide 1 card there per turn. The cards in your reserve will be used for scoring.

**ROUND END:** With 2 players, the round ends immediately when the 6th drop site is created; with 3 players, when the 7th is created; with 4 players, when the 8th is created. The round also ends as soon as the last card of the deck has been taken. When the round ends, you reveal all the cards in your reserve, compare them to the drop sites and score.

**SCORING:** You score each card in your reserve whose number matches the number of a drop site. The scoring value of each card is represented by the red dots: each dot is worth 1 point.

**Example:** In the fig.4 player A has a 12 and a 2 in his reserve. There is one drop site that is a 12 and one that is a 2 on the table. Player A scores 7 points for the matched 12 and 4 points for the matched 2, for a total of 11 points.

You get minus 2 points for every card in your reserve that does not match any of the drop sites.

**Example:** The same Player A of the previous example, in the fig. 5 also has a 10 in his reserve, but there is no 10 drop site on the table. Player A only receives 9 points instead of the 11 as shown before.

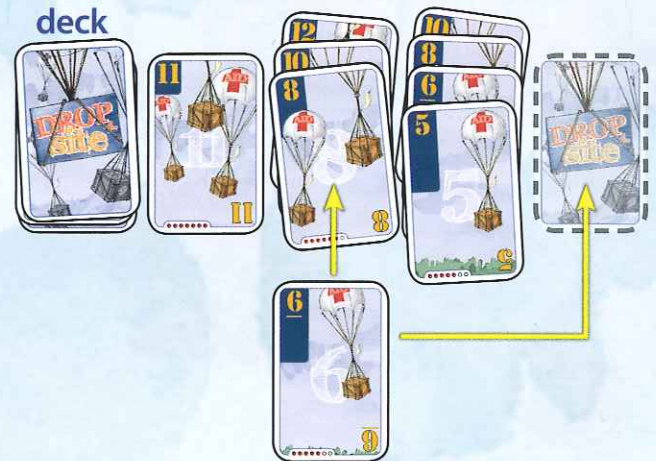
If a card in your reserve matches two or more drop sites at round end, you score for each match. The same is true if you have two or more cards in your reserve that match the same drop site.

If for example the player had a 4 as well (there are two 4s on the table), he would score  $5 \times 2 = 10$  further points.

Add up all your points for the round and write them down, then shuffle all the cards and start a new round.

**VICTORY:** The player who reaches 100 points wins the game. If two or more players reach 100 points in the same round, the one with the most points is the winner.

fig. 3



drop sites

fig. 4



"12"s match for 7 points

"2"s match for 4 points

"10" has no matches: minus 2 points

player A reserve

$7+4=11$  Points

$11-2=9$  Points

fig. 5

Drop Site is a card game by Dennis B. Hoyle (2010). It is the winner of the Premio Archimede 2010 Special Prize for best card game. Thank you to Leo Colovini, Paolo Vallerga and the Premio Archimede Juries.