



A captivating game by Leo Colovini

For 2 to 4 players ages 8 and up

Contents

110 "I Go!" cards numbered 1 to 11 in 10 different colors

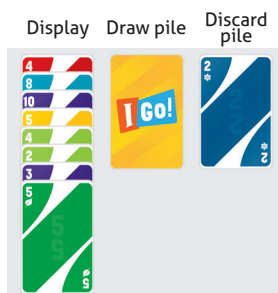
Rules

Object of the game

Be the first to reach 4 points.

Setup

- Randomly determine a start player.
- Shuffle the 110 "I Go!" cards and deal 12 face-down to each player.
- Form a face-up, overlapping display of 5 cards plus 1 additional card per player.
- Stack the remaining cards face-down to form the draw pile.
- Reveal the top card of the draw pile to form the discard pile.



Setup example for 3 players

Game play

Players take turns in clockwise order. During their turn, a player first draws one of the following cards:

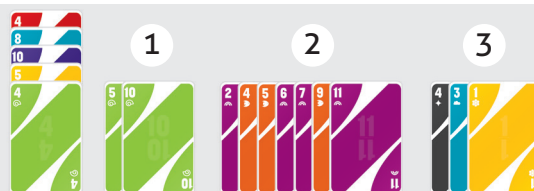
- The top card of the draw pile or the discard pile.
- The fully visible card from the display.

Second, they must discard a card onto the discard pile. A player must always have 12 cards in their hand at the end of their turn.

After discarding a card, a player may choose to say "I Go!". If they do, they reveal all their cards and divide them into 3 groups:

- 1 They eliminate all cards that are the same color as the completely visible card of the display.
- 2 They eliminate a series. A series is composed of at most 2 colors with card values ranging from 1 to 11 and with no value repeating itself. The series may have gaps.
- 3 The remaining cards are the player's penalty points.

Example :



After this, the other players do the same: they reveal their cards and divide them into 3 groups. In addition, they may add to the series of the "I Go!" player: if a card matches one of the two colors of the "I Go!" player's series and the value of the card is not already present there, then the player may add the card. A player may not add two cards of the same value to a series. However, two different players may each add a card of the same value to a series.

Example: Here, player A can add an orange 8 and player B can add a pink 8 to the "I Go!" player's series. Player C has an orange 10 and a pink 10 and thus can add only one of them.

Scoring

After all players have revealed their cards, each player adds up their penalty points (i.e. adds up the values of the remaining cards).

- If the "I Go!" player has the fewest penalty points, they score 1 point.
- If one or more players have the same number of penalty points or fewer than the "I Go!" player, then those players score 1 point each and the "I Go!" player gets nothing.

Shuffle all the cards together and begin a new round. The player who said "I Go!" becomes the new start player and carries out the setup for the next round.

When a player attains their 4th point, they win the game. If multiple players do this at the same time, they share the win.

Special cases

- If a player takes the last card of the display, the hand is nullified and no scoring takes place. The player who took that card becomes the start player for the next round.
- If a player takes the last card from the draw pile, they must say "I Go!" at the end of their turn.

Perfect "I Go!": If a player says "I Go!" and is left with no penalty points after sorting their cards, the game ends immediately. They automatically win and are declared "The Perfect Player".