

# freaky

Get in to win!

by Leo Colovini  
with illustrations by Oliver Freudenreich



amigo-spiele.de/01651

Players: 2-5

Ages: 8 and up

Duration: About 15 minutes

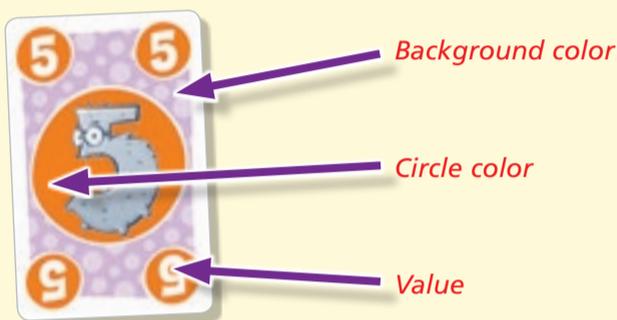
## Contents

108 playing cards



## The Idea and Aim of the Game

Play your cards in the rows on the table. Each card has three features: background color, circle color, and value. If you manage to get the same feature into the same row four times, you take the whole row! You win if you have the most cards at the end of the game.



## Setup

Shuffle all the cards thoroughly and deal **three cards** face down to each player. Take your cards in hand.

Place the remaining cards in the center of the table as a facedown draw pile. Turn over the top **three cards** of the pile and put them on the table next to each other. These are the starting cards for the first three rows.



Setup for three players

## Playing the Game

The youngest player goes first then take turns going clockwise. On your turn, take these three actions **in this order**:

- Play cards (required)
- Take rows of cards (optional)
- Draw cards (required)

Then it's the next player's turn. Take turns until one of you can't draw enough cards to fill your hand at the end of your turn.

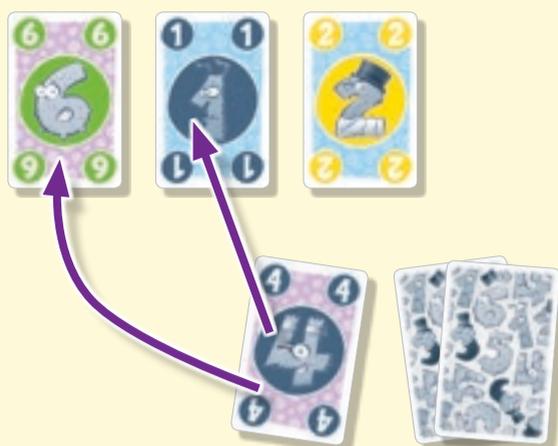
### 1. PLAY CARDS

On your turn, you **must play 1, 2, or 3 cards** from your hand, one after the other. You can place the cards on existing rows or start new rows.

#### Placement Rule # 1 – Playing a Card into an Existing Row

You can play a card onto an existing row if the card you play matches **at least one** of the three features on the last card played in this row (background color, circle color, or value).

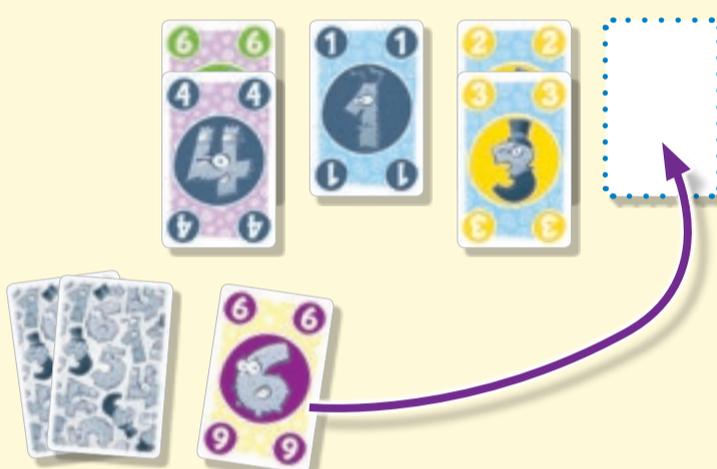
Place the new card in the row so that the features of all cards in the row are clearly visible.



*Example: Alessandro can play the 4 from his hand either on the first row (same background color) or the second row (same circle color). He can't play it on the third row, because none of its features matches that card.*

### Placement Rule # 2 – Starting a New Row

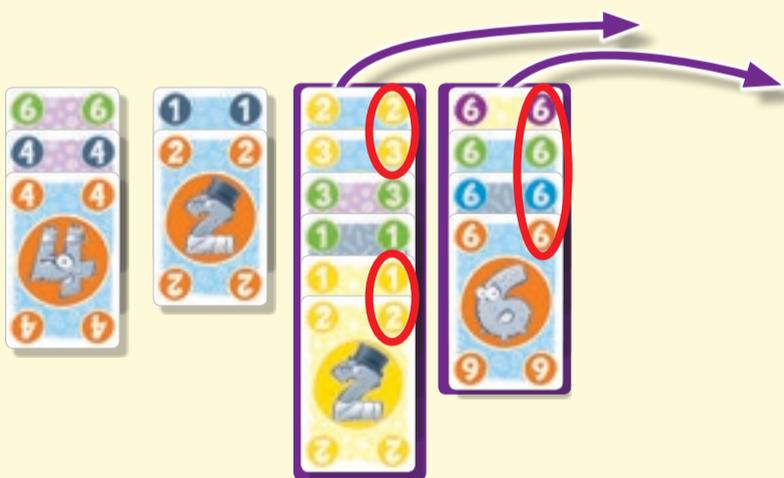
You can only start a new row with a card if you can't play it into **any** of the existing rows.



*Example: Federico plays a 6 with a yellow background and purple circles. This card doesn't fit into any of the existing rows, so he starts a new row with this card.*

## 2. TAKE ROWS OF CARDS

When you've played all the cards you want to, check if you can take any rows of cards: Look at the cards in each row and check if any of the card features show up **at least four times** in the same row (e.g., four cards with a blue background or four cards with the value 3). If you find a row where this is the case, take **all the cards** from that row and put them in front of you, face down. You can take more than one row each turn, if they meet the requirement above.



*Example: Ileana has played her cards and now checks the rows for cards she can take. The 3<sup>rd</sup> row has four cards with yellow circles and the 4<sup>th</sup> row has four cards with the value 6. She takes all cards from both rows and puts them in front of her, face down.*

**Note:** If you only notice that you should have taken a row **after** your turn is finished, tough luck! You can't take the row now.

## 3. DRAW CARDS

At the end of your turn, draw cards until you have three in your hand again. Then it's the player to your left's turn.

## The End of the Game

The game ends **immediately** when a player can't draw enough cards to have three in their hand at the end of their turn. Count the cards you have collected. Your hand cards don't count. The player who has collected the most cards is the winner! If there is a tie, you can have more than one winner.

You have purchased a quality product.

Should you have any reason for complaint, please do not hesitate to contact us.

Do you have any questions? We will be glad to be of help:

AMIGO Spiel + Freizeit GmbH · Waldstraße 23-D5 · D-63128 Dietzenbach  
www.amigo-spiele.de · E-Mail: hotline@amigo-spiele.de

