ARNE Classic game rules

Content of the box: 100 cards and game rules with pager. See pager for detailed description of cards.

Duration of the game: 10-25 minutes. Age group: +8 years. Number of players: 2 to 4. (Up to 6 players in combination with ARNE Start)

First Game: When you play ARNE for the first time, open only the deck with the blue tear strip. This deck contains a starter version intended to learn how to play ARNE. Keep the deck with the red tear strip closed for now. Play a few games with these cards only. These cards are also to be recognised by the little "1" symbol in the middle of the cards. This marking makes it possible to separate the cards again at any given moment. When playing with the starter deck only with 4 players, hand out only 5 cards to each player, as otherwise there are not enough cards in the deck.

Purpose of the game

Choose a colour. Accumulate the most points (ARNE standard) of your colour before the draw pile runs out of cards or…accumulate the least points (ARNE minimum). You do this by putting down value cards of your colour next to each other (not on top of each other) on the table in front of you. When you play ARNE minimum, add value cards to the score of the other players. When it is your turn, you can only play 1 white card (either a value card or an action card) per turn. Prevent other players from winning by sabotaging them with the white action cards and the black cards. The game is finished when there are no more cards on the deck. The player with the highest score wins (ARNE standard) or the one with the least points wins (ARNE minimum). Advice: if you are playing ARNE for the first time, stick to the standard version, as this one is the easiest to play and only use the cards marked with a "1" symbol.

Start of the game

Each player chooses his own colour card. Put the colour card in front of you on the table, so the other players know what colour you have to collect. Later on this card is also used to put your score doubler onto (the X2 card). Mix the cards. Give every player 8 cards. The cards are taken into the hand and are not shown to the other players. The remainder of the cards are put on the middle of the table, face down, this is the draw pile. Next to that the pile for discarded cards (DP) will be put. The youngest player starts. Play clockwise.

The white and the black cards

There are both white and black cards.

- **White cards:** you must play 1 white card per turn, and this only when it is your turn. When you have no more white cards in your hand you must not play a black card. The white cards are subdivided in value cards and action cards. Look at the pager for a detailed explanation of the possibilities of every card.
- **Black cards**: there are no limitations whatsoever. You can play them whenever you like, also when it is not your turn to play. And you can play as many black cards as you want.

Your turn

Each turn **starts** by taking a card from the draw pile and **finishes** by playing a white card. As long as you have white cards in your hand, you have to play them (action card OR value card).

Your possibilities are:

- **Play a value card**. All value cards of your own colour are put **next** to each other in front of you. (ARNE standard). You put them in front of another player when you play ARNE minimum
- **Play an action card**. Put these cards on top of the discarded cards pile (DP) next to the draw pile in the middle of the table. (Exception is the X3 card. That one is played on a value card or a -200 card.)
- **Discard a value card on the DP**. Get rid of the high value cards of your opponent (ARNE standard) or your own (ARNE minimum) by discarding them on top of the discard pile (standard version).

In the mean time anybody can play as many black cards as they like. Remark: when you run out of white cards you are not obliged to play a black card during your turn.

End of the game

When there are no more cards on the draw pile, the final round starts. Each player is now still entitled – **on their turn** – to play 1 black card. (The "Stop" & "Change of direction" cards have no effect). If a player cannot play then so be it. Once played, the players discard their remaining cards by putting them on top of the DP. Each player now counts their points. The one with most points wins in the standard game. In ARNE minimum the one with the least points wins. Remark: take into account the crashes, locks, X3 & X2 cards and the chameleons.

ARNE with 2 players: Remove a colour group to your choosing and the change of direction cards.

ARNE with 5-6 players: This game can be combined with ARNE Start. Just mix the cards of both games together. Separate them again by removing the cards marked with a white star. (The ARNE Start cards)

VARIANTS	
	ARNE Minimum. Players: 2-4 **Aim**: the one with the least points wins. You now play value cards on other players, crash your own points, give chameleons with value cards of your colour to another player. And lock the crashed value cards of the other players. The '+2' card is now used against another player. You ask another player (could be the player himself) if he has got 2 value cards of a colour of your choosing in his hand. If this is the case your adversary is obliged to add these value cards to the player that plays that colour by putting them onto the table in front of that player, next to his other value cards. If he only has one value card of his colour or no cards, so be it. Don't forget to play your -200 on yourself and use your opponents -200 card with a chameleon on your own score. You can play this game also combined with an ARNE Start game.
	ARNE Ghost. Players: 2-3. **Aim**: There is a neutral colour. All can add to the neutral colour; try to become the owner of the neutral colour. How? By playing a 'change' card, leave all the cards just move the colour card of the neutral colour to your side. **Changes**: the "change" card gets a new meaning. When you play this card, you become owner of the neutral colour. At the end of the game just add the neutral score to your own score.
	ARNE Teams. **Players**: 4, 6 or 8. **Required**: 2 ARNE Classic. **Aim**: make a team of 2 persons per colour. The team with the most points wins. **Changes**: "Stop & Change" cards are to be removed.

Turn this page over and use the pager as a help when you are learning ARNE.

ARNE Classic pager

WHITE CARDS. The white cards are divided into ***Value Cards*** and ***Action Cards***. Only one (1) white card can be played per turn, and only when it is your turn. All value cards of your colour are placed next to each other in front of you (**ARNE** standard), in front of another player (**ARNE** minimum) or on the DP.

Value Cards ➔

To be put in front of the player that plays the same colour as the value card or on the DP

Value cards are colour bound and must be placed next to their colour card, or discarded to the Discard Pile.(DP).The X2 card doubles the total score and is placed on its corresponding colour card. On every value card a X3 can be played. Most interesting is to play a X3 on a X2. Value cards are always played next to each other not on top of each other.

50	100	200	500	1000	x2

Action Cards ➔

Action cards are played on the DP, with the exception of the x3 card.

x3

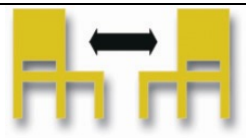
The X3 card is a special Action Card. The X3 triples the value of the Value Card it is played upon. The X3 can also be played on a -200 card. X3 cards cannot be crashed. A X3 cannot be played on top of another X3 card. And you cannot just put down a X3 card, it must be played or on a Value Card or a -200 card. A X3 card can always be played on a Value Card or a -200 card even if the Value Card it is played upon is crashed, crashed and locked and / or has a chameleon on it.

Take 1 unseen card from the hand of any chosen player. Very handy when this player is low on cards or has only black cards in his hand.

Ask 2 value cards of any colour or 2 black cards (depending of the type of +2 card) from the hand of any chosen player. If that player only has one or none so be it. Obtained value cards are played instantly and added to the score of the player that plays with that colour. Black cards are put in your hand. When you play **ARNE** minimum you can ask a player to give 2 value cards of his colour to himself or 2 value cards of another colour to the player that plays with that colour.

Take 3 cards from the draw pile. A very interesting card to steal as this cards speeds up the game and makes your hand more powerful.

Swap Hands.
Everyone passes their hand to the next player, in the current direction of play. Very interesting card to steal! When this card is played nobody can play a black card before they have swapped their hand!



Change Places.
Change place with 1 player of your choosing. Take your hand with you but leave laid out value cards on the table. Simply change place with the player that is winning! This is the most interesting card to steal in the game!

BLACK CARDS. Can be played whenever you like and as many as you like, so also (especially) when it is not your turn!

- 200.
Subtracts 200 points from the player collecting this colour. Can be tripled with a x3 card or played with a chameleon. To be put next to the already played value cards of the player concerned or yourself (**ARNE** minimum). The effect of this card is nullified with a lock card not with a crash card.

CHAMELEON
Changes the colour of 1 value card or a -200 card in your hand. In order to correctly use the chameleon you must both hold a chameleon card in your hand and a value card / -200 card of the other player's colour. Playing these 2 cards together is considered a black card move. A value card / -200 card in use with a chameleon can always be crashed, stolen, tripled or locked after the crash. You steal a chameleon with a thief.

THIEF
Steals the top card from the DP or any played value card or -200 card combined with a chameleon. When you steal a value card/-200 card in use with a chameleon of your own colour, the chameleon is discarded. Once played the thief is put on the DP. Advice do not play your thieves too fast, they are very valuable!

CRASH
Reduces 1 value card (50,100, 200, 500, and 1000, x 2) even if it has a chameleon and/or a x3 on it to zero. Any value card can only be crashed once. The crash cards stay until the end of the game on that value card. Note: -200 and x3 cannot be crashed. (only the value card under the X3 can be crashed)

LOCK
Cancels the effect of 1 crash or a -200 card. It can not be played directly on a Value Card. It stays until the end of the game on top of the -200 or crash card on which it was played. A lock does not prevent the stealing of a value card with a chameleon.

STOP!
Entitles you to be next player in line for a turn. Current player is entitled to finish his turn. This card is put on the DP. When several players play a stop card at the same time, all players get a turn in order of who played first. This card is put on top of the DP.

CHANGE
Changes direction of play and gives you the next turn. Current player is entitled to finish his turn. This card is put on top of the DP.