

ARNE Start game rules

Content of the box: 50 cards and game rules with pager. See pager for detailed description of cards.

Duration of the game: 7-15 minutes. Age group: +8 years. Number of players: 2 (up to 6 players in combination with **ARNE Classic**).

First Game: When you play **ARNE** for the first time, only use the cards marked with a “1” in the middle of the star. This simplifies the game and allows you to learn the game.

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 player. When it is your turn, you can only play 1 white card (either a value card or an action card) per turn. Prevent the other player from winning by sabotaging him 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 **ARNE** standard, 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 player knows 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 player. 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.

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 (**ARNE** standard).

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” card has 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 3-6 players: This game can be combined with **ARNE Classic**. Just mix the cards of both games together. Separate them by removing the cards marked with a white star. (The **ARNE** Start cards)







Variant: **ARNE Minimum.** **Aim:** the one with the least points wins. You now play value cards on the other player, crash your own points, give chameleons with value cards of your colour to the other player. And lock the crashed value cards of the other player. The ‘+2’ card is now used against the other player. You ask the other player if he has got 2 value cards of his own colour in his hand. If this is the case your adversary is obliged to add these value cards to his own score by putting them onto the table 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.

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

ARNE Start 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.						
<p>Value Cards → To be put in front of the player that plays the same colour as the value card or on the DP.</p>	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
	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 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.				
<p>Action Cards → Action cards are played on the DP, with the exception of the x3 card.</p>	 +1	 +2	 +2	 +3	 Swap Hands.	 Change Places.
	Take 1 unseen card from the hand of your opponent. Very handy when your opponent 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 your opponent. If that player only has one or none so be it. Obtained value cards are played instantly. When you play ARNE Minimum you can ask a player to give 2 value cards of his colour to himself.		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 with the other player. Very interesting card to steal! When this card is played nobody can play a black card before they have swapped their hand!	Change place with the other player. Take your hand with you but leave laid out value cards on the table. This is the most interesting card to steal in the game!

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

 -200.	 CHAMELEON	 THIEF	 CRASH	 LOCK	 STOP!
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.	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.	Steals the top card from the DP or any played value card combined with a chameleon. When you steal a value card in use with a chameleon of your own colour, the chameleon is discarded. Once played the thief is put on the DP.	Reduces 1 value card (50,100, 200, 500, and 1000, x 2) even if it has 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 cannot be crashed.	Cancels the effect of 1 crash or -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.	Stops the game and gives you an extra turn. Current player is entitled to finish his turn. This card is put on the DP. When the 2 players play a stop card at the same time, both players get a turn in order of who played first.