

THE GAME

Quick & Easy

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Players: 2-5 Age: 8 years and up Duration: app. 120 min.

Exactly the same as in the award-winning original, with „The Quick & Easy Game“ everyone plays **together as a team** and tries to lay as many cards as possible, ideally all 50, on the two stacks (next to the two sequence cards). Whoever's turn it is, lays **one** or **two** cards and then picks up the same number of cards – that's it. There are cards from 1-10 in five different colours. On one stack the cards are laid **ascending**(1-10), on the other stack (1-10) **descending**(10-1). And of course there's another reverse trick: cards **of the same colour** can also be laid **contrary to** the stacking rule (ascending or descending).

2 sequence cards



Ascending Descending

50 number cards



with the numbers 1-10 in five colours



Setting up the game

The two sequence cards are laid face up in the middle of the table. The 50 number cards are shuffled and each player is dealt 2 cards.

The remaining number cards are laid face down as the stack to draw from.

Playing the game

The players agree on who will start. The game is then always played clockwise. Whoever's turn it is has to lay **1 or 2 cards** from their hand on the stack of their choice or one card on each stack. Then they take the same number of cards from the stack to draw from, so they have **2 cards in their hand** again.

- The numbers in the bottom (ascending) stack must always be higher. The gaps between the cards may be of any size, e.g.: 3, 5, 6, 8
- The numbers in the top (descending) stack must always be lower. The gaps between the cards may be of any size, e.g.: 10, 8, 7, 4

Note: The colours don't matter in the game at first, it's just about the numbers. The colours **only have** any meaning (see "Reverse trick") when the same colour is laid on the same colour.



Sarah starts the game, lays the red 7 on the descending stack and draws one card. Tim's lays two cards: he lays the blue 4 and the green 2 on the red 7 and draws two cards. Linus lays the blue 5 on the ascending stack and draws one card.

Note: During the course of the game, the cards in the stacks should always be laid on top of each other so only the top number can be seen.

The reverse trick!

If you lay a card in **the same colour** of the card that is already on top of the stack, the number on that card can be **anything**, which is the **complete opposite** of the actual card laying rule.



Maria would actually have to lay a card lower than 2 on the descending pile. However, since she is laying green on green (reverse trick) she can lay any number. She has therefore taken the stack back from 2 to 8 and given the team a bit of a breather again.

Allowed communication

It's very important for players to talk to each other and discuss their cards with each other or talk about who can or should lay on which stack. **Specific numbers** are **not** allowed to be mentioned but any other communication is allowed. This would be allowed: „I've got a pretty high yellow and a medium blue card in my hand.“ Something like this would not be OK though: „My red card is two higher than the card on top.“

End of game

Once the **stack to draw from has been used up**, the game continues without any cards being drawn. The game ends **immediately** (and is unfortunately lost) if a player whose turn it is can no longer lay a card according to the rules. Once all 50 number cards have been laid, you have beaten the game.

Professional version

Whoever's turn it is must lay **exactly one card** (never more than one). References to numbers are **not** allowed any more. You can only say which colours you have in your hand and which stack you want to lay on or which stack you want to use the reverse trick on. Difficult but doable!