

blindsight

How to play

Beta rule book

for playthrough purposes

For 2-6 players, aged 8 and over



Contents

90 numbered cards in three colours (purple, red and blue) and one of two symbols (hexagon or pentagram). 20 Special cards (Blind, Sight, Dilemma and Trickster) in four colours (purple, red, blue and gold).

Goal

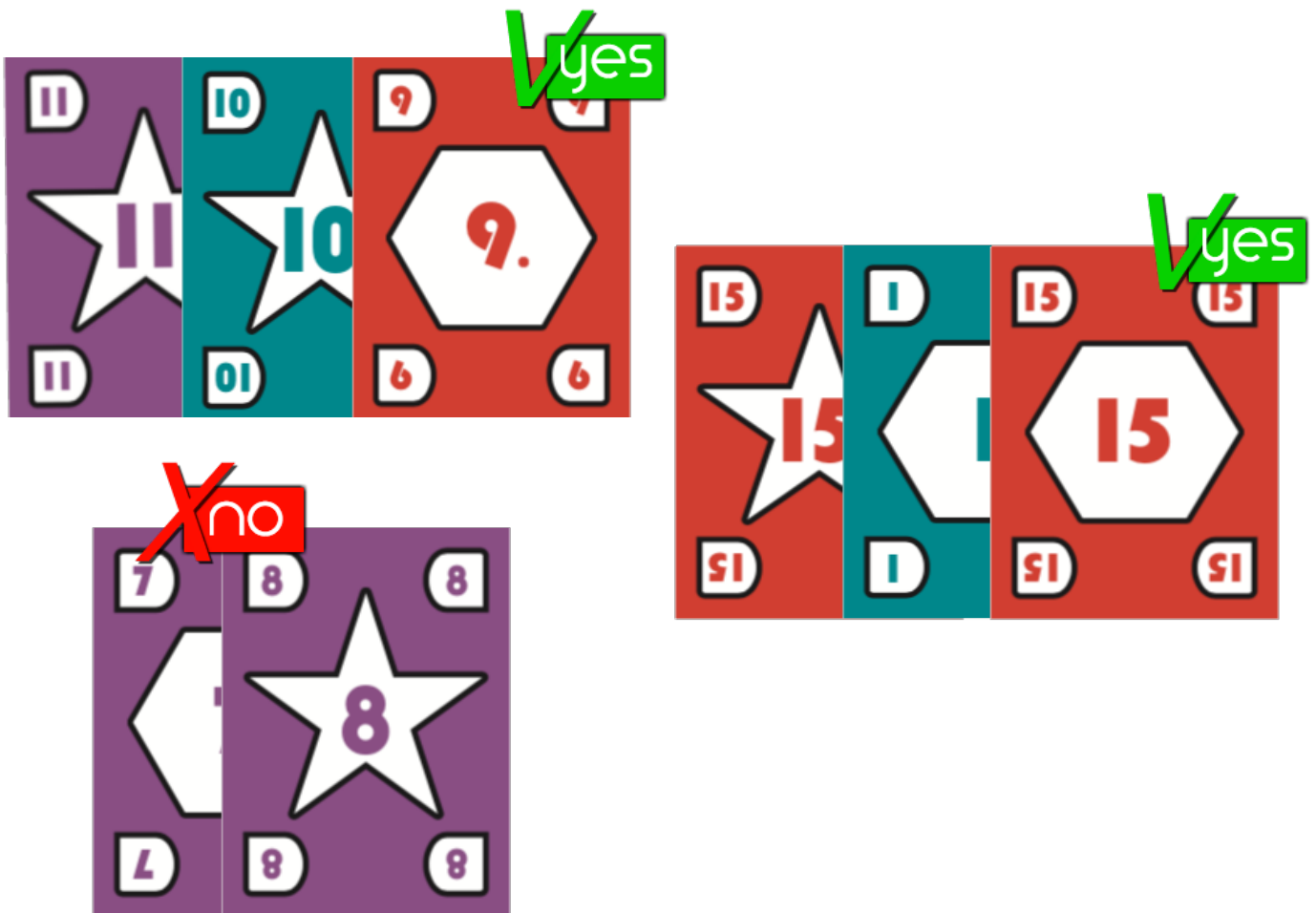
Be the first to get rid of all your cards.

Preparation

Shuffle and deal 7 cards each. Place the remaining cards in the centre of the table in a draw pile (face down). Turn over the top card and place it face up next to the draw pile. Pick up your cards but be careful not to look at them. Fan them out in your hand facing away from you. You should now only be able to see the back of the cards you're holding and the other players can see the front of your cards.

Play

The player left of the dealer starts by drawing cards from any of the opponents' hands and discarding them on the face-up card (creating a discard pile). He or she can play adjacent numbers (one number higher or lower) or the same number, but always of a different colour. **The highest number in the game can be played on the lowest and vice versa.**



If the first open card is a Special card, the starting player must follow the rules of the Special card.

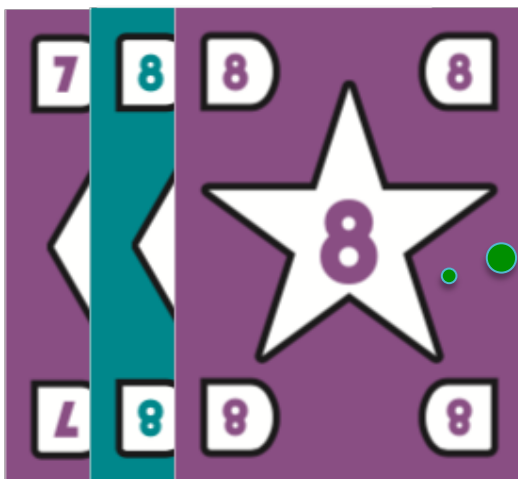
As long as there are cards to play, the turn continues.

If at the start of the turn there are no playable cards, the two top cards are drawn unseen from the draw pile and placed in your hand.

End of turn

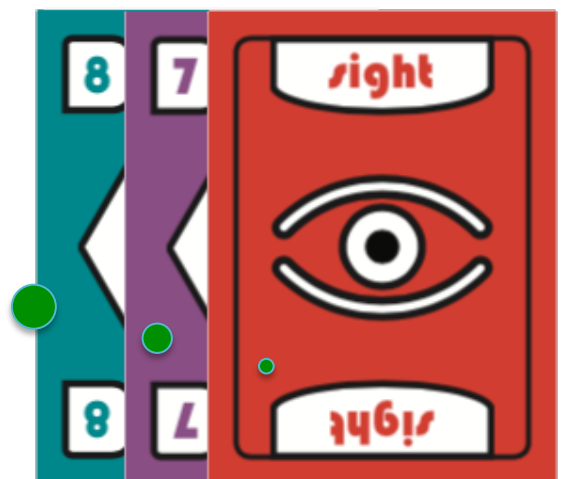
The turn ends if:

- There are no more playable cards
- The same number is played
- A Special card is played



Same number:
end of turn

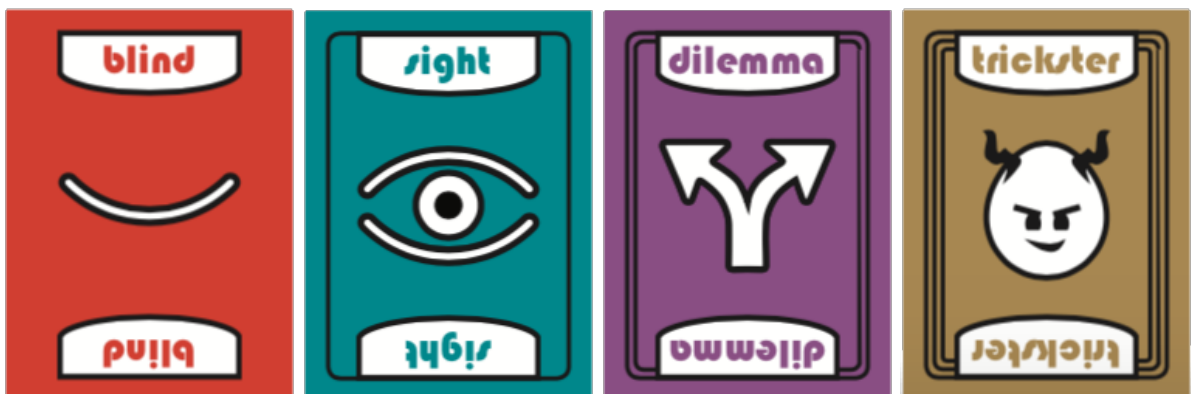
Special card:
end of turn



Special cards

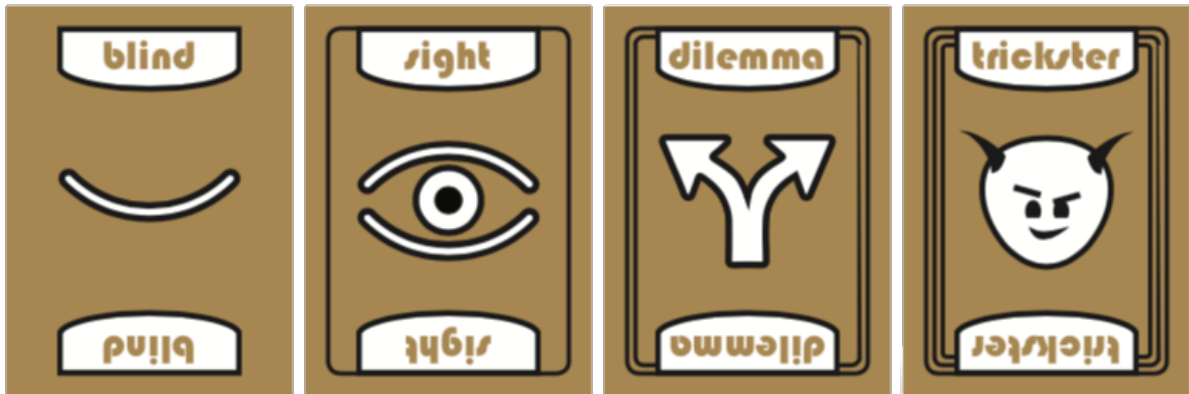
A Special card can be played on any card of a different colour. When played or turned onto the discard pile, the turn ends and depending on which card is played or drawn, the next player starts by:

- **Blind**: playing any card unseen from his/her own hand and then continuing from that card on the discard pile. The colour of the card is not of any consequence, since it is played *blind*.
- **Sight**: turning over the top card of the draw pile, placing it on the discard pile and continuing from this card on the discard pile. Again the colour is not of any consequence.
- **Dilemma**: playing any card of a different colour and continuing from this card on the discard pile.
- **Trickster**: taking three cards from the draw pile. That is now the end of that persons turn. The next player can now play any card of a different colour.
- **Trickster (2p)**: When playing with two players: After your opponent has taken three cards, you may play any card of a different colour upon the Trickster and continue from that card.



Golden Special cards

The golden Special cards can be played on any colour including another gold Special card.



End of the game

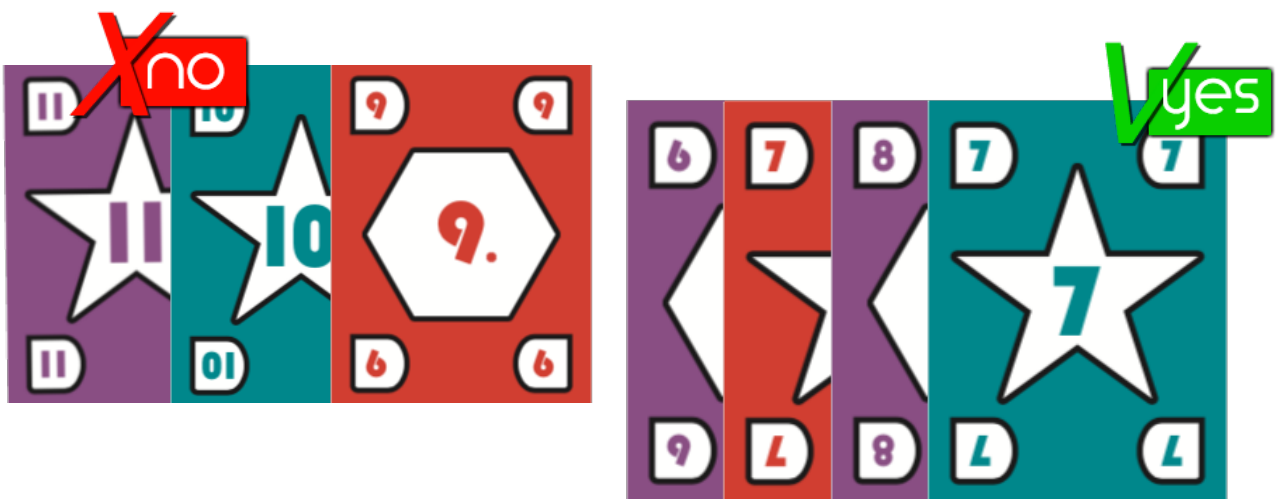
When a player's last card is played, he or she wins the game, even if this is a Trickster card.

The exhausted draw pile

If there are no more cards in the draw pile, the player with the lowest score in his or her hand wins. Special cards count as 20 points. The points for the other cards are equal to the number on that card (e.g. a 7 is worth 7 points, a 1 is worth 1 point).

The Challenge

If you like the game to be a little more challenging, consider The Challenge mode. All rules stay the same, but as well as the colours, every time a card is played, the symbols now also have to be different.



Game Variation

Last Man Standing

The goal of the game changes. Instead of getting rid of cards, it is about getting rid of your opponents' cards. Eliminate your opponents from the game by emptying their hands. Players with no cards left take no further part in the game. If a Special card is played as last card from a hand, that player stops playing and the Special rule applies to the next player. **The last player holding cards wins**. If the draw pile is exhausted, the player with the highest score in his or her hand wins.

Last Man Standing Challenge

The elimination game can be played in Challenge mode as well, so both the colours and the symbols must change with every card played.

Scoring

Count the cards in your hand at the end of each game and keep scores. An empty hand counts as 0, the number on the card counts as that amount of points and a Special card counts as 20 points. You could for example play a fixed number of games after which the player with lowest score wins or set a target score in the Last Man Standing variation, where the first player to reach it wins.

Adjusting the amount of cards

The standard deck of 110 cards will be perfect most of the times. However if you like to play the game with younger children, it can help to take the higher numbers out and play with a simplified deck. You can even take a colour or a symbol out. Feel free to try and adjust the game to your personal preferences.

Whichever version you decide to play, we hope you enjoy it.