



FRANTIC

OBJECT OF THE GAME

The object of the game is to get rid of your cards as fast as possible. If a player has discarded all his cards, the remaining players count the points in their hand. When a player reaches the agreed maximum score, the player with the lowest score wins.

SETUP & PROCESS

To start the game the playing cards are shuffled and seven cards are dealt to the players. The rest of the cards lay face down in the middle and form the card deck. The Event Cards get shuffled as well and are laid beside the card deck. The card on top of the deck gets flipped over and laid beside the deck, forming the discard pile. This card starts the game, and is looked at as if it was played by the dealer of the cards. The direction of the game is counter-clockwise.

During the game you can play number on number, colour on colour, or symbol on symbol (e.g. blue "Skip" on red "Skip"). The colourful Special Cards (colourless) can be played on any card. The player who is in turn, can either play a card or draw one from the deck. If no card can be played, a card **has to be** drawn from the deck.

However, the players have the opportunity to not play a valid card, but in return draw one from the deck instead. It is possible to then play the drawn card – or any other valid card from the player's hand.

END OF THE ROUND

The game round is over as soon as
- a player gets rid of all his hand cards
- the card deck is used up and a player would have to draw one or more cards

If this situation takes place during the execution of an Event, it will be played out as well as possible before ending the round. It is possible for multiple players to end the round simultaneously due to an Event Card.

If the round is over, the fellow players have to count their cards and add them to their existing score. (See Scoring) The player who achieved the most points in this round shuffles and deals out the cards for the next round. Another player shuffles the Event Cards.

END OF THE GAME

There are going to be as many rounds, until a player reaches the maximum score:

Recommendations	short	medium	long
2 to 4 players	137 Pt.	154 Pt.	179 Pt.
5 to 8 players	113 Pt.	137 Pt.	154 Pt.

approx. game duration ~35 min ~60 min ~90 min

Of course, the players can set a different amount for the maximum score. General rule of thumb: The more players, the lower the maximum should be.

Thanks to the Event Cards, the duration can strongly vary. The player with the lowest score, at the time of another player reaching the maximum, wins.

SCORING

All Numeral Cards, both coloured and black, result in 1 to 9 points, according to their number. The Special Cards count as 7 points. With the exception of the "Fuck You" card, it counts as 42 points.

NUMERAL CARDS

COLOURED CARDS

Numbers of 1 to 9 (4 colours, twice)
Number can be played on number and colour on colour.

BLACK CARDS

Numbers of 1 to 9
Black Cards are **not Coloured Cards**. Black Cards cannot be played on each other. They can only be played on the same number or if said number has been wished for. Black cannot be wished for as a colour.
» Activates an Event! (see Event Cards)

SPECIAL CARDS

The colourful Special Cards (colourless) can be played on any card. The coloured Special Cards can only be played on said colour or symbol.
All cards that have an additional colour wish function, can just be played as a colour wish, without unfolding the actual effect of the Special Card.
Important: A player cannot punish himself. (e.g. let himself draw two cards when playing "Fantastic Four")

COLOR-DEPENDENT SPECIAL CARDS

+ **2ND CHANCE**
4 pieces (1 per colour)
The player **has to** play another card on top of "2nd Chance". The same game rules apply (colour on colour, colourless Special Cards etc.). If he cannot play a card from his hand, he has to draw one from the deck.

● **COLOUR SWAP ***
(6 pieces, 1 per colour pair)
Can be played on two different colours. Hence, it changes from one colour to another. (e.g. if the red-green «Colour Swap» is played on green the game continues with red).

↕ **EXCHANGE**
4 pieces (1 per colour)
The player of this card gives another player two cards of his choice from his hand and in exchange has to blindly draw two cards from his opponent.
Exception: If the player of this card or his opponent holds less than two cards in their hands, then less cards are being exchanged (e.g. two cards against one). Should someone play this card as his last, he still has to draw two cards from an opponent.

♥ **GIFT**
8 pieces (2 per colour)
The player of this card gives two cards from his hand to another player.
Exception: If you only hold one card in your hand, you're only able to give away one card.
If "Gift" is played as the last card the player still has to choose a target.

⊗ **SKIP**
4 pieces (1 per colour)
The player of this card chooses a fellow player, who is suspended for one turn.
Important: A player can only be skipped again, after he already suspended his last turn.

👤 **THIEF ***
4 pieces (1 per colour)
The player of «Thief» has to look into the cards of another player and steal two of his/her hand cards.

⚡ **TROUBLEMAKER ***
4 pieces (1 per colour)
Activates an Event.

COLOR-INDEPENDENT SPECIAL CARDS

🏆 **FANTASTIC**
11 pieces (colourless)
"Fantastic" can be played on any card. You can choose a number or a colour.
» Colour OR number wish!

♣️ **FANTASTIC FOUR**
5 pieces (colourless)
The player of this card chooses a person, who in return has to draw four cards from the deck. It is also possible to determine multiple players and divide the four cards between them.
» Colour OR number wish!

👊 **COUNTERATTACK**
4 pieces (colourless)
As soon as a Special Card is played against a player, this card can be thrown in instantly by the victim. The effect is cancelled and the player of "Counter-attack" can redirect it to another player. The target of the freshly obtained effect is freely choosable. The game round continues with the player of the initial Special Card.
Important: It is also possible to forward or counter an attack that has already been redirected.
» And/or colour wish!

⚖️ **EQUALITY**
2 pieces (colourless)
The player of this card chooses a fellow player who holds fewer cards than himself in his hands. This player has to draw as many cards until their number of cards is equal.
» And/or colour wish!

👑 **INEQUALITY ***
2 Stück (farbneutral)
The player of «Inequality» can choose a victim, which has to draw as many cards from him/her until it holds more cards in its hand.
» And/or colour wish!

🍀 **LUCKY BASTARD ***
1 piece (colourless)
This card can be thrown in right before an event is activated. The player of «Lucky Bastard» is then excluded from the event and its effect is not applied to him/her.
» Und/oder Farbwünscher!

🛡️ **NICE TRY**
1 piece (colourless)
As soon as a player got rid of all his hand cards and therefore ends the current round, this card can be thrown in immediately. Even if a player has just received this card (e.g. "Gift"). The player who ended the round then needs to draw three cards and the game round continues.
Important: If multiple players finish off their cards (e.g. Event Card "Recession") and "Nice Try" is played, every player who finished has to draw three cards.
» And/or colour wish!

🍬 **SPECIAL FAVOURS ***
3 pieces (colourless)
The player of «Special Favours» can exchange all his special cards (everything except numeral cards) with another player.
» And/or colour wish!

UNIQUE SPECIAL CARDS

🗳️ **CURSE ***
1 piece (colourless)
This card cannot be played or discarded. But it can be passed on or exchanged at any given opportunity. If a player holds this card at the end of a round, it counts as 13 points.

👉 **FUCK YOU**
1 piece (colourless)
You can only dismiss the "Fuck You" card, when you have exactly ten cards in your hand, including "Fuck You". The round continues with the card played before "Fuck You".
Important: The "Fuck You" card can only be blindly obtained by an opponent and not be willingly given.
Exception: During Event Cards it can be thrown away or passed on.

🎭 **MIMICRY ***
1 piece (colourless)
When being played, «Mimicry» can become any existing Special Card.
Important: If «Mimicry» imitates a coloured Special Card it can only be played on said colour (e.g. red «Gift» card on red).



* Part of the Troublemaker Add-On



EVENT CARDS

Event Cards are always activated when a Black Card is played. When that happens, the top card of the Event Card deck is revealed and gets executed. The first person to be affected is always the person on the right hand side of the player of the Black Card. If more than one player are the potential subject of the Event Card, it affects the first person who is in counter-clockwise direction closest to the player of the Black Card. Unless it is declared otherwise.

Important: The current round will not be over, until the event has been executed completely. And even if a player loses all of his hand cards due to an event, "Nice Try" can be played.

BLACK HOLE *
All Black Cards in the hands of the players go to the player of the Black Card.

CAPITALISM *
He that has plenty of goods shall have more. All players double their hand cards.

CHARITY
Every player has to pick one card from the player with the most hand cards.
Important: If two or more players have an equal amount of most cards, cards are picked from all of them. These players don't have to draw cards from each other.

COMMUNISM
Everyone has to draw as many cards to equal the player, who holds the most cards in his hand.

CROWDFUNDING *
Every player has to give one card to the player with the least hand cards.
Important: If two or more players have an equal amount of least cards, cards are given to all of them. These players don't have to give cards to each other.

DISTRIBUTOR *
All players give their hand cards in a small deck face down to the player of the Black Card, who can look at each small deck and distribute them between the players, without shuffling them. The player of the Black Card has to distribute his/her hand cards as well and keep a deck from another player. (E.g. Player A gets the cards of player B, player B the ones from player C etc.)

DOOMSDAY
The game round is immediately over. Every player receives 50 points.

DOUBLE TAXATION
The player who holds the least points with the three highest cards has to draw one card, the player with the second least points has to draw 2 and so on. In case of equal score the affected players have to draw the equal amount of cards.

EARTHQUAKE
Every player gives his cards to the player to his right.

EVENT MANAGER *
The next three Event Cards from the deck are flipped over. The player of the Black Card then chooses one of these events which will be executed.

EXPANSION
The players have to draw cards from the deck accordingly: The 1st player draws one card, the 2nd draws two, the 3rd three and so on.

FINISH LINE
The game round is immediately over and the players count their points according to their hand cards.

FRIDAY THE 13TH
It's Friday, the Thirteenth. A hook-handed murderer is among us!
But just in the movies, it's a totally boring, normal Friday, nothing weird happens. The game round continues without further ado.

GAMBLING MAN
Every player has to place a preferably low Numeral Card of the last played colour face down. All cards are simultaneously turned around. The player with the highest digit has to take the other cards in. Players without Numeral Cards of said colour have to draw two cards as penalty.
Important: If no colour has been played so far, the event is ineffective.

IDENTITY THEFT *
The player with the lowest amount of points swaps the score with the player who holds the most points.
» If the points are not written down: The player of the Black Card chooses two players (also themselves possible) who swap their place at the table, and with their cards.

LAST CHANCE *
Every time a player has discarded the last card an event is activated as a last resort.

% MARKET
As many cards as there are players, the top cards from the deck are turned face up in front of the players. The players then pick in turn one card to take in their hands.

MATING SEASON
Every combination that can be achieved with Numeral Cards have to be disposed of. Combinations would be pairs, three of a kind, four of a kind and so on. The colour of the cards doesn't matter.

MERRY CHRISTMAS
Every player has to give all of their hand cards to other players. They can divide them as they please.

MEXICAN STANDOFF
All players dispose of their cards and draw in turn three new cards from the deck.

PLAGUE *
There are immediately two additional event cards executed, one after the other. Even if the first event would end the current round or a player has discarded all cards, the second event will be executed as well as possible.

(n+1) PLUS ONE *
New rule for the rest of the round: Every time the players have to draw cards from the card deck, they have to draw one more.

RECESSION
The players have to dispose of cards from their hands accordingly: The 1st player has to dispose of one card, the 2nd disposes of two, the 3rd of three and so on.

REPEAT *
The player of the Black Card has to execute an event that has already been uncovered.
Important: If no other event has been uncovered so far, the event is ineffective.

ROBIN HOOD
The player with the smallest amount of hand cards swaps his cards with the player who holds the most.

RUSSIAN ROULETTE *
All players put one card from their hand together. These cards get shuffled and put on top of the card deck and the game continues.

SEPPUKU *
The players decide in turn if they want to commit Seppuku. If they risk it, they have to draw the top card from the card deck. If it is a numeral card they get credited 21 points, if it's any other card they get an additional 42 points. If they decide not to commit Seppuku then they get 21 additional points.
» If the points are not written down: If a numeral card is drawn they can dispose of two cards from their hand, if it's any other card they have to draw four cards from the deck. If they decide not to commit Seppuku then they have to draw two cards from the deck.

SURPRISE PARTY
Every player must give one of their cards to a player of their choosing.

THE ALL-SEEING EYE
Every player has to show their cards. The cards are exposed until every player gives his OK to continue.

3 THIRD TIME LUCKY
Every player has to draw three cards.

TIME BOMB
Every player has only three turns left. The round ends when a player would reach his fourth turn. If a player can dispose of all his cards before the fourth turn, he gets credited ten points. The other players get a penalty of ten points.
If no one is able to diffuse the bomb, the round is over and the points in this round get doubled.

TORNADO
The hand cards of all players are put together, shuffled and one at a time newly distributed by the player of the Black Card.

TRUST FALL *
Every player has to choose in turn a fellow player who has to give him/her two cards from his hand.

VANDALISM
Every player has to dispose of every card (Numeral and Special Cards) of the last played colour.
Important: If no colour has been played so far, the event is ineffective.