

English

Trickery

The Mischievous Card Game.

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PANDORA'S BOX

NEW KIND OF CARD AND EVEN MORE COLOUR

To be honest, it's mostly about the bigger box. Nevertheless, this box introduces a new, independent (and optional) kind of card – the rule cards. On top of that – in addition to more “Troublemaker” and “Counterattack” cards – there's a new card colour: purple.

The purple cards are treated like any other plain or bi-coloured cards. They are either shuffled in with the playing cards as a fifth colour or can be used to replace one of the other colours.

And if that's not enough for you, you even have one new special card and one new event card, whose rules you can determine at the beginning of the game!

If you're new to the game, this box includes overview cards tailored towards beginners! While they can help you learn the game quicker, please consult this rule book when questions arise!

ENJOY THE GAME



FABIAN



PASCAL



PIERRE



STEFAN

GOAL OF THE GAME

In Frantic – the mischievous card game – you try in every round to get rid of your entire hand of cards as quickly as possible. As soon as one player is out of cards, the round ends and the cards left in everyone else’s hands are counted as points – which is bad. Round after round, you add up your points until one of you exceeds the set point limit. That ends the game and the person with the fewest points wins.

GAME PREPARATION

- » Separate the playing cards (black back) from the event cards (white back).
- » Set a point limit. We recommend the following:

Players	short	medium	long
2 – 4	137	154	179
5 – 8	113	137	154

You can also set a different limit. As a general rule: the bigger the group, the lower the point limit.

- » Shuffle both the playing card and event card decks.
- » Deal each player seven playing cards. (To shorten the rounds, fewer cards can be dealt, but never deal less than four. The remaining playing cards become the draw pile.)
- » In the first round, the owner of the game is the dealer. In the following rounds, the person who lost the last round – i.e. who scored the most points – becomes the dealer. Turn over the top playing card in the draw pile and treat the card as if you had played it – with all the effects and consequences it entails. This card becomes the discard pile.
- » The game is played anticlockwise.

If you play with the Supercharge Add-On:

- » In addition to shuffling the playing and event cards, also shuffle the power cards.
- » Deal two power cards to each player. They place these cards face down on the table. They’re allowed to look at their own power cards. The rest of the power cards become the power card pile.
- » The power cards aren’t hand cards, which means they aren’t held in the hand. They are never combined with hand or event cards.

If you play with rule cards:

- » Before starting each round, the rule card deck is shuffled and one or more rule cards are drawn. The rules for that round are modified according to the text on the rule cards.

TAKING TURNS

- » During your turn, you can play one card from your hand.
- » If you can’t or don’t want to play a card, draw a card from the draw pile.
- » Even after drawing a card, you can still play a card.
- » Which cards you can play from your hand depends on the top card of the discard pile. More details are available in the descriptions of each type of card.

ENDING THE ROUND & SCORING

The round ends when:

- » One of you no longer has a hand of cards.
- » One of you has to draw a card, but the draw pile has been used up.

Every player who still has cards in their hand at the end of the round adds up the points on their hand cards and adds that number to their total score.

The points count as follows:

- » Coloured and black number cards: numerical value on the card
- » Plain-/bi-coloured and open-wish special cards: 7 points
- » Unique special cards all have different point values. You can find them on page 11.
- » **If you play with the Supercharge Add-On:** power cards do not count as points at the end of a round.

END OF THE GAME

Rounds are played until someone exceeds the set point limit. The person with the lowest score wins the game.

Unmarked cards belong to the basic Frantic game, cards belonging to an add-on can be identified as follows:

^T Part of the Troublemaker Add-On

^S Part of the Supercharge Add-On

^P Part of Pandora's Box

NUMBER CARDS

COLOURED NUMBER CARDS

- Playable on the same number or same colour
- Playable on the colour or number that was wished for

BLACK NUMBER CARDS

- Playable on the same number
- Playable on the number that was wished for

Effect: immediately turn over the top event and execute it.

Note: black is not a colour and can therefore not be wished for or followed by another black card! A black card can only be followed by the same number or by an open-wish special card.



PLAIN- AND BI-COLOURED SPECIAL CARDS

→ Playable on the same symbol or same colour.

→ Playable on the colour that is wished for.

Note: the effects of these cards have to be executed.





2ND CHANCE

Play a matching second card on "2nd Chance". If you can't play an appropriate card or don't have a second card in your hand, you have to draw a card from the pile.



EXCHANGE

Give someone two cards from your hand and draw two cards from the same person without looking before they put your cards in their hand.

Note: if you or your victim only have one card left in your hand, the exchange will be two for one, one for two or one for one. If you play "Exchange" as your last card, still draw two cards from someone.



GIFT

Give someone two cards from your hand.
Note: if you only have one card left, give just that card away. If you play "Gift" as your last card, still select a potential victim. It might be possible to block the attack.



RECHARGE^s

Turn one of your power cards, that has already been activated face, down on the table. You can reuse this power card starting with your next turn.



SKIP

Select a person to be skipped in the next round.

Note: you are not allowed to select a player who is already being skipped in that round.



THIEF^T by Nico Schaltegger

Look at someone's hand of cards and put two of them in your hand.



TROUBLEMAKER^T

Trigger an event immediately.



COLOUR SWAP^T

You can play these cards on one of the two colours. The game then continues with the other colour.

OPEN-WISH SPECIAL CARDS

- Playable on all playing cards.
- These special cards have an obligatory wish effect and a special effect. The special effect is – if not specified otherwise – optional.
- There are also open-wish special cards that are playable when it's not your turn.





FANTASTIC

No special effect

→ Wish for a number or colour



FANTASTIC FOUR

It is mandatory to select one or several players who have to draw a total of four cards from the pile. You determine how the four cards are allocated. Select all of your victims before they start drawing cards.

Note: this special effect has to be executed.

→ Wish for a number or colour



COUNTERATTACK

When it's not your turn:

If you were selected as a victim of a special card, you are allowed to immediately toss in "Counterattack". That immediately ends the effect of the special card. You can now carry out the effect of the card you stopped on any player(s) as if you had been the one to originally play the special card.

→ The attack you execute can also be countered with a "Counterattack" card.

→ Tossing in "Counterattack" does not count as a turn. Still wish for a colour.

When it's your turn:

→ Wish only for a colour



DO IT YOURSELF^P

With this special card, you can determine the effect yourself.

Suggestion: if "Do It Yourself" is played, immediately draw an additional rule card. The rules are then modified accordingly.

Note: determine the effect before starting the game.

Further suggestions for alternative event or special card effects are available at: www.rulefactory.ch/en/rules



EDISON^S

Select two people (you can also select yourself) and exchange one power card. Both of the swapped power cards are then turned face down.

→ Wish for a colour



EQUALITY

Select a person with fewer cards than you. That person has to draw cards from the draw pile until they have the same number of cards in their hand as you.

→ Wish for a colour



INEQUALITY^T

Select someone with fewer or the same number of cards as you. That person now has to draw cards from you without looking at them until they have more cards in their hand than you.

→ Wish for a colour



LUCKY BASTARD[†]

by Raphael Reichert and Virginia Hart

When it's not your turn:

You are allowed to toss this card in when it's not your turn as soon as an event has been triggered but before this event has been revealed.

- You are not impacted by the effect of this event.
- If the event ends the game, you don't write down any points.
- If the event triggers a further event, you are not protected from it.
- Tossing in "Lucky Bastard" does not count as your turn. Still wish for a colour.

During your turn:

- Wish for a colour



NICE TRY

When it's not your turn:

After one or several players have run out of cards in their hands and all special effects and events in the current turn are complete, you can toss in "Nice Try."

- All players who just got rid of their cards now have to draw three new cards from the pile. The round then continues without interruption.
- Tossing in "Nice Try" does not count as a turn. Still wish for a colour.

Note: if several players have played the last cards in their hands, all of them have to draw three cards.

When it's your turn:

- Wish only for a colour



SPECIAL FAVOURS[†]

Select a person. Now exchange all of your special cards (everything except for number cards) – irrespective of the number – with each other.

Note: you can only exchange the "Fuck You" card if you were not the one to play "Special Favours".

- Wish for a colour



UPDATE[§]

Draw a card face down from the power card deck and place it face down on the table. Then put one of your other power cards back in the deck and shuffle it. It does not matter if you have already activated the card or not.

- Wish for a colour

UNIQUE SPECIAL CARDS



CURSE †

You can't play this card. You are allowed, however, to give it away, exchange it or discard it just like any other playing card if an event calls for it.

→ At the end of a round, this card is worth 13 points.



FUCK YOU

You are only allowed to play this card when you have exactly ten cards in your hand (including "Fuck You"). If you play this card, slide it under the top card of the discard pile. The game then continues with that top card.

Note: you are not allowed to employ special card effects to specifically pass the "Fuck You" card on to other players (for example, "Gift" / "Exchange"). If it is drawn from you, however, you can give it away. During an event, "Fuck You" is treated like any other playing card (you're allowed to discard it, pass it on, etc.).

→ At the end of a round, this card is worth 42 points.



MIMICRY †

This card can imitate any other special card (except for unique special cards). Determine the effect of "Mimicry" as soon as you play it.

Note: if you play "Mimicry" as a plain-coloured special card (for example, as "Gift"), the card also assumes the colour of the card it follows and can therefore not be played on black or on an open-wish number.

→ At the end of a round, this card is worth 7 points.

fin.

THE END^s

You can only play this card as your last hand card. In such a case, however, you can play the card on any other card. You are allowed, however, to give "The End" away, exchange it or discard it just like any other playing card if an event calls for it.

→ If you play "The End" as your last card, the round comes to an unconditional end. "Nice Try" can no longer be played and all active events (such as Time Bomb, Last Chance, etc.) are ignored.

→ At the end of a round, this card is worth 17 points.

Note: no power cards can be activated along with "The End".



EVENT CARDS

- Every time you play a black number card, an event card is activated. To do so, turn over the top event card on the pile and execute its effect.
- If an effect impacts several players, the effect is executed according to the order of play starting with the person on your right.
- If several players are potential candidates for an effect, it affects the first person in the order of play.
- If you have to discard cards from your hand due to the event, slide them under the top card of the discard pile.
- If one or several of you get rid of your hand of cards due to an event, the round only ends after the effect has been executed completely or at least as well as possible.
- If an event card has an effect that lasts the entire round, it still remains active when another event card is triggered.

Note: only read through the individual events when they are turned over during the game. That will save you time.





BLACK HOLE † *by Dani Hitz*

When you trigger this event, you are given all of the black cards that your fellow players have in their hands.



BLACK JACK †

Turn over in order of play the top card from the draw pile, place it in a separate pile and add up the points on the drawn cards out loud. Those of you whose drawn card exceeds a total score of 21 has to put all the cards from that separate pile in their hand.



CAPITALISM †

by Joschka Reischmann and Angelina Vicini

Unto every one that hath shall be given. Every player in the order of play draws as many cards as they already had in their hand.



CHARITY

Look for the person with the most cards in their hand. Every other player now draws a card from that person without looking.

Note: if several players are potential candidates, the rest of the players have to draw a card from every player with the most cards (players with the most cards, however, do not draw cards from each other).



CHARGENADO †

The player who triggered the event shuffles all of the power cards on the table back into the power card deck and then deals two new power cards to each player.



COMMUNISM

Draw cards from the draw pile until you all have the same number of cards as the person with the most cards in their hand.



CROWDFUNDING †

Find the person with the fewest cards in their hand. Now every other player has to give that player one card of their choice from their hand.

Note: if several players are potential candidates, the rest of the players have to give all of the players with the fewest cards one of the cards from their hands (those with the fewest cards, however, do not give each other cards).



DISTRIBUTOR † *by Eveline Lüthi*

Every player places their hand of cards in a pile face down on the table. The player who triggered the event looks at all of the hand card piles and redistributes them as they please without mixing up the piles. The player distributing the piles has to give themselves a different hand of cards, but this rule does not apply to everyone else.



DOOMSDAY

The round ends immediately. Everyone scores 50 points. The points on your hand of cards are not counted.



DOUBLE TAXATION †

If you're writing down points:

Every player counts up the points on the three highest cards in their hand (number & special cards). This value is immediately added to your total score.

If you're not writing down points:

Every player counts up the points on the three highest cards in their hand (number & special cards). The player with the lowest number of points on their three highest cards draws one card from the pile. The person with the second lowest score draws two, etc. If there's a tie, the affected players have to draw the same amount of cards.



EARTHQUAKE

Pass your hand of cards to your right.



EPIC FAIL §

The person with the fewest hand cards is immediately given the “Fuck You” card in their hand. If necessary, look for and pull the “Fuck You” card out of the draw pile or discard pile. The draw pile is reshuffled if necessary.



EVENT MANAGER †

Turn over the top three cards from the event pile. The player who triggered the event selects one of these three events, which is then executed.



EXPANSION

Draw cards from the draw pile according to the order of play: the first person draws one card, the second draws two, the third draws three, etc.



FINISH LINE

The round ends immediately. Add together the points on your hand of cards.



FRIDAY THE 13TH

It's Friday the 13th. A mass murderer is running about in a hockey mask ... but only in the film. It's a regular day like any other. Nothing happens and the round continues as usual.



GAMBLING MAN

Place any card from your hand face down on the table. Now turn your cards over at the same time. The person with the second lowest number on their card now has to put all of the cards in their hand. If there's a tie, it affects the first person in the order of play.

Note: players without any cards in their hand to discard have to automatically take the cards that were placed on the table. If several players are potential candidates, it applies to the first person in the order of play.



IDENTITY THEFT †

If you're writing down points:

The person with the highest score swaps their score with the person with the lowest score.

If you're not writing down points:

The player who triggered the event selects two players who place their cards on the table and swap seats.

Note: if two people are playing Frantic, swap seats.



LAST CHANCE †

→ Applies until the end of the round

If a person – not due to the effect of an event – gets rid of the last card in their hand, an event is immediately triggered and executed. This could possibly happen several times until the round finally comes to an end.



LOOT §

Take three hand cards in the order of play from the person on your right without looking at the cards. Put the drawn cards in your hands only after everyone has drawn their cards. If a person has three cards or less, all of their cards are drawn.



MARKET

Turn over one card for each player from the draw pile. In the order of play, each player puts one of the cards in their hand.



MATING SEASON

Discard all number cards with a numerical value that you have at least twice in your hand. This also applies to black number cards.



MERRY CHRISTMAS

Distribute in the order of play all the cards in your hand to the players of your choice face down. How you distribute the cards is up to you. Once all of the players have distributed their cards, pick up the cards given to you by your fellow players as your new hand of cards.



MEXICAN STANDOFF

Discard your entire hand of cards and draw three new cards from the pile in the order of play.



PANDORA'S BOX §

With this event card, you can determine the effect yourself.

Suggestion: if Pandora's Box is triggered, shuffle the active rule cards back in the rule card deck and draw just as many as before. The rules are then modified according to the cards.

Note: determine the effect before starting the game.

Further suggestions for alternative event or special card effects are available at: www.rulefactory.ch/en/rules



PARASITE §

As soon as someone ends the round, the person on their left is allowed to discard two cards of their choice from their hand before counting their points.

If there are several winners due to an event, everyone sitting to the left of the winners is allowed to discard two cards.



PLAGUE †

Turn over in the order of play two additional event cards and execute them in that order. Even if the first event ends the round or someone gets rid of all of their cards, still execute the second event as well as possible.

(*n*+1)

PLUS ONE † by Dom Atlas

→ Applies until the end of the round

Every time someone draws one or more cards from the draw pile, an additional card has to be drawn.



RECESSION

Discard in the order of play the cards of your choice: the first person discards one card, the second discards two, the third discards three, etc.



REPEAT † by Eveline Lüthi

The player who triggered the event has to select one of the events that was already turned over in the round and execute it again.

Note: if an event has not been drawn in this round yet, “Repeat” has no effect.



REWIND §

You all draw in the order of play the top card from the discard pile and put it in your hands of cards until every player has drawn two cards. Now turn over the top card from the draw pile. Continue playing this way.

Note: if the revealed card is a special card, the person who triggered the event can execute the effect.



RIOT §

Every player gives in the order of play all of their own special cards to the player on their right. Put the new cards in your hands only after everyone has passed along their special cards.



ROBIN HOOD

Figure out which person has the most and which has the fewest cards in their hands. These two now have to swap their hands of cards.

Note: if several players are potential candidates, it applies to the first person in the order of play.



RUSSIAN ROULETTE †

Every person places a card of their choice from their hand face down on the table. The player who triggered the event picks up the cards, shuffles them and puts them face down on the draw pile.



SEPPUKU † by D'Sinead Conception

If you're writing down points:

Every player decides in the order of play if they want to commit Seppuku. Those who take the risk turn over the top card from the draw pile. If it's a number card, 21 points are immediately subtracted from the total score. If it's some other card, an additional 42 points are added. Those unwilling to take the risk score 21 points.

Note: the cards turned over for Seppuku are slid under the top card of the discard pile.

If you're not writing down points:

Here again, you have to decide if you want to commit Seppuku and turn over a card from the draw pile. If a number card is drawn, you have to discard two cards of your choice from your own hand. If it's some other card, you have to draw four cards from the draw pile. Those unwilling to take the risk draw two cards from the draw pile.



SUPERCHARGE ^s

The player who triggered the event deals one additional power card to each player from the power card deck.



SURPRISE PARTY

Give in the order of play one card from your hand to the person of your choice.

Note: the gifted cards are only put in the hand of cards after the event.



THE ALL-SEEING EYE

Place all of your hands of cards face up on the table. Once everyone has looked at the cards to their satisfaction, pick the cards back up and resume playing.

3

THIRD TIME LUCKY

Draw in the order of play three cards from the pile.



TIME BOMB

Everyone only has three turns left, as the round ends then at the very latest.

If someone ends the round before that, ten points are subtracted from their total score and the rest add ten points to the score for their hands of cards.

If no one manages to end the round within three turns, all players' points are doubled.

Note: being skipped also counts as a turn.



TORNADO

Put all of your hand cards together. Shuffle the cards and redeal them face down – card for card – around the table until they have all been distributed.



TRUST FALL ^t

Every player selects in the order of play a person to give them two of the cards from their hand. If the selected person has less than two cards in their hand, they give them just one or no card.

Note: the gifted cards are only put in the hand of cards after the event.



TSUNAMI ^s by Fabio Nanni

Every player reveals in the order of play a card of their choice and places it on the table. The person to the right always has to put down a card with an equal or higher number of points. As soon as someone can't (or does not want to) play an equal or higher card, that person puts all of the cards that were laid down in their hand.

Note: players without any cards to put down have to automatically take the cards that were laid down.



VANDALISM

Determine which colour was played last (except for black). All players now have to discard all cards in their hands in that colour.

Note: if a colour has not been played yet, this event has no effect.

POWER CARDS ^S

Power cards are not played, but are instead activated when turned over. They can only be activated during your own turn when playing a card from your hand. With the power cards, players can supercharge their played hand card with an (additional) effect. This power card effect cannot be countered with “Counterattack”.

ACTIVATING POWER CARDS

- You can activate a power card when it's your turn and you're playing a card from your hand.
- If you toss in a special card during someone else's turn (such as “Counterattack”), you can't activate a power card.
- You are only allowed to activate one power card per turn.
- To activate a power card, turn it over immediately after playing a card from your hand.
- Activated power cards remain face up on the table and can't be played a second time.

POWER CARDS AND SPECIAL CARDS

If you activate a power card after playing a special card, both the effect of the special card and the effect of the power card are executed. The order in which the effects are executed is determined by the symbol in the corner of the power card:

- 1ST** The power card effect is executed first.
- 2ND** The power card effect is executed after the special card effect.

POWER CARD IMMUNITY

Special cards and events whose effects are not explicitly tied to power cards do not have any influence on power cards.



+1

ALL DRAW ONE

1ST is executed before the hand card effect

Your fellow players have to draw a card from the draw pile.

Note: the person who activated the "All Draw One" card is not impacted by its effect.



ANTI COUNTER

1ST is executed before the hand card effect

If you just played a special card, it can't be averted with "Counterattack".



BLACK WISH

2ND is executed after the hand card effect

You wish for black as the colour. Your played card can now only be followed by one of the black cards or by an open-wish special card.

Note: if you activate the card along with another open-wish card, the wish effect has no impact. As soon as the next card is played in the round, the game continues with that card.



COLOUR BLOCKADE

2ND is executed after the hand card effect

Select a colour. The selected colour can no longer be used until you complete your next turn.

Note: you will still be affected by the blockade during your next turn. Being skipped also counts as a turn.



LOOPING

2ND is executed after the hand card effect

After your turn, the game continues in the opposite direction. As soon as you have completed your next turn, the direction changes back.

Note: being skipped also counts as a turn.



NUMBER WISH

2ND is executed after the hand card effect

Wish for a number at the end of your turn.

Note: if you activate the card along with another open-wish card, the wish effect has no impact.



OPEN HANDS

1ST is executed before the hand card effect

Your fellow players have to reveal their hands of cards and play with them showing until it's your turn again.

Note: being skipped also counts as a turn.



RANDOM CHANCE

2ND is executed after the hand card effect

Play another card of your choice from your hand. It does not have to match the last card that was played. The game then continues with that card.

Note: playing "Curse" is not allowed. Playing "Fuck You" or "The End" is only allowed when their conditions can be fulfilled according to the rules.



RECYCLING *by Daniel Bucher*

2ND is executed after the hand card effect

The card you just played from your hand has to be put back in someone's hand. You determine who (including yourself) has to take the card. The game continues as if the hand card had not been played.

Note: wishes remain in force.



SPECIAL CHARGE

1ST is executed before the hand card effect

Select a person who has to draw an additional card for every special card (all cards except for numbers) they have in their hand.



SPECIAL SEAL

1ST is executed before the hand card effect

Playing special cards is not allowed until the person who activated "Special Seal" takes their next turn. Being skipped also counts as a turn.

Note: as the effect of this power card is executed before that of the hand card, it can't be activated in combination with a special card.



TROUBLECHARGER

2ND is executed after the hand card effect

The player who activated "Troublecharger" triggers an event at the end of their own turn.

Note: if this card is activated in combination with "Troublemaker" or a black card, the two events are triggered in that order.

RULE CARDS ^P

- Rule cards can – but do not necessarily have to – be integrated into the game.
- Before starting each round, the rule card deck is shuffled and one or more rule cards are drawn. The rules for that round are modified according to the text on the rule cards.



GAME MATERIALS

FRANTIC BASIS GAME

125 playing cards (black back)

81 number cards

- 18 blue cards (1 – 9)
- 18 red cards (1 – 9)
- 18 green cards (1 – 9)
- 18 yellow cards (1 – 9)
- 9 black cards (1 – 9)

44 special cards

- 8 “Gift” cards (two in each colour)
- 4 “Exchange” cards
(one in each colour)
- 4 “2nd Chance” cards
(one in each colour)
- 4 “Skip” cards (one in each colour)
- 11 “Fantastic” cards
- 5 “Fantastic Four” cards
- 4 “Counterattack” cards
- 2 “Equality” cards
- 1 “Nice Try” card
- 1 “Fuck You” card

+ 20 original event cards (white back)

FRANTIC TROUBLEMAKER

22 special cards (black back)

- 6 “Colour Swap” cards
(one in each colour combo)
- 4 “Troublemaker” cards
(one in each colour)
- 4 “Thief” cards (one in each colour)
- 3 “Special Favours” cards
- 2 “Inequality” cards
- 1 “Lucky Bastard” card
- 1 “Mimicry” card
- 1 “Curse” card

+ 14 unique event cards (white back)

FRANTIC SUPERCHARGE

15 playing cards (black back)

5 number cards

- Number 10 (one in each colour & in black)

10 special cards

- 4 “Recharge” cards
(one in each colour)
- 3 “Edison” cards
- 2 “Update” cards
- 1 “The End” card

+ 24 power cards (yellow & black back)

+ 9 brand new event cards (white back)

FRANTIC PANDORA’S BOX

40 playing cards (black back)

32 purple cards

- 19 number cards (1 – 10)
- 4 “Colour Swap”
(one in each colour combo)
- 2 each of “Gift” and “Troublemaker”
- 1 each of “Recharge”, “Second Chance”, “Skip”, “Exchange”, “Thief”

7 special cards

- 4 “Troublemaker” cards (one in each basic colour)
- 2 “Counterattack” cards
- 1 “Do It Yourself” card

+ 15 rule cards (grey & black back)

+ 1 unprecedented event card (white back)