



LEVEL[®] 8

The card game for 2-6 players 8 and up

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Game Contents

99 playing cards, including 90 numbered cards (1-15 in 6 colors), **6 wild cards**,
and 3 “Skip!” cards
6 level cards
6 level indicators

Please note: Before the first game, cut all level indicators on the two dotted lines as marked.

Game Idea

Over several rounds, players try to collect and display eight levels of card combinations before their opponents.

Whoever completes LEVEL 8 first, wins the game.

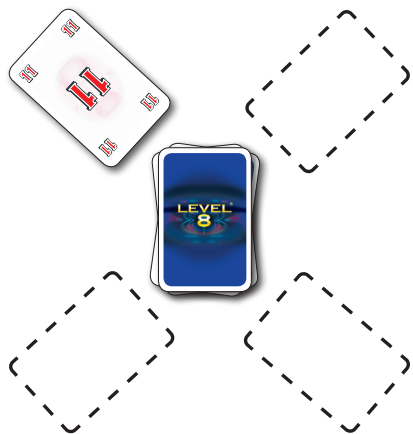
Game Setup

Every player receives a level card and a level indicator, and slides the level card in the indicator so that the first level (= “2 runs of three”) is showing (see picture on the left).

Choose a player to be the dealer. The dealer shuffles the 99 playing cards and deals 10 cards face down to each player. The remaining cards are placed – face down – to form a draw pile in the middle of the table.

The dealer flips over the top card of the draw pile and places it beside the draw pile, facing the dealer, forming the first card of *the dealer’s own* discard pile.

In subsequent turns, the other players will form their own discard piles in the same manner, always facing in their direction (see picture on the right).



Game Play

The player to the left of the dealer starts, and the game continues in clockwise direction. Each player’s turn is as follows:

1.) **Pick one card (required).** *Either* take the top card of the (face down) draw pile *or* take a card from *any* (face up) discard pile.

2.) **Display your level (not required).** Place all cards necessary to complete your current level in your display area, face up and visible to everyone.
The 1st level: place 2 runs of three.

Note: You are not allowed to place cards forming an incomplete level (e.g. only 1 run of three). In addition, you are not allowed to add more parts than required to complete the level (e.g. adding a 3rd run to the 1st level).

As soon as you have placed your first level, you may add additional cards from your hand to any combination displayed on the table (your own level and/or any of your opponents’ levels), and you may continue to play cards on these displayed levels until the end of the round.

Your goal is to be the first player to get rid of all the cards in your hand, in order to receive the end of round **bonus** (see end of a round, below).

Examples:

- *There is a run of three (4, 5, 6): The player may add a 7 (and then a 8 etc.) and/or a 3 (and then a 2 etc.).*
- *There are 4 pairs (2-2, 3-3, 6-6, 6-6): The player may add any 2, 3 and/or 6.*
- *There is a run of four (8, 9, 10, 11) and two pairs (3-3, 9-9): The player may add a 7 (and then a 6 etc.), a 12 (and then a 13 etc.), and/or any 3 and 9.*

Whoever completes
all 8 levels first, wins!

Deal 10 cards
per player

1.) First, take a card
from the draw pile or
any discard pile
(required!)

2.) Then, place a
complete level!
(not required!)

3.) Finally, discard one card to your discard pile (required!)

End of round: when any player discards their last card: + 2 levels

Players with displayed level: + 1 level

Players without displayed level: ±0

New round: 10 cards per player again etc.

A wild can represent any number or color



Place a “Skip!” card in front of any opponent instead of discarding a card

Win by placing your 8th level or by ending a round in the 7th level

The combinations

Runs are several cards with increasing numbers in any color (e.g. 4-5-6 or 8-9-10-11).

(Note: There is no connection between 15 and 1!)

Pairs, triples, etc. are several cards with the same number (e.g. 4-4-4 or 11-11-11-11).

x cards of one color are any cards of the same color (e.g. 7-2-11-15 or 12-13-4-8-1).

3.) **Discard one card from your hand (required).** Place it face up on *your own* discard pile.

When the draw pile runs out of cards: Take all the cards from each player’s discard pile (except the top card - which stays behind as their discard pile). Shuffle the returned cards and form a new draw pile.

End of a Round

The round ends *immediately* when any player discards their last card. This player may now slide the level card – as a **bonus** – up two levels (e.g. skip one level!).

All other players who have also displayed their current level slide their level card **up one level only**.

Players who have not displayed a level **do nothing**.

Finally, the player to the left of the dealer becomes the new dealer, collects all the cards on the table and in players’ hands, shuffles all 96 cards, and deals 10 to each player. The player to the left of the new dealer takes the first turn ...

The Wilds (6x)

A wild card can be substituted for any number or color (except a “Skip!” card). Players may use more than one wild per level. For each wild, it must be clear which number or color is being substituted (if necessary, the player placing the wild must determine what number or color the wild represents). Wilds on the table may *not* be replaced later by the right number or color!

The “Skip!” cards (3x)

As your 3rd action, instead of discarding a card on your discard pile, you may instead place a “Skip!” card in front of any other player who does not already have a “Skip!” card placed in front of them.



On the “Skipped” player’s turn, the only action possible for them is to discard the “Skip!” card by placing it – face up! – at the bottom of their draw pile. When a “Skip!” card appears face up, it will be re-shuffled (see above).

Note: When a “Skip!” card is played as the last card of a hand (i.e. at the end of a round), its function is ignored.

Game End

The player who places LEVEL 8 wins *immediately* (note: the player need *not* get rid of any remaining cards).

A player may also win by placing their 7th level *and* ending the round (note that the word “Victory” appears in the indicator when sliding the level card up two levels).

