

CHIP IT



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A game by Chikasuzu with graphics by Fiore GmbH

Players: 3-6 people

Age: from 8 years

Duration: approx. 15 minutes

Content

60 Playing Cards



(two green cards with the values 2-21 each
and two purple cards each with the values 2-11)

54 Point Chips



(18 chips each with
1, 2 and 3 points)

Game idea and goal

What doesn't fit is made to fit! Discard your cards: individually or several with equal card values. You can collect non-matching card values by equalize points. By matching you will get rid of the point chips again - because in the end, whoever is the first to have neither cards nor chips left will win!

Game Preparation

Shuffles all cards and distributes according to the number of players face down to each player:

Player	3	4	5	6
Cards	15	15	12	10

If there are three players, you put the undistributed cards back in the box. Your you don't need them in this game anymore.

Make the point chips easily accessible to all players as a chip supply. Give each player chips worth three points. The denomination does not play a role in this Roll, you can change the chips at any time in the game. Place your chips in front of you for all players to see during the whole game.

Game Play

In one game you play several rounds. The first round is opened by the youngest Player. After that, the players turn clockwise in turn.

When it's your turn, you have the choice between these two actions:

1. Play card combination
2. Pass and give points

A round ends when all the others have been played on a combination of cards
Players have passed in turn.

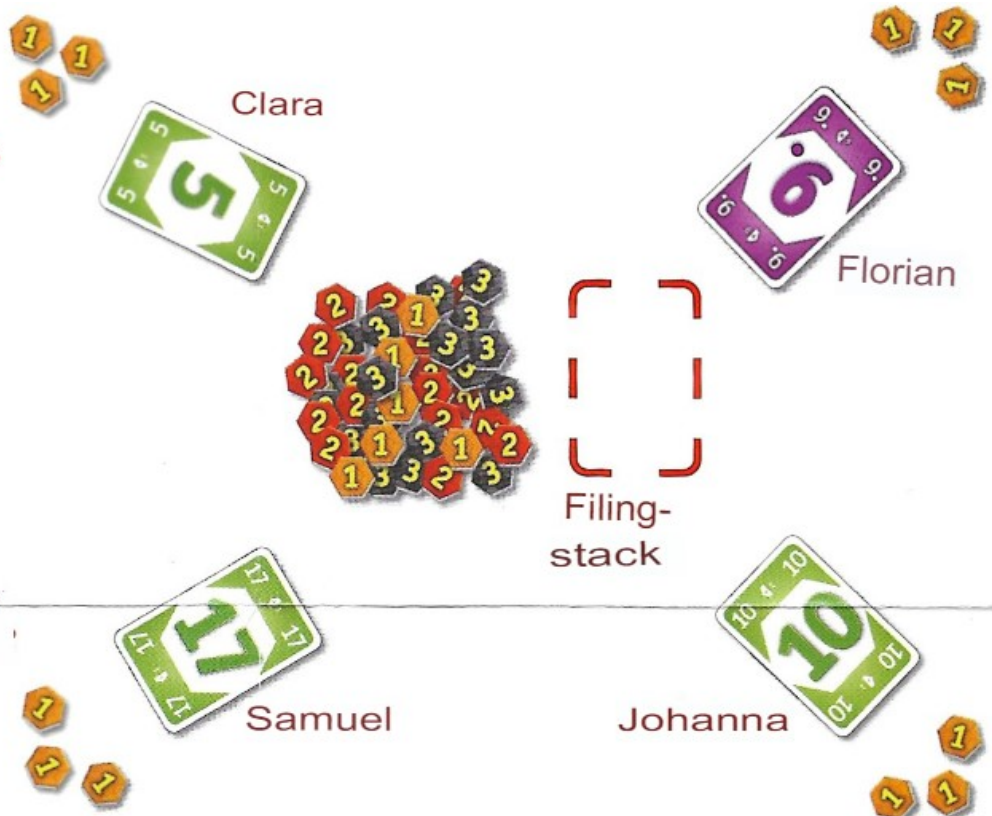
1. Play card combination

If you are the first to play cards in a round, you place any cards- the combination of your hand is open in front of you. There is a combination of cards always from a single card or multiple cards with the same cards- value. The color of the cards does not

matter. Has a teammate already played one or more cards in this round, you have to outbid with your card combination. Play the same Number of cards, but with a higher value. If

it's your turn and you still have played cards in front of you, put you put these first on the discard pile before you make a new card combination play out.

Example 1: Clara begins and plays a single 5 from. The following Players must also Playing single cards and outbid in turn at 9, 10 and 17. Clara is it's your turn again, and first, throw the previously played 5 times on the Discard pile. Then you can a card with a value of 18 or play higher.



Collect points to increase card values! In many cases, you don't have the appropriate card values in your hand to play as a card combination. But you can calculate the value of each card by Cashing points will increase chips.

Increase green cards their value per point by 1.



Increase purple cards your value per point in order to Card value.



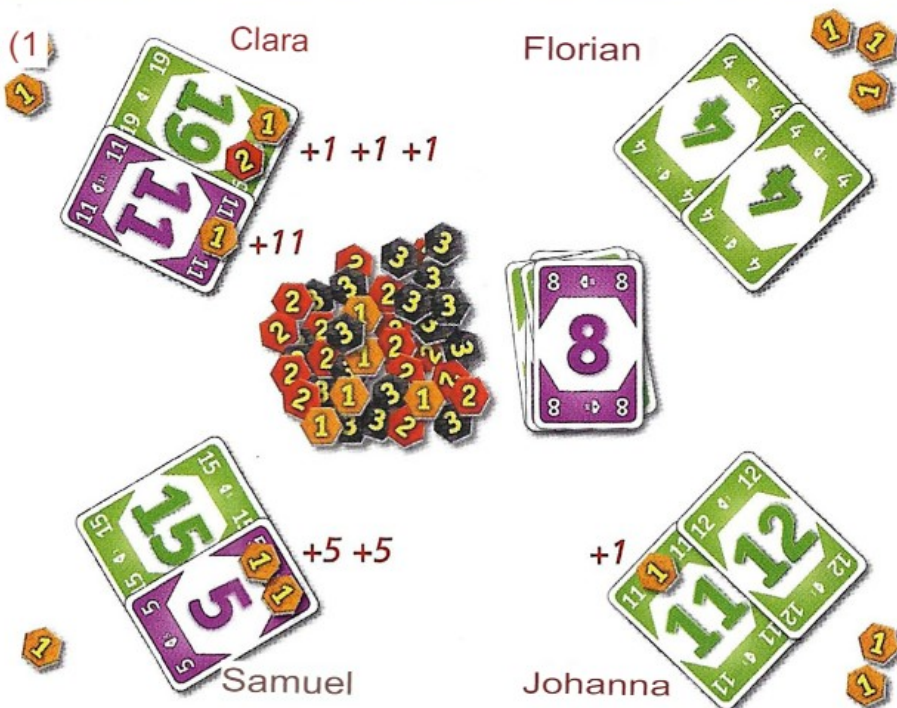
You take the collected points from the chip supply and put them on first the associated, played cards. Before you play your cards on place the discard pile, put the chips from your cards well for all players visible in front of you.

2nd example: Florian starts (1)

play the round and play 4-4 from. Johanna increases the value of an 11 for a Go to 1 and play so 12-12 off. Samuel takes two points to the value of his 5 two-check your card value increase. Playing with it he's out 15-15. Also

Clara must take points, to be able to outbid dunes. The 11 increases them with a point around the Card value, which is 19 With three points in total-

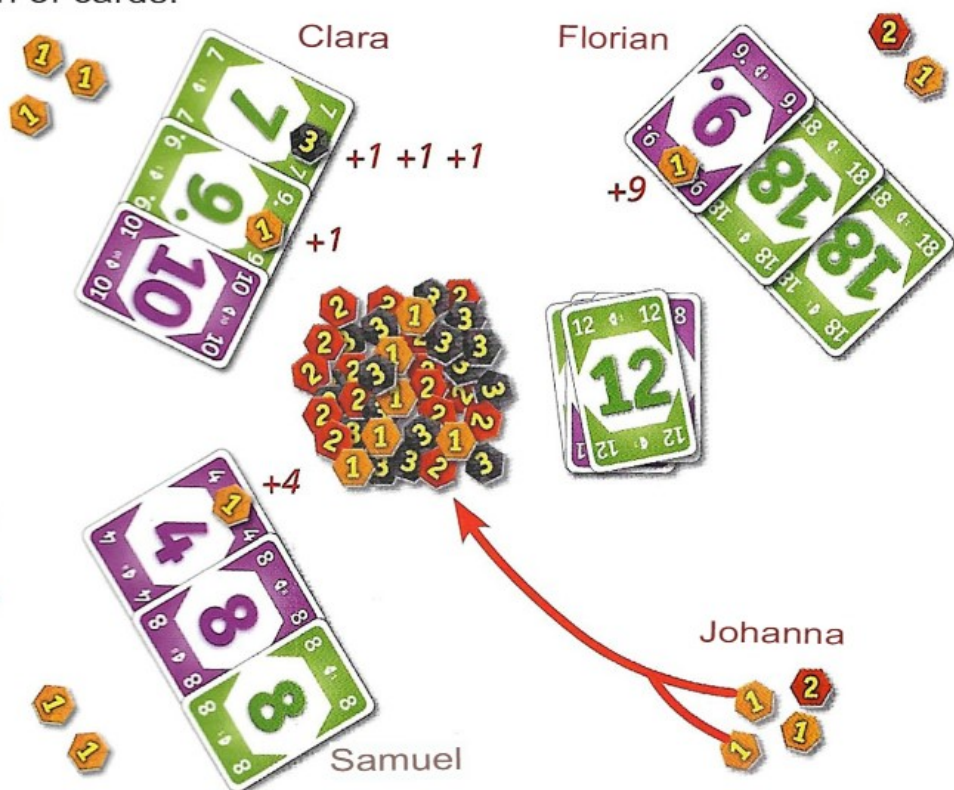
velvet 3. With this, she finally plays out a 22-22. Florian now wants another To play and outbid a combination of cards, the value of the two Cards can be 23 or higher each.



2. Pass and give points

If you cannot or do not want to play hand cards, you must pass. As compensation however, you are allowed to give up to two points and put them back in the stock. Containing if you still have previously played cards in front of you, put them on the discard pile. If necessary, you place any point chips lying on it in front of you as usual. Note: If you open a new round and have no more hand cards, the you automatically. Then the next player has the opportunity to choose any Play a combination of cards.

Example 3: Samuel the round begins and plays 8-8-8. Clara outbid with 10-10-10, Florian with 18-18-18. Johanna does not want outbid and fit instead. She may two points in the Chip stock-gen. Samuel must then decide, whether he also fit will or three cards with a value of 19 or play higher.



Attention: Even if you have passed, you continue to play in the current round with. When it's your turn again, you have the choice between the off- play a card combination and match.

At the end of one round and on to the next!

Do you get your turn and no other player has played your last If the card combination is outbid, the round ends. Put down your played cards on the discard pile, if necessary, take. the chips lying on it will come to you and open the new round.

Golfing

The game ends immediately when a player has all the hand cards and all the point chips could get rid of. This player wins.

If you want to play the rankings, you just continue the game as usual.

Players who have no hand cards and no chips left, you skip it.

Different variants |

1st Chip it Tournament

Play as many individual games as you are a player. Changes every game the starting player, so that in the end everyone was a starting player once.

Does not end a game if the first player has his hand cards and chips has gotten rid of, but plays out the rankings and awards tournament points. The following points are available for the best-placed players of each game:

Placement	1.	2.	3.	4.-6.
Tournament Points	4	2	1	0

Make a note of the tournament points after each game. In the end, the player wins, who was able to collect the most tournament points overall. In case of a tie there is there are several winners.

2. Chip it for 2 players

You play a total of four games. At the beginning of each game you distribute to each player twelve hand cards. Definitely a starting player. This one receives chips worth 1 of two points. Then you play your cards according to the usual rules. The

loser of the game receives for each card that he does not spit out from his hand- len was able to score an additional three points. Write down the points of the loser and start the next game. Change the

starting player. After four games, the one of you who wins in total wins the he made the least points.



You bought a quality product. Should you nevertheless have occasion to if you have a complaint, please contact us directly.

Do you have any questions? We are happy to help you:

AMIGO Spiel + Freizeit GmbH, Waldstraße 23-D5, D-63128 Dietzenbach Developed by /
www.amigo-spiele.de , E-mail: hotline@amigo-spiele.de Colon Arc

