

EN

20min

2-5

9+

SCOUT

Game Instructions

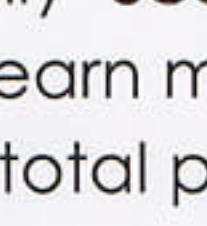
You have suddenly been appointed as the leader of a circus. Using the members of your circus you must put together a show that will beat out your rivals. Everyone on your team has a specific role. To fill in the gaps on your team, try to scout members away from other circus groups! Will you battle with your current members? Or will you wait it out and try to recruit different ones? You will feel amazing when you make the right choices in this speedy card game!

Contents

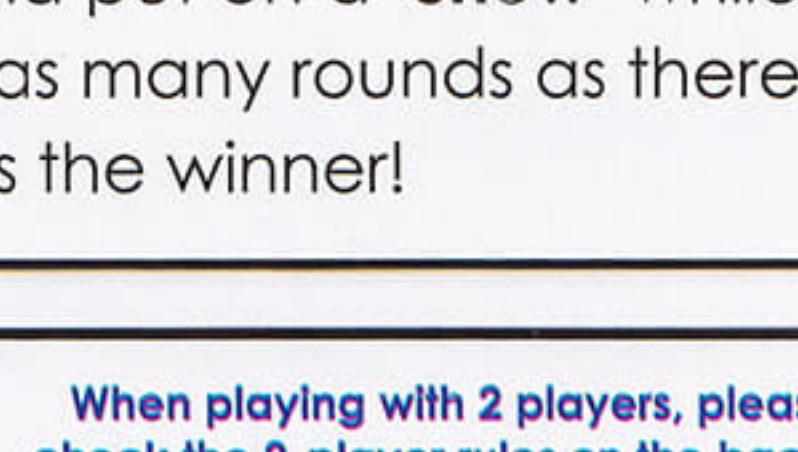
◎ 45 Cards



◎ 23 Scout Chips



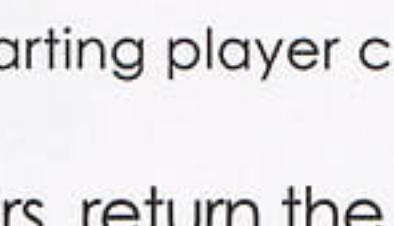
◎ 30 Score Chips



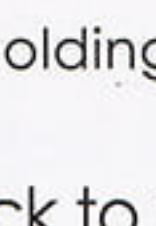
◎ Game Manual (This booklet)



◎ 5 Scout & Show Chips



◎ Starting Player Marker



1. Objective

Try to put together and play a stronger set of cards than the other players in order to earn points. Cards that are lined up consecutively are stronger, but you cannot reorder the cards in your hand. Skillfully "Scout" new cards and put on a "Show" while you create a strong hand to try and earn many points. Play as many rounds as there are players; the player with the most total points at the end is the winner!

2. Setting Up the Game

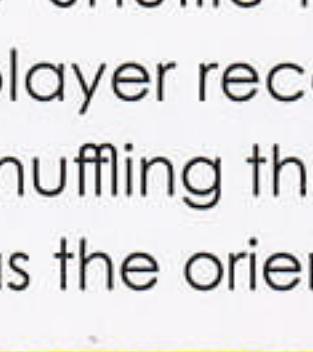
When playing with 2 players, please check the 2-player rules on the back.

▼ Decide on a starting player. This player takes the Starting Player Marker.

*For example, at the start of a round, the starting player could be the player that is holding the card with both 1 and 2 shown on it.

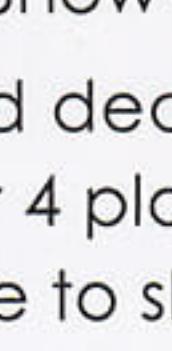
▼ Depending on the number of players, return the cards shown below back to the box.

3 players



Cards with "10" written on them (9 cards)

2 or 4 players



Card with both "9" and "10" written on it. (1 card)

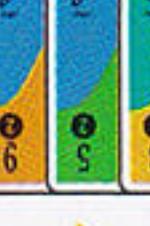
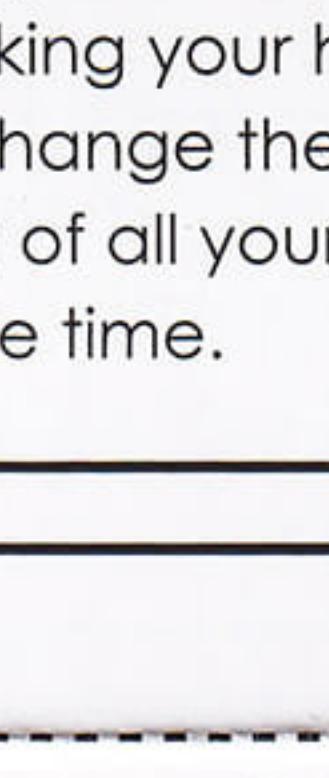
5 players

When playing with 5 players, all cards will be used. Do not return any cards to the box.

▼ Take out Scout & Show chips equal to the amount of players. Return any extra chips to the box.

3. Setting Up the Round

Starting Player Marker



▼ Place all of the Scout chips in the center of the table.

▼ Give all players 1 Scout & Show chip each.

▼ Shuffle the cards well and deal all of them to the players. For 3 players, each player receives 12 cards, for 4 players, 11 cards, and for 5 players, 9 cards. (When shuffling the cards, make sure to shuffle the position of the cards in the deck as well as the orientation of the top and bottom of the cards.)

⚠ Do not put the cards in your hand until all the cards have been dealt.

▼ Once all the cards have been dealt, place them in your hand so that the other players cannot see the numbers.

▼ Hold the cards in your hand so that you can see the large number in the top left. From this point on, these numbers in the top left will be referred to as your hand.

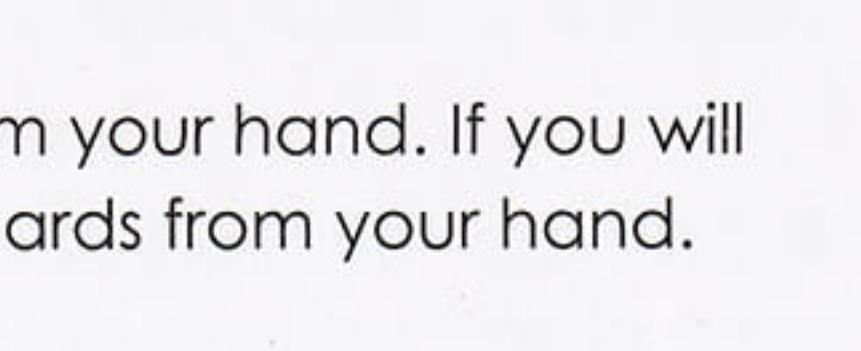
⚠ During a round, you are not allowed to rearrange the cards in your hand to the left or right or change the orientation of the top and bottom of the cards.

▼ However, only at the start of a round (immediately after checking your hand) you may change the orientation of all your cards at the same time.

1. Collect your cards

2. Rotate them around

3. Spread out your hand

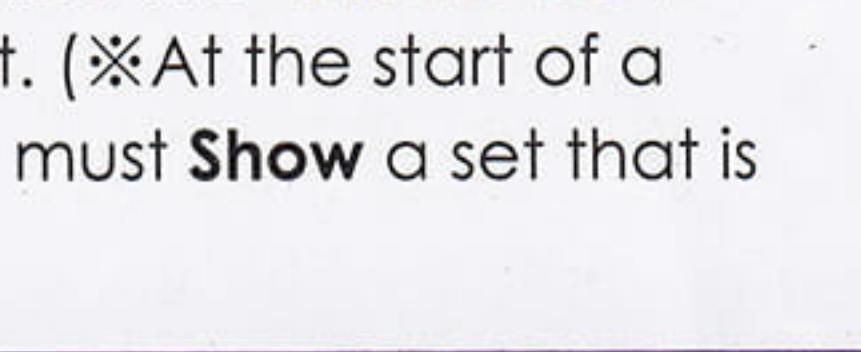


2 consecutively numbered cards



2 cards with the same number

2 consecutively numbered cards



3 consecutively numbered cards



Non-consecutive cards

Rule 1

If you will only **Show** 1 card, you may choose any card from your hand. If you will **Show** more than 1 card, you must only play consecutive cards from your hand.

What are consecutive cards?

When playing more than 1 card from your hand, the cards must either be "consecutive numbers" or "matching numbers". When playing consecutive numbers, the numbers can either be in ascending or descending order. (※There is no limit to how many cards you can play as one set.)

2 consecutively numbered cards

2 cards with the same number

2 consecutively numbered cards

Non-consecutive cards

3 consecutively numbered cards

Non-consecutive cards

Rule 2

The set that was **shown** immediately before your turn is called the "**Active Set**". If there is no Active Set, then you can play any set you want. (※At the start of a round, there is no Active Set.) If there is an Active Set, you must **Show** a set that is stronger than the Active Set.

Continued on back

