

FRANTIC

FRANTIC – Spielregeln

SPIELMATERIAL

125 SPIELKARTEN (SCHWARZE RÜCKSEITE)

72 Farbkarten

Je 18 Karten (2x die Zahlenwerte 1 bis 9) in den 4 Farben blau, rot, grün und gelb

9 schwarze Karten

mit den Zahlenwerten 1 bis 9

44 Spezialkarten

20 Einfarbige Spezialkarten

In den 4 Farben blau, rot, grün und gelb:

„Gift“ (2x pro Farbe)

„Exchange“

„2nd Chance“

„Skip“

23 Vierfarbige Spezialkarten

(Farbwünscher, teils außerdem Zahlenwünscher)

11x „Fantastic“

5x „Fantastic Four“

4x „Counterattack“

2x „Equality“

1x „Nice Try“

1x „Fuck You“-Karte

20 EREIGNISKARTEN (WEISSE RÜCKSEITE)

4 ÜBERSICHTSKARTEN

EINFÜHRUNG & SPIELZIEL

FRANTIC geht über mehrere Runden. In jeder Runde versuchst du, möglichst als erster alle Handkarten auf einen gemeinsamen Ablagestapel abzulegen. Gelingt es einem anderen Spieler vor dir, solltest du möglichst wenig Karten mit insgesamt möglichst niedrigen Zahlen auf deiner Hand haben – denn alle Zahlen auf deiner Hand zählen als Punkte. Und Punkte sind schlecht. Runde für Runde werden eure Punkte addiert. Überschreitet einer von euch das vor dem Spiel vereinbarte Punktelimit, endet das Spiel und es gewinnt derjenige mit den wenigsten Punkten.

HINWEIS: FRANTIC kommt aus der Schweiz – und wird deshalb GEGEN den Uhrzeigersinn gespielt! Wir sagen auch „der Ohrfeige nach“ (eine gute Einstimmung in dies hinterhältige Spiel).

SPIELVORBEREITUNG

» Trennt die Spielkarten (schwarze Rückseiten) von den Ereigniskarten (weiße Rückseiten).

» Vereinbart eine Maximale Punktzahl. Wir empfehlen aufgrund jahrelanger Erfahrungen und eines geheimen Algorithmus folgendes **Punktelimit**:

Spieleranzahl	kurz	mittel	lang
2 – 4	137 Punkte	154 Punkte	179 Punkte
5 – 8	113 Punkte	137 Punkte	154 Punkte

Ihr könnt auch ein anderes Limit vereinbaren. Grundsätzlich gilt: Je mehr Spieler, desto tiefer solltet ihr es ansetzen.

» Das Spiel verläuft gegen den Uhrzeigersinn (s.o.).

RUNDENABLAUF

» Mischt alle Spielkarten und Ereigniskarten jeweils gut durch (ja, beides vor jeder Runde!) und legt sie jeweils als verdeckte Stapel nebeneinander in die Tischmitte.

» Der Kartengeber (1. Runde: zufällig ermittelt) teilt an jeden Spieler 7 Handkarten aus.

Nun deckt der Kartengeber die oberste Karte des Nachziehstapels auf und legt sie daneben. Dies ist der Anfang des Ablagestapels und mit dieser Karte beginnt das Spiel: Sie wird so behandelt, als hätte der Kartengeber sie gespielt – mit allen Effekten und Konsequenzen.

So wünscht sich der Kartengeber z.B. Zahl oder Farbe der nächsten Karte, wenn eine entsprechende Karte aufgedeckt wird. Und im Falle einer schwarzen Karte wird ein Ereignis aufgedeckt und ausgeführt – was im Extremfall zum sofortigen Ende der Runde führen kann!

Beginnend beim Spieler rechts vom Kartengeber sind alle Spieler solange nacheinander am Zug, bis die Runde beendet ist.

DEIN ZUG

Bist du am Zug, führe eine von zwei möglichen Aktionen aus:

- » 1 Karte spielen
- » 1 Karte ziehen und (wenn du möchtest) anschließend 1 Karte spielen

Du musst **nicht** zwingend eine Karte spielen, nur weil du kannst, sondern darfst auch freiwillig eine ziehen. Wenn du allerdings keine Karte spielen kannst, musst du eine ziehen.



Farbkarte



Schwarze Karte



„Fuck You“-Karte



Vierfarbige Spezialkarte



Einfarbige Spezialkarte



Ereigniskarte

WICHTIG: Anders als in vielen Spielen üblich, darfst du auch, nachdem du eine Karte gezogen hast, noch eine Karte spielen, bevor der nächste Spieler am Zug ist! Das darf die gerade erst gezogene, aber auch eine andere Karte sein.

REGELN ZUM SPIELEN EINER KARTEN

Ob du eine Karte spielen darfst, hängt meist von der davor zuletzt gespielten, bzw. abgelegten Karte ab. Hier die Einzelheiten zu den einzelnen Kartensorten:

FARBKARTE

- » Zahl auf gleiche Zahl oder Farbe auf gleiche Farbe
- » Entsprechend eines Farb- oder Zahlenwunsches

EINFARBIGE SPEZIALKARTEN

- » Farbe auf gleiche Farbe
- » Symbol auf Symbol (auf gleiche Spezialkarte)
- » Entsprechend eines Farbwunsches

VIERFARBIGE SPEZIALKARTEN UND „FUCK YOU“

- » Auf jede Karte
- » Wenn angegeben, sofort in besonderen Situationen

SCHWARZE KARTEN

Achtung: Schwarz ist **KEINE** Farbe und kann **nicht** als Farbe gewünscht werden

- » Zahl auf gleiche Zahl
- » Entsprechend eines Zahlenwunsches (s.u.)

Wird eine schwarze Karte gespielt, deckt das oberste Ereignis vom Ereignisstapel auf und handelt es ab.

Mehr zu den Ereigniskarten auf der Rückseite.

Spezialkarten haben einen oder mehrere Effekte. Mehr zu den einzelnen Karten auf der Rückseite.

RUNDENENDE

Die Runde endet, wenn:

- » Einer von euch keine Handkarten mehr hat.
- » Einer von euch eine Karte ziehen müsste, der Nachziehstapel aber aufgebraucht ist.

Handelt ihr gerade einen Karteneffekt oder ein Ereignis ab, so führt ihr dies soweit wie möglich noch zu Ende. Die Runde ist beendet, wenn danach immer noch eine der Bedingungen für das Rundenende erfüllt ist.

Es kann sein, dass durch ein Ereignis mehrere Spieler gleichzeitig die Runde beenden.

Nun zählt ihr alle eure Punkte aufgrund eurer verbliebenen Handkarten zusammen und addiert sie zu den bereits vorhandenen Punkten vorheriger Runden.

Jeweiliger Punktwert:

- » **Farbkarte oder Schwarze Karte: Zahlenwert**
- » **Spezialkarte (ein- oder vierfarbig): 7 Punkte**
- » **„Fuck You“-Karte: 42 Punkte**

Der Spieler, welcher in dieser Runde die höchste Punktzahl erreicht hat, wird Kartengeber der nächsten Runde.

ENDE DES SPIELS

Es werden so viele Runden gespielt, bis ein Spieler das vereinbarte Punktelimit erreicht oder überschreitet.

Der Spieler, der dann die wenigsten Punkte hat, gewinnt.

START EINER 4-SPIELER-RUNDE



FRANTIC

FRANTIC – Rules of the Game

CONTENT

125 PLAYING CARDS (BLACK BACKS)

72 coloured cards

18 cards each (2x numerical values from 1 to 9) in the 4 colours blue, red, green and yellow

9 black cards

with the numerical values from 1 to 9

44 special cards

20 single-coloured special cards

in the 4 colours blue, red, green and yellow:
 “Gift” (2x per colour)
 “Exchange”
 “2nd Chance”
 “Skip”

23 multi-coloured special cards (colour request cards, also some number request cards)

11x “Fantastic”
 5x “Fantastic Four”
 4x “Counterattack”
 2x “Equality”
 1x “Nice Try”

1x “Fuck You” card

20 EVENT CARDS (WHITE BACKS)

4 OVERVIEW CARDS

INTRODUCTION & AIM OF THE GAME

FRANTIC is played over a number of rounds. In each round, you try to be the first one to discard all your hand cards on to a common discard pile. If another player is faster than you, try to have as few cards as possible, with altogether the lowest numerical values possible in your hand – because all numbers in hand count as points. And points are bad. Your points are added up round by round. If one of you oversteps the points limit agreed on before the game, the game ends and the player with the least points wins.

NOTE: FRANTIC comes from Switzerland – and is thus played in an ANTI-CLOCKWISE direction! We also say, “like a box of the ears” (a fitting mood setter for this sneaky game).

GAME PREPARATION

» Separate the playing cards (black backs) from the event cards (white backs).

» Agree on a maximum number of points. Based on many years of experience and a secret algorithm, we recommend the following **points limit**:

Number of players	short game	medium game	long game
2 – 4	137 points	154 points	179 points
5 – 8	113 points	137 points	154 points

You may also fix a different limit. But generally speaking, the more players there are, the lower the limit should be.

» Turns are played counterclockwise.

PLAYING A ROUND

» Shuffle separately all the playing cards and event cards (yes, both before each round!) and place them side by side, face down in the centre of the table.

» The card dealer (randomly chosen at the beginning) deals 7 hand cards to each player.

Now the card dealer turns over the top card of the draw pile and lays it beside the pile. This is the start of the discard pile, and with this card, the game begins: treat this card as if the card dealer had played it – with all its effects and consequences. For example, if a corresponding card is turned over, the card dealer requests a certain number or colour. And in the case of a black card, an event card is revealed and carried out – which, in the worst case, can lead to the round ending immediately!

Starting with the player on the right of the card dealer, all players take their turn, until the round ends.

YOUR TURN

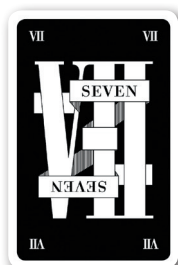
When it's your turn, carry out one of two possible actions:

- » Play 1 card
- » Draw 1 card and then (if you wish) play 1 card

It is **not** compulsory for you to play a card simply because you can, but you may draw one if desired. However, if you are unable to play a card, then you must draw one.



Coloured card



Black card



“Fuck You” card



Multi-coloured special card



Single-coloured special card



Event card

IMPORTANT: Contrary to many other games, you may play a card after having drawn one and before the next player takes their turn! That may be the card just drawn or a different card.

RULES FOR PLAYING A CARD

Whether or not you may play a card usually depends on the card previously played or discarded. Here are the details for the individual cards:

COLOURED CARD (WITH NUMERICAL VALUES FROM 1 TO 9)

- » Number on the same number or colour on the same colour
- » According to a request for a particular colour or number

SINGLE-COLOURED SPECIAL CARDS

- » Colour on same colour
- » Symbol on same symbol
- » According to a colour request

MULTI-COLOURED SPECIAL CARDS AND “FUCK YOU”

- » On any card
- » When indicated, immediately in special situations

BLACK CARDS

Attention: Black is **not** a colour and may **not** be requested as a colour.

- » Number on same number
- » According to a number request (see below)

If a black card is played, turn over the top card of the event pile and carry out the event.

More information on the event cards on the back side of the rules.

Special cards have one or more effects. More on the individual cards on the back side of the rules.

END OF THE ROUND

The round ends when:

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

If you are in the process of carrying out a card effect or an event, then complete it if possible. If after doing so one of the conditions for ending the round has still been met, then the round ends.

It may be that due to an event several players end the round at the same time.

Now, count up the points of your remaining hand cards and add them to the points already collected in previous rounds.

- Respective score points:
- » **Coloured card or black card: numerical value**
- » **Special card (single- or multi-coloured): 7 points**
- » **“Fuck You” card: 42 points**

The player with the highest number of points in this round deals the cards for the next round.

END OF THE GAME

Continue playing rounds until one player reaches or oversteps the fixed points limit.

The player with the lowest number of points wins the game.

START A OF 4-PLAYER ROUND



FRANTIC - The cards

NUMBER CARDS

COLOURED CARDS

Numerical values from 1 to 9
(4 colours, 2 of each)

Game options:

- » Number on number or colour on colour
- » According to a number or colour request



BLACK CARDS

Numerical values from 1 to 9

Game options:

- » Number on number
- » According to a number request

EFFECT: Reveal an event! (see event cards)



SPECIAL CARDS

SINGLE-COLOURED SPECIAL CARDS

Various effects

Game options:

- » Colour on colour
- » Symbol on symbol
- » According to a colour request



+ 2ND CHANCE – *Another one!*

4x (1 per colour)

EFFECT: You must play another card on this card, whereby the regular rules for laying cards apply. If you are not able to play a second card, you must draw one card – even if, “2nd Chance” was your last card.

⊗ SKIP – *Take a break!*

4x (1 per colour)

EFFECT: Choose a fellow player for your attack. They must skip their next turn.

Important: You may not choose a player who will skip his next turn anyway.

♥ GIFT – *From the heart*

8x (2 per colour)

EFFECT: Choose a fellow player for your attack. Give them two of your hand cards.

» If you only hold one hand card, give them this.

» If you play “Gift” as your last card, then still attack a fellow player (it makes sense, just believe us).

↕ EXCHANGE – *Hot and cold*

4x (1 per colour)

EFFECT: Choose a fellow player for your attack. Give them two of your hand cards and draw “blind” two of their hand cards, before they take yours into their hand.

» If you and/or your fellow player only have one hand card, they only get this one.

» If you play “Exchange” as your last card, then still attack a fellow player and draw two hand cards.

“FUCK YOU” SPECIAL CARD

Game options:

- » On any card



FUCK YOU (1x) – *Screwed*

You may only play this card, if you hold exactly 10 cards in hand (including “Fuck You”).

This card practically counts as “invisible” – the game continues with the card played before the “Fuck You” card.

Important: You may not pass the “Fuck You” card to another player intentionally as part of the Special cards effect (“Exchange” / “Gift”).

However, you may pass it on or discard it as a result of events!

MULTI-COLOURED SPECIAL CARDS

Game options:

- » On any card, when it's your turn
- » When indicated, immediately – out of turn – in special situations



EFFECTS

The majority of the multi-colored special cards have 2 effects:

» A **SPECIAL EFFECT** that you must perform if you can at the moment of play. (For example, the “Counterattack” effect is not performable, if you play the card simply because it's your turn.)

» A **REQUEST EFFECT**, that you must perform in any event (even if it's your last card). All multi-colored special cards are “**Colour requests**”, those with additional numbers may be used optionally as “**Number requests**”: If you play these, you must stipulate which colour (blue, red, green or yellow) or which number the next card must show. This stipulation only applies to number cards and single-colored special cards, but not for cards, which may be played on any other card anyway.

🕯 FANTASTIC (11x) – *Make a wish!*

No SPECIAL EFFECT.

- » Request a number or colour.

♣ FANTASTIC FOUR (5x) – *Card blessings*

» **SPECIAL EFFECT:** Choose one or more fellow players for your attack, who must then draw a total of 4 cards. In the case of more than one player, you determine the order and number of cards per player.

Important: Before any cards are drawn, all those attacked have the opportunity, on their turn, to play “Counterattack”.
» Request a number or colour.

⚖ EQUALITY (2x) – *Poetic justice*

» **SPECIAL EFFECT:** Choose a fellow player for your attack, who holds less hand cards than yourself. They must draw cards until they hold the same number of cards as you.

- » Request a colour.

👊 COUNTERATTACK (4x) – *Reprisal*

You may also play this card **out of turn** if, as a result of a special card, a fellow player chooses you as the target of an attack.

» **SPECIAL EFFECT:** The attack isn't carried out on you, but you carry out the attack on a fellow player of your choice. It becomes invalid, if you are unable to carry it out. (“EQUALITY”).

Important: The attack carried out by you can be averted again by “Counterattack”.

» Request a colour. If you have used the special effect, play continues on the right of the player of the original attack.

🛡 NICE TRY (1x) – *Ambush*

You may play this card **out of turn**, if a fellow player gets rid of their last hand card (no matter, how and why). But, not before all effects or events of the turn have been performed (maybe you were left with this last hand card as a result of the effect).

» **SPECIAL EFFECT:** The player who got rid of their last hand card must draw three cards. The round continues with the player on the right of the last player to take their turn.

Important: If more than one player have discarded their last hand card, then each of them must draw three cards.

- » Request a colour.

EVENT CARDS

1x of each

Always when a black card is played, turn over the top card of the event card pile and carry out its effect.

If the effect should apply to more than one player, then the effect is performed in the order of play, beginning on the right of the player who played the black card. If you discard cards as the result of an event, push them under the discard pile.

Important: If an event causes one or more of you to get rid of all your hand cards, the round still doesn't end until the effect has been fully completed.



NOTE: It is not necessary to read about the individual effects, until they occur in the game.

💰 CHARITY – *Donations hero*

Firstly, determine which fellow player holds the most hand cards (that may be more than one player). All other players draw one card from this player (or from each of these players, if more than one).

🏹 COMMUNISM – *Planned economy*

Each of you draws cards, until you have an equal number to the person holding the most hand cards.

💀 DOOMSDAY – *Judgement Day*

The round ends **immediately**. Each player receives 50 points. The hand cards do not score.

🌋 EARTHQUAKE – *Card tremor*

Each of you passes your hand cards to his neighbour on the right.

📈 EXPANSION – *Upturn*

In the order of play, each of you draws cards from the draw pile: the first player draws one card, the second two cards, the third three cards and so forth.

🏁 FINISH LINE – *End of the road*

The round ends **immediately** (“NICE TRY” can also no longer be played) – count up all your points.

🐈 FRIDAY THE 13TH – *Unlucky days*

It's Friday the 13th. A black cat crosses your path. From the left! But it makes absolutely no difference. Nothing happens.

🎰 GAMBLING MAN – *Among the punters*

Each player lays one hand card face down in front of him on the table. Then all turn over the cards. The player, whose card has the second lowest point value, must take all laid cards into their hand.

If a player is unable to lay a card, because he doesn't have any more, then they must take all the laid cards into their hand. Reminder: In the event of a tie, pay attention to the order of play.

You may also use a special card (= 7 points) or “Fuck You” (= 42 points).

% MARKET – *Stock exchange*

Turn over the same number of cards, as there are players. Keeping to the order of play, each player takes one of these cards into their hand.

🕯 MATING SEASON – *Pairing time*

Each of you discards all those number cards, whose numerical value you hold more than once in your hand.

❄ MERRY CHRISTMAS – *What a mess*

Each of you lays all your hand cards face down in front of any other fellow players. It's up to you how you share them out. Subsequently, everyone takes up the hand cards lying before them as their new hand.

🎯 MEXICAN STANDOFF – *Reload*

Each of you discards all your hand cards and in order of play draws three new cards from the pile.

⚡ RECESSION – *Downturn*

In order of play, each of you discards any cards of your own choice. The first player one card, the second player two cards, the third three and so forth. If you have less cards than you are meant to discard, then discard them all.

🏹 ROBIN HOOD

The player with the least (also nil) and the player with the most hand cards exchange cards between themselves. (Reminder: If this applies to more players, then pay attention to the order of play.)

🍷 SURPRISE PARTY – *Treat*

Each player chooses a fellow player and gives them one of his hand cards.

👁 THE ALL-SEEING EYE – *Providence*

Each of you lays all your hand cards face up in front of you on the table. Only when you all agree that play should continue, do you pick up your cards again and continue play.

3 THIRD TIME LUCKY – *All good things come in threes*

Each player draws three cards.

🕒 TIME BOMB – *“Tick ..., tock...”*

Each of you now has a maximum of three turns. By then, at the latest, the round ends.

If any of you should get rid of all your cards before this time is up and the round ends, then you get ten points deducted. All other players receive an additional ten points. If none of the players is able to end the round before the time is up, then everybody's points score double.

🌀 TORNADO – *Hurricane*

Each player lays all hand cards face down in front of him. The “Tornado” player collects them all up, shuffles them and deals them face down, card by card and in order of play, until all have been shared out.

🗑 VANDALISM – *Colour madness*

Each of you must discard all cards of the last played colour (the respective card may be lurking in the depths of the discard pile.) If a colour card has not yet been played, then the effect is invalid.