

TEN

Age: 6-99
Players: 4-12
Duration: 30 minutes
A game by: Dave De Vega

Contents: 1 deck of cards;
36 tokens; Rules

Like an ancient fable, this game has travelled through time and space, changing forms, names and figures. It has thus come down to us, but has retained its engaging mechanism of play: between forced swaps and unexpected twists, players who lose all three tokens in their possession are eliminated, until only one remains – who will be crowned the winner.



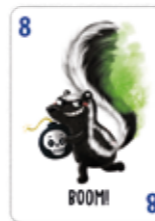
Before playing Ten, you have to know the cards.



10. Owl
This is the highest card! Turn it over to block a swap.



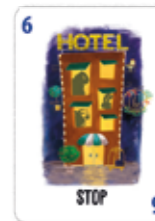
9. Wolf
You can block a swap and make the player who tried to swap their card with you lose a token.



8. Skunk
With this card you can block a swap and make the player who tried to swap their card with you lose a token; it is then returned to the player who first played it (they also lose a token).



7. Skipping Bunny
With this card you can avoid swapping your card. The swap "skips" you and happens with the player to your right (they swap cards or block the swap with a card with a value of at least 6).



6. Chick-inn Stay the night! With this card you can block a swap.



5. Five
This card is worth 5. You cannot block a swap with it.



4. Four
This card is worth 4. You cannot block a swap with it.



3. Three
This card is worth 3. You cannot block a swap with it.



2. Two
This card is worth 2. You cannot block a swap with it.



1. One
This card is worth 1. You cannot block a swap with it.



0. Stone
This card is worth nothing. You cannot block a swap with it.



00. Orc
This card is worth less than nothing. You cannot block a swap with it.



000. Masked Chameleon
Worth less than the Orc. You cannot block a swap with it.



0000. Cowardly Lion
Worth less than the Masked Chameleon. You cannot block a swap with it.



Wildcard Wildcat
Worth the same as the Cowardly Lion. You cannot block a swap with it. But this cat is a joker ... (read about the effects of the Wildcard Wildcat further on).

Preparation

Each player receives three tokens of the same colour. The oldest player shuffles the cards and places the deck in the centre of the table. The goal of the game is not to finish the hand holding the lowest card.

How to play

Starting with the player to the right of the one who shuffled the deck, and proceeding anticlockwise, each player draws a card from the deck, looks at it and keeps it face down in front of them. The first player who drew a card starts; depending on the value of the card they drew, they may decide to:

- Hold the card, because they think it is a high-value card
- Swap the card with the player to their right if they think it is too low in value. But – and here is where things become interesting! – this player cannot refuse the swap, unless they hold one of the five highest cards (6, 7, 8, 9, 10), which they must turn over to block the swap (some of these cards produce additional effects, as you already know).



EXAMPLE 1

The player has drawn the card **0. Stone** (low value) and decides to swap it with the player to their right. The player to their right holds the card **2. Two**. It is higher in value, but they have to accept the swap. Both keep their cards face down.



EXAMPLE 2

The player decides to swap the card **0. Stone** ... The player to their right holds the card **9. Wolf**. They turn it face up and block the swap! This card also makes the player who wanted to swap it for the card **0. Stone** lose a token (the latter card is kept face down).



EXAMPLE 3

The player who received the card **0. Stone** from the previous swap decides to swap it with the player to their right. The player to their right holds the card **8. Skunk**. They turn it face up to block the swap, the player to their left loses a token, then they send back the card **0. Stone** to the player who first discarded it, who loses a token. The other players take back the card they held at the beginning of the swap chain and keep it face down.



The hand continues anticlockwise and finishes when all players have taken their turn. The last player to take their turn (the one who shuffled the deck) can decide whether to keep the card they drew (or received from a swap), or can in turn carry out a swap by taking a card from the top of the deck. Once the last player has played, they turn over their cards and ask all the other players still with their cards face down to do the same. At this point, the player with the lowest value card on show loses a token. If the same low card is held by two or more players, they each lose a token.



Lowest card loses 1 token

The game continues with a new hand played in the same way. The deck is now shuffled by the player to the right of the person who last shuffled it.

If a player loses all three of their tokens during the course of a game, they lose and exit the game. The others continue until only one player is left, who is the winner of the game.

If there are two remaining players each with one token only, and at the end of the hand both hold the same card, neither loses a token and they proceed to play a new hand.

The Wildcard Wildcat

If, at the end of a hand, two or more players turn over a Wildcard Wildcat card, neither loses a token ... And any players eliminated over the course of the preceding hands can return to the game with one token!

*If there are fewer than 5 players, hands can be played one after the other without shuffling the deck each time. The used cards are placed to the side and shuffled when the play deck is finished.