

# Frantic

## RULES OF PLAY



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#### 125 PLAYING CARDS (BLACK BACK)

**72 color cards**  
18 cards in each of the 4 colors (2x each in the values 1–9)



**9 black number cards**



**20 single-color special cards**



**1 "Fuck You" card**



**23 four-color special cards**



**20 EVENT CARDS (WHITE BACK)**

**4 SUMMARY CARDS**

**1 EVENT OVERVIEW**

### GAME SETUP

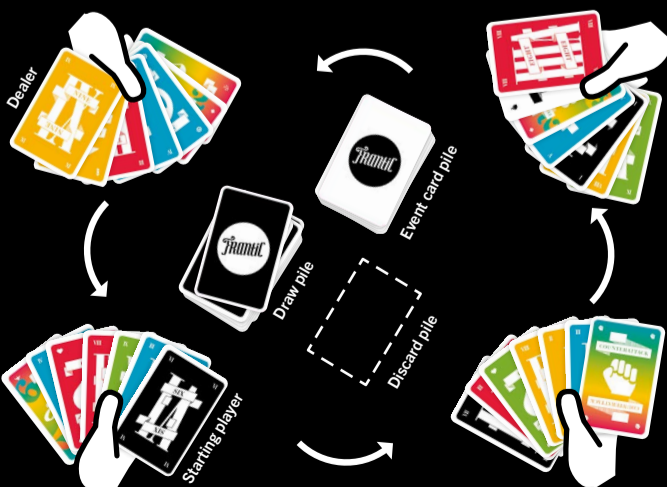
» Shuffle the **125 playing cards** (black backs) and deal seven cards to each player. Place the remaining cards ready face down as a draw pile.

» Shuffle the 20 event cards (white backs) and place them ready as a separate face-down pile.

**Note:** Prepare for each new round in this way.

- » Distribute the summary cards.
- » Lay the event overview ready.
- » Agree the maximum number of points (see "End of game").
- » The game's owner acts as dealer in the first round.

### PREPARING FOR A 4-PLAYER GAME



### BASIC RULES

"Frantic" is essentially a shedding-type card game like Crazy Eights.

The **aim of the game** is to have the least points at the end of the game, ideally by being the first to get rid of all the cards in your hand.

Hand cards can be played, i.e., placed on the discard pile, in the following ways:

- » **Number on number**
- » **Color on color**
- » **Symbol on symbol**
- » **Based on a color/number reques**
- » **Due to an event**

If the player whose turn it is can't or doesn't want to play a card, then they must take a card from the draw pile.

**Careful though:** In "Frantic", you can also play your turn after drawing a card – either using the card you've just drawn or another of your choice.

Take it in turns to play. And there you have it: you're now already familiar with the basic rules of play!

**Note:** "Frantic" is from Switzerland, hence it is played in an anti-clockwise direction! We like to refer to this as "according to the direction of the slap."

### HOW TO PLAY

"Frantic" is played in **several rounds** – unless a player fails on all fronts. Then it is theoretically possible that he gets nothing but scorn and derision after just one round. But more on that later ...

#### STARTING A ROUND

Each round begins with the dealer turning over the top card in the draw pile. **The person to the right of the dealer** must react to this card (by playing an appropriate card). If the first card that is turned over is a special card or a black card, the **dealer** must react to it. Why? Because the starting card is treated as if the dealer had played it. The players then take it in turn to play ...

#### ENDING A ROUND

A round **normally ends when ...**

- » **a Player wants to or must draw a card from the draw pile but this has already been used up**
- or
- » **a player has no cards left in their hand.**

**Note:** Special cards, event cards, and any cards that may come thereafter must be completed. The round only ends when this has been done, it would normally now be the next player's turn, or at least one player doesn't have any cards left.

The exception here is the event cards, which end the round prematurely in one way or another.

At the end of the round, all players must count the cards they still have left in their hand. These are their (penalty) points. Add these points to the points from previous rounds and make a note of the total.

#### The points are calculated as follows:

|                                     |                          |
|-------------------------------------|--------------------------|
| Number cards (colored or black):    | According to their value |
| Special cards (one or four colors): | 7 points                 |
| 'Fuck You' card:                    | 42 points                |

The player with the highest score in this round becomes the dealer in the next round.

### END OF THE GAME

Agree a maximum score. Based on our many years of experience, we recommend the following maximum scores:

| Number of players             | Short | Medium | Long |
|-------------------------------|-------|--------|------|
| 2 – 4                         | 137   | 154    | 179  |
| 5 – 8                         | 113   | 137    | 154  |
| Approx. playing time (mins.): | 35    | 60     | 90   |

As soon as at least one player reaches or exceeds the maximum score, the game ends. The person with the least points has then won and may perform a triumphant victory dance.

### S•N•E•A•K•Y

*"Pursuing wicked intentions with seemingly harmless behavior."*

# PLAYING CARDS

## COLOR CARDS

Numerical values from 1 to 9  
(2× each in 4 colors)

Play options:

- » Number on number / color on color
- » Number / color request



## BLACK CARDS

Values from 1 to 9

Play options:

- » Number on number
- » Number request



**Effect:** Turn over an event card – see "Event cards"!

**Note:** Black isn't a color, so can't be requested as a color. You also can't put a black card on top of another black card.

## SINGLE-COLOR SPECIAL CARDS

Various **obligatory** effects

Play options:

- » Color on color
- » Symbol on symbol (on the same special card)
- » Color request



### **+** 2ND CHANCE – *Take another card!*

4× (1 per color)

**Effect:** You must play another card on this card. The standard rules apply. If you can't play another card, you must draw a card – even if the "Second chance" card was your last card.

### **⊗** SKIP – *Have a break!*

4× (1 per color)

**Effect:** Choose a player to attack. They must forfeit their next turn. You can't choose a player who already has to forfeit their next turn.

### **♥** GIFT – *With love*

8× (2 per color)

**Effect:** Choose a player to attack. Give them two of your hand cards.  
» If you only have one hand card left, then give this to them.  
» If you play "Gift" as your last card, you must still "attack" another player (see "Counterattack").

### **↕** EXCHANGE – *All change*

4× (1 per color)

**Effect:** Choose a player to attack. Give them two of your hand cards and draw two of their hand cards in return without looking at them and before they add your cards to their hand.  
» If you and/or your fellow player only have one hand card, then the other player only receives this one.  
» If you play "Exchange" as your last card, you must still attack a fellow player and draw two hand cards.

## "FUCK YOU" CARD

Play options:

- » On any card



### **✋** FUCK YOU (1×) – *The short straw*

You can only play this card when you have exactly ten cards in your hand (including the "Fuck You" card). This card is essentially "invisible" – the game continues with the card that was played before you played it.

**Important:** You can't pass the "Fuck You" card on to a fellow player with a special card effect ("Exchange"/"Gift"). If a fellow player draws the "Fuck You" from among your hand cards, then you've been lucky.

**You can pass it on or discard it during events though!**

## FOUR-COLOR SPECIAL CARDS



Play options:

- » On any card when it's your turn
- » If specified, immediately – even when it's not your turn – in special situations

## EFFECTS

Most of the four-color special cards have two effects:

- » A **special effect** that is **optional** unless explicitly stated otherwise.
- » An **obligatory request effect**.  
A quick reminder: black is not color, so cannot be requested.

### **🦉** FANTASTIC (11×) – *Make a wish!*

» **Request effect only:**

Request a specific number or color.

### **♣️** FANTASTIC FOUR (5×) – *A special blessing*

» **Special effect:** Choose one or more players to take a total of four cards from the draw pile. You determine who gets how many cards and in which order. First choose all your "victims," then decide who gets cards first.

» **Request effect:**

Request a specific number or color.

**Note:** You must play this special effect as part of the "Fantastic Four", even if it is the last card in your hand. You can't choose yourself as a "victim".

### **⚖️** EQUALITY (2×) – *Fair's fair*

» **Special effect:** Choose a player with less cards than you. They must now continue drawing cards from the draw pile until they have the same number of hand cards as you do.

» **Request effect:** Request a color.

### **✊** COUNTERATTACK (4×) – *Retribution*

» **Even when it's not your turn:**

If you are attacked directly with a special card, you're able to play the 'Counterattack' card IMMEDIATELY. This instantly cancels the special card's effect. You may now play this **special effect** instead. Your "victim" doesn't necessarily have to be the person who attacked you (so, it's as if you were originally the one to use the special card). The attack you now play can in turn be deflected with a counterattack. The round continues where it was interrupted.

**Request effect:** Request a color.

» **During your turn:**

**Request effect only:** Request a color.

### **🛡️** NICE TRY (1×) – *Ambush*

» **Even when it's not your turn:** If one or more fellow players get rid of all their hand cards, and all special effects and events in the current turn have been completed, you can play "Nice try" IMMEDIATELY.

**Special effect:** All players, who have just got rid of all their cards, must take three cards from the draw pile. The round continues where it was interrupted.

**Request effect:** Request a color.

» **During your turn:**

**Request effect only:** Request a color.

**Note:** If you play 'Nice Try' as your last card, you do not have to draw three cards.

## EVENT CARDS

1× of each



» When a black card is played, the top card in the event card pile must be turned over and the effect completed.

» Event card effects are always completed in the order of play, beginning with the player to the right of the person who triggered the event. If several different players can be selected for an effect, the first player in the order of play is the one affected.

» If you discard cards as part of an event, slide these under the last card played.

» If an event card has an effect throughout the entire round, this also remains active if further events are triggered.

**Note:** The individual event cards are explained in the separate **EVENT OVERVIEW**. You only need to read about the effects of the individual cards when they are turned over during the game.