

Glücksgriff

Instructions

Players: 2 – 5

Age: 12+

Duration: 10 min +

Content: 60 playing cards
9 special cards
7 blank cards
1 rulebook
1 scoreboard

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1. Cards



value

**regular
game card**



special cards

The deck contains 60 playing cards and 9 special cards. There are numbers from 0 to 14 and three special cards (joker, hourglass and magic hand). You can find every card four times in the deck, except the magic hand (1 time).

Each card has a value that corresponds to the number on the playing card. Special cards have their own value. Joker & hourglass are worth 15 points, the magic hand 20 points.

2. Course of the game

At the beginning of the game each player is dealt seven cards. The competitor left after the dealer is the first to turn. The cards are shuffled and dealt clockwise. The remaining cards are placed face down to form a draw pile. The top card of the draw pile is turned over to build a discard pile.

Goal of the game:

To have as few points on your hand as possible.

Discard and draw:

A regular turn begins with the discard of one or more cards and ends with the drawing of **one** new card.

Introducing the end of the round:

If a player has less than seven points in hand, he can call out "Glücksgriff" and initiate the end of the game round. **BUT:** Saying "Glücksgriff" implies, that you have the lowest score compared to the other players. If not, you will get punishment points.

3. Discarding

You are allowed to discard single cards, two of a kind, three of a kind and so on.

Furthermore, it is possible to discard streets. A street consists of minimum three numbers in a row.



4. Drawing

After a player discards one or more cards, he must draw a new card. Here you can choose between the top card of the discard pile or the draw pile. If a street was discarded by the previous player, the next player can pick up one of the two outer cards of the street.

For example, if the previous player discarded the sequence 8-9-10 the next player could draw the numbers 8 or 10. Alternatively the draw pile can be chosen.

It is never allowed to pick up your own cards or special cards from the discard pile.

5. Knocking

Knocking represents the possibility of discarding without the need for further drawing. Knocking is possible under the following conditions:

1. Knocking on single cards

If a player has a card with the same value as the card on top of the discard pile, he can place his card on top of it and knock. In this case you don't have to draw a card.

For example, if the previous player has placed one or more sevens, the next player can also place one or more sevens on the discard pile and knock.

2. Knocking on streets

If there is a sequence of numbers on the discard pile, the next player can expand it and knock. You need minimum 2 matching cards. Sequences can be extended from both sides. It is also possible to extend more than two cards. As long as the sequence is on top of the discard pile, it can be extended.

For example, if the cards 4-5-6 were played by the previous player, the street can be extended with the cards 3 and 7. The next player could also knock off the matching cards 8, 9 and 10.

3. Special cases

If you draw the same card as you discarded, you can play this card as well and knock. The same applies to cards which can extend your own street.

Discarding a street and drawing from the discard pile to extend your street is not allowed.

If it is possible to lose your last card by knocking the round is over. Everyone must count the remaining points.

6. Ending a round

If a player has less than seven points in his hand, he can call the end of the round by saying "Glücksgriff". This is a separate move. No further action is allowed. Once the end of the round has been called out, any other player **can** make one last move. After that each player counts the points of his hand cards. If a player has fewer or the same number of points as the player who called "Glücksgriff", a wrong announcement was made, and the player gets 30 punishment points.

7. Special cards



Joker

The joker is a wild card and can take every values between 0 and 14. It is not possible to knock on special cards but on any other card. When discarding more than one card jokers may not be placed next to each other.



Hourglass

The hourglass has the function of a suspension card. It can be given to any player. This is done by placing the card face up in front of the chosen player. After the hourglass has been played a new card must be drawn. As soon as it's the chosen players turn, he must place the card on the discard pile without doing anything.

Deflection is possible. If it is the affected player's turn and he has the same card both hourglasses can be knock off on the discard pile. No one must skip his turn.

It is not possible for a player to get skipped two rounds in a row.



Magic Hand

When a player discards the Magic Hand each of the other players must place his lowest card face up in front of him. The player of the Magic Hand can choose one of these cards or draw regularly. The unselected cards are placed on the discard pile, the magic hand on top of them. The other players draw a new card from the draw pile. The turn is over, and the next player takes his turn.

If "Glücksgriff" has already been mentioned the magic hand can only be played as a regular card with the value 20.

8. Scoring

After the end of a round the values of the cards remaining in each player's hand are added together and noted as points on the scoreboard.

Saying "Glücksgriff" implies that you have the lowest score compared to the other players. If not, you will get 30 punishment points. If the player who announced the end of the round has the lowest points, he gets rewarded with 0 points.

9. Scoreboard

On the scoreboard the points can be noted and added up. First a point limit is set up to which the game is played (e.g., 100 points).

If a player reaches exactly 50 points his points get halved. The same applies to 100 points, 150 points, 200 points, etc....

The winner is the player who has collected the fewest points as soon as a player has reached the point limit.

10. Blank cards

The blank cards are used for further development of the game. This is where you come in. You can use your creativity.

Please have a look at our website. In our forum you can upload your own motifs and rules and exchange ideas with other players. The best ideas could be included in a special edition!

Feel free to visit and contact us:

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We wish an exciting competition!

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