

## **Game rules**

### **Purpose:**

Obtain as much as possible cards by asking the other players for cards. Collect groups of 4 cards which belong to the same concept and form the so called quartet. The player with the most quartets at the end of the game is the winner.

### **How to play:**

1. Shuffle the cards well. Hand them out. Each player gets 7 cards max. , the rest of the cards are the stock on the table. Do not show your cards to other players.
2. An arbitrary player starts the game. He/she asks an other arbitrary player a card from a quartet from which he/ she already has one or more cards: "May I have from you from .....(name of the quartet) the .....(name of the card)".
3. When the player, who has been asked a card, hands over this card, you can continue asking for cards to the same person or other players. If you have collected 4 cards of the same quartet you call out "quartet!" Now you show your cards at the tables o that anyone can them. Continue asking for cards.
4. When the player, who has been asked a card, doesn't have it, your turn is over and the last player who is asked comes in for its turn.
5. Doesn't a player get a card after his first question, his turn is over. He takes a card from the stock. No wit is the turn for the last player from who has been asked a card. (When there is no stock left, you just have bad luck).
6. The game is over when all the cards have been played. The player with the most quartets on the table is the winner.

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