

18 Cards and No Name:

18 Cards and No Name is a micro action-selection and set-collection game with a bit of deduction thrown in for good measure. It's for 2-4 players and one round takes 5-10 minutes. It can be played for one round or several and scores tallied.

In this game 2-4 players compete to create a set or sets of like cards in their hand by choosing actions from cards that are available on the table. Selecting an Action from the face-up choices in the center of a table is done by exchanging one card from your hand with one on the table. Then the action of the card that was selected is taken and the card used to take the action is placed face-down on the table. The object is to match cards of the same color and/or cards of the same suit in your hand.

Components:

18 Cards:

- Colors: Red, Blue, Yellow, Green, White, Black
- Suits: Diamonds, Hearts, Clubs, Spades, Stars, Shields

Setup:

Shuffle all 18 cards. Deal 6 cards in the center of the table (three face up and three face down) and the remaining cards equally amongst the players.

Randomly determine a starting player.

Object:

The object of the game is to complete a hand of cards of the same suit or color. The first person to complete a full set or cards that match the requirements for that number of players wins.

In a 4 player game the player must complete a set of three cards of matching color or three matching suits.

In a 3 player game the player must complete a set of three cards of matching color or suit, plus a fourth card that matches the suit or color of one of the other cards in his hand.

In a 2 player game the player must either complete two sets of three cards of matching suit or color. These sets may overlap (i.e. four or five cards may be used to make the two sets, not necessarily all six cards).

Each card is worth a certain number of points based on its color and suit. Red and Blue cards are worth 1 point, Yellow and Green cards are worth 2 points, and White and Black cards are worth 3 points. Hearts and Diamonds are worth 3 points, Clubs and Spades are worth 2 points, and Stars and Shields are worth 1 point. The sum of the color and suit determines the number of points a card is worth, anywhere from 2-6 points. Sets are worth anywhere from 9-15 points.

Gameplay:

Beginning with the starting player and proceeding clockwise players take turns choosing an Action from the available Actions.

To select an Action the players must choose one of the face-up cards from the table. They must replace it with a card from their hand, face-down. They may then take the Action on the card they picked up. The Action taken may affect either the card just acquired or the card just played.

If at any time there is one or fewer face-up Action cards, the current player *may* turn all of the cards face-up before taking an Action.

If at any time a player's hand meets the end-game requirements they must announce that they are "Ready To Score". They must keep that hand complete until the beginning of their next turn.

Each card has a back that can give players a clue as to what kind of card it is. There will be two sets of information on the card backs; colored petals that will show the color group (red/blue/yellow or green/black/white) and symbols that show the suit group (black hearts/diamonds/clubs or white spades/stars/shields).

Actions:

- Swap 1 card from your hand with 1 card from an opponent's hand.
- Swap 1 card from your hand with 1 card from the face-down Action cards.
- Swap 1 card from your opponent's hand with 1 card from the face-down Action cards.
- Turn a face-down action card face-up.
- Turn a face-up action card face-down.
- Take another action.

End Game:

The game ends when one player has a hand of cards that meets the winning requirements for the number of players at the BEGINNING of their turn. At this point a player may choose to take another turn (potentially increasing their score, or extending the game). If they take another turn the game goes for another round (if the player still has a complete set or unless someone else is able to end it).

- In a 4 player game the player must complete a set of three cards of matching color or three matching suits.
- In a 3 player game the player must complete a set of three cards of matching color or suit, plus a fourth card that matches the suit or color of one of the other cards in his hand.
- In a 2 player game the player must complete two sets of three cards of matching suit or color. These sets may overlap (i.e. five cards may be used to make the two sets, not necessarily all six cards).

Scoring:

Once the game ends, players add up the total number of points in their hand out of the cards they are using to complete their sets. Cards that are part of two sets are counted twice. The winner is the player with the most points. Players may choose to play multiple rounds and total up the scores.

Card & Point Distribution:

♦ /4	♥ /4	♠ /3
♣ /3	◆ /4	★ /2
♣ /4	♠ /4	♣ /3
♥ /5	♠ /4	★ /3
◇ /6	☆ /4	♣ /4
♣ /5	♥ /6	♣ /4

Credits:

Game design by: George Jaros - <http://georgejaros.com/GJGames>

Special Thanks: Julie Zaborac, Mike Jaros, Sam Jaros

Copyright © 2015



This work is licensed under the Creative Commons Attribution-NonCommercial-ShareAlike 4.0 International License. To view a copy of this license, visit <http://creativecommons.org/licenses/by-nc-sa/4.0/>



George J Jaros Games