

Simply Better!

SOLO



amigo-spiele.de/01825

Players: 2–10

Ages: 6 and up

Duration: approx. 30 minutes

Components: 120 playing cards
(72 number cards in four colors, 32 colored action cards, and 16 black action cards)

THE OBJECT OF THE GAME

The object of the game is to be the first player to get rid of all their cards.

GETTING READY TO PLAY

Shuffle all the cards together and deal **eight cards** to each player. Put the rest of the cards in the middle of the table as a face-down **draw pile**.

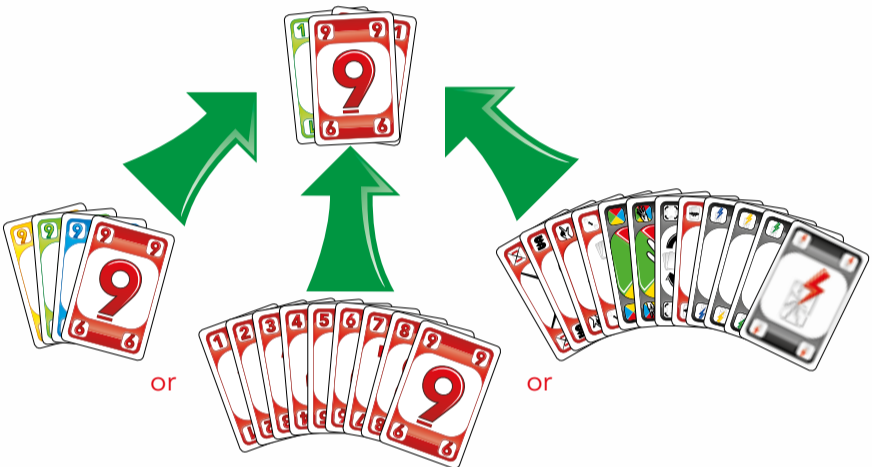
Turn over the top card of the draw pile and place it face up on the table. This is the beginning of the **discard pile**. If this card happens to be an action card, continue turning over cards until the top card of the discard pile is a number card.

PLAYING THE GAME

The player to the left of the dealer takes the first turn, with play passing to the left. There are different options to play cards from your hand:

1. DISCARDING

When it's your turn, play a **matching** card onto the discard pile. **A card is matching if it shows the same color, the same number, or the same action symbol** as the top card on the discard pile. A **black action card** always counts as matching (they are "wild" cards).



Then the turn to play passes to the next player.

Example: The top card of the discard pile is a **red 9**, so a player can discard a 9 of any color, a red card showing any number, a red action card, or a black action card.

2. INTERJECTING

If you have the **exact same number card** in your hand as the top number card of the discard pile, you may discard that card **at any time**—even if it is not your turn! This is called "interjecting." After a player interjects, play passes to the next player **after** the "interjector".

Example: A player plays a **red 3** on the discard pile. Another player interjects with their own **red 3**. Play then passes to the next player after the player who played the second **red 3**.

3. TRIPLE +

If it's your turn and you have **three or more** cards with the **same number** in your hand, you may discard all of those cards at once! You'll have to announce this action by calling "Triple +". The first card has to have the same number or color as the top card on the discard pile, but the color of the other cards does not matter. Play then passes to the next player.

Example: If there is a **yellow 5** on top of the discard pile when it's your turn, you can discard a **yellow 7**, a **red 7**, a **blue 7**, and another **blue 7** all at the same time after calling out "Triple +!"

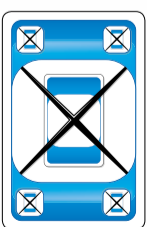
4. DRAW 1 CARD

If you can't or don't want to discard a card on your turn, you **must** draw 1 card from the draw pile instead. If that card matches the top card of the discard pile, you may play it immediately or even carry out a "Triple +" action if you can. Play then passes to the next player.

ACTION CARDS

Red, green, blue, or yellow action cards can be played when a card of the same color or the same symbol is on top of the discard pile. **Black action cards can be played on any card** on the discard pile.

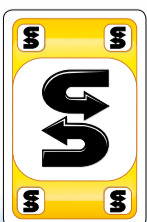
SKIP A TURN



"**Skip a Turn**" action cards can be played on any card of the same color or on another "Skip a Turn" card.

The next player in the direction of play cannot discard or draw a card. Instead, their turn is "skipped over", and play passes to the next player after that.

CHANGE DIRECTION



"**Change Direction**" action cards can be played on any card of the same color or on another "Change Direction" card.

The order of play changes direction **immediately**. For example, if the turn has been passing to the left, it will now pass to the right.

DRAW 2

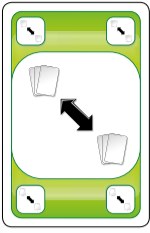


“Draw 2” action cards can be played on any card of the same color or on another “Draw 2” card. The next player must draw two cards from the draw pile **before** they take their normal turn.

However, that player can “**extend**” the chain by immediately playing their own Draw 2 card **instead** of drawing those cards. If they do, the next player after them must draw **four cards**, unless they can extend the chain again by playing another “Draw 2” card, and so on.

If you have to draw two (or more) cards, you still get to take your normal turn.

SWAP CARDS WITH ANOTHER PLAYER



“Swap Cards” action cards can be played on any card of the same color or on another “Swap Cards” card.

When you play a “Swap Cards” card, choose **one other player** and swap all of the cards in your hand with all of theirs. Play then passes to **the player you swapped cards with**.

GIFT



“Gift” action cards can be played on any card of the same color or on another “Gift” card.

When you play a “Gift” card, **give two** of the cards in your hand to one other player of your choice. The recipient of your gift **has** to take these cards into their hand. Play then passes to the next player after you.

Note: If you play this action card when you only have one or two cards left in your hand, give away all of your cards. (The round ends immediately.)

CHOOSE A COLOR



The “Choose a Color” action card is black. When you play it, choose a color (red, green, blue, or yellow). The next player must play a card of your chosen color (or another black card).

Example: You play a “Choose a Color” action card and ask for red. The next player has to play either a red number or action card, or any black action card.

DRAW 4 + CHOOSE A COLOR

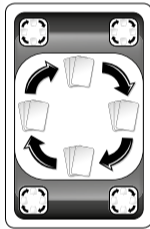


The “Draw 4 + Choose a Color” action card is black. Once again, choose a color for the next player when you play this card. However, the next player also has to draw 4 cards before they play.

This chain can be **extended** (just like the “Draw 2” action card) if the next player in line plays another “Draw 4 + Choose a Color” card.

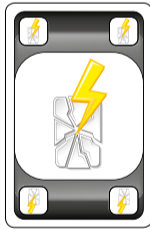
The player who has to draw 4 (or more) cards from the draw pile then gets to take their normal turn.

ALL SWAP CARDS



The “All swap cards” action card is black. When it is played, **all players** must pass all of the cards in their hands to the next player, in the current direction of play. Then, the next player in turn order may play **any** card on top of a “All Swap cards” card on their turn.

PROTECTION



This black action card “**protects**” you from the effects of any other action card that **affects** you **directly**. If you play it, you don’t have to draw any cards, you can ignore the color required by “Choose a Color” cards, and you don’t have to skip your turn.

You may play a “Protection” card even when it’s not your turn if it’s in reaction to a “Gift” or “Swap Cards” card. In that case, you don’t have to accept the gift or you get to keep your cards, respectively. If you play it in response to a “All swap cards” action card, you are skipped over (the others pass their cards as normal). However, the “Protection” card has **no effect** on a “Change Direction” card.

Like all black action cards, the “Protection” card can be played on any card on the discard pile. After you play a “Protection” card, it’s the next player’s turn, as normal. They can only play a card with the same color as the lightning bolt on the “Protection” card or another black card.

THE END OF THE ROUND

If you have only **one** card left in your hand, you must clearly call out “Solo!” **before** the next player discards or draws a card, to alert the others that you have only one card left. If you forget to call out “Solo!” you must immediately draw two cards from the draw pile.

Note: If you manage to discard more than one card from your hand at the same time, either as a “Triple +” or as a “Gift,” you still have to call out “Solo!” when you discard the next-to-last card from your hand. When a player discards their last card, the round ends immediately. If the last card was an **action card**, the **action is NOT carried out**.

SCORING (AND THE END OF THE GAME)

Players who still have cards left in their hand must each add up the value of all their cards. These totals are written down as penalty points. Continue playing until at least one player has collected more than 500 penalty points. The player with the fewest penalty points wins the game.

Cards Numbered 1–9	1–9 Points
“Change Direction”	10 Points
“Skip a Turn”	20 Points
“Draw 2”, “Gift”, “Swap Cards with Another Player”	30 Points
“Swap Cards in Turn”, “Protection”, “Choose a Color”	40 Points
“Draw 4 + Choose a Color”	50 Points

You have purchased a quality product. Should you have any reason for complaint, please do not hesitate to contact us.

Do you have any questions? We will be glad to be of help:

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