

ARNE Junior

Rules of the game

ARNE Junior is a card game in which the aim is to achieve the highest possible score. You can play **ARNE Junior** with 2 to 4 players and a round lasts 10-25 minutes.

Contents of the box

These rules of the game and 78 playing cards.

Aim of the game

To collect as many points as possible in your fruit. The player with the highest score at the end of the game wins.

Preparation

1. Select your fruit card

Fruit card. The fruit cards are easy to recognize. They are the only cards that show the same fruit (or color) on both sides. Each player chooses his fruit card before the game begins and places it on the table in front of him. With your fruit card, you show the other players which fruit you are collecting.

2. Each player is given five cards. These cards are held in the hand and kept hidden from the other players.

3. The remaining cards are stacked up in the center of the table (face down). This is known as the pile. A second pile is built up next to this first one during the game—the used cards pile.

4. Start a game. In the first game, begin with the youngest player. Go round clockwise. In other games, have a new player start.

First game

ARNE Junior may seem rather difficult at first. Give yourself time to learn the different cards in the game. To do this, we advise you to play the first few games without the +1 and +2 cards and the chameleon.

A turn

Each round is played in turns. When it is your turn the first thing you do is draw a card from the pile. **DON'T FORGET!**

The two main things you can do on your turn is lay down a fruit card or a white card. Black cards are an exception and are explained below.

You can lay down a fruit card or a white card in two different places:

- on the pile of used cards in the center of the table
- in your own playing field next to your fruit

The cards

ARNE has three groups of cards:



Fruit cards. The fruit cards give you points. Don't forget that the player with the most points wins! The fruit cards are worth from 1 to 5 points. You have to choose each time it's your turn: either you play a fruit card or a white card, but not both!



White cards. The white cards are used to take actions. So they don't directly win you any points, but they can give you an advantage. You have to choose each time it's your turn: either you play a white card or a fruit card, but not both!



Black cards. You can play black cards whenever you wish, even out of turn, and as many as you wish. (Read the notes at the end of the rules).

Now we will explain all the cards in detail. We'll start with the fruit cards.

Fruit cards

Fruit cards have values of between 1 and 5 in one of four fruits. You keep value cards bearing your own fruit with you, by placing them in your playing field **NEXT** to one another, not on top of one another. If you don't have any of your own fruit cards left, then you can always discard a fruit card of another player. You do this by placing it face up on the pile of used cards next to the pile of unused cards in the center of the table. Remember that other players can steal this used card with a thief!

White cards

White cards consist of a pictogram and/or numbers printed in black. There are five different types of white cards.


White cards do not directly win you points, but they have a particularly big impact on the game. So it is very important to know when it is best to play a white card or a fruit card.



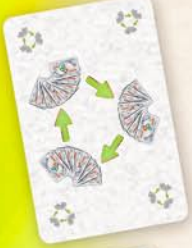
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Where do I put a white card?


You **always** put white cards face up on the pile of used cards next to the pile of unused cards in the center of the table. The top card in this pile may be stolen by a thief at any time.




Take 3 cards from the pile. The +3 speeds up the game and gives you more opportunities. You add the cards obtained to your hand immediately. Remember that your turn is over as soon as you have played a white card.




Pass cards to the left. Everyone passes the cards in their hand to their neighbor—clockwise. Once this card has been played, no-one may quickly play a black card in response. First you have to pass your cards!



Change places. You can do this with the player of your choice. The cards on the table remain where they are. You take the cards in your hand with you! So you can change places with the person who is winning at the time and you now own the playing field of another player!



Steal 1 card (without looking) from the hand of any one of the other players. This is handy when a player only has black cards or has very few cards. At this point, the player chosen may not quickly play a black card in response. **We advise you not to use these cards in your first game.**



Ask one player for 2 fruit cards in your color. If he only has one, or none, then so be it. The fruit cards obtained are immediately added to your score. **We advise you not to use these cards in your first game.**

Here are a few additional tips to help the game along:

Don't forget that you can only play one white card or one fruit card per turn!


If you don't have any white cards or fruit cards in your hand, then of course you don't have to play a card. Simply tell the other player that you only have black cards in your hand, so that the next player can start his turn.

Black cards


Black cards are the really annoying ones. You can play them whenever you like, even if it's not your turn! What's more, you can play black cards as often and as many times as you wish.

Where do I put black cards?


That depends on the card. Read each card to see where you can put it.




Hungry bird. Eats all the points on one fruit card (even if there is a chameleon on it). Each fruit card can only be covered by one hungry bird, but the bird remains on this fruit card until the end of the game and cannot be moved. The hungry bird can be caught in a net!




Net. With this card you can catch the hungry bird, so that its effect is undone and you recover the points on your fruit card under the hungry bird card. The hungry bird and the net remain on their fruit card until the end of the game.



Thief. This card has two uses. (Choose one use when you play the card). 1. It steals the top card on the pile of used cards. 2. It steals a chameleon (with the card(s) it covers). If you steal a fruit card with a chameleon in your own color, then you put the fruit card in your own playing field and the chameleon is placed on the pile of used cards. Of course, this fruit card can no longer be stolen by the other players. The reason is simple: it is a fruit card in your color and so the fruit card has 'come home'. However, if you steal a fruit card with a chameleon in a color other than your own, the chameleon stays on the fruit card and can be stolen again. Once it has been used, the thief is placed on the pile of used cards. Be thrifty with your thieves. They are very valuable.



Stop. Stops the game. It's your turn next. However, the current player can finish his turn. (So if the player plays an action card, for instance, you can't quickly play a 'Stop' or 'Change direction' until after the action has been taken). This card is placed on the pile of used cards.



Chameleon. Enables you to add fruit cards that are not of your fruit to your own score. How does it work? You need to have a chameleon and a fruit card of a fruit other than your own in your hand. You place a chameleon card with that fruit card **from your hand** in your own playing field. Both cards are considered as playing one black card. Chameleons (with the card(s) they cover) can be stolen by a thief. *Example:* If you are collecting grapes, you can play an apple with a chameleon turning the apple into a grape. **We advise you not to use these cards in your first game.**

End of the game: The game ends when there are no more cards in the unused cards pile.

The winner: The winner is the player with the highest number of points in his or her playing field.

Variation

ARNE Minimum. Our favorite, because it's even meaner!

Aim: the player with the **fewest** points wins. So now you can give fruit cards to other players and put hungry birds on your own fruit cards. The +2 card now works like this: ask another player if he has two fruit cards in a given color in his hand. If so, then this player (it may also be himself) has to add these two fruit cards to his or her score.

Tip: Put a net on your rival's hungry birds. Use the chameleon to place your own fruit cards with the other players.