



# SuDoku

The Card Game

by Reiner Knizia

数独

Players: 2 - 5

Age: 8 and up

Time to play: 30 minutes.



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9 Yellow SuDoku cards

45 Blue SuDoku cards

## OBJECT OF THE GAME

Use your cards to build a shared SuDoku puzzle following the rules of the game. On any turn where you cannot make a move, or if you make an incorrect move, you must add a card to your penalty stack. The player with the fewest points in their penalty stack at the end of the game is the winner!

## SETUP

Place any one of the yellow cards face-up in the middle. Shuffle the rest of the yellow cards together with the blue cards. Deal a hand of 5 cards to each player and use the remaining cards as a face-down deck.

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**PLAY** Choose a start player randomly, then play progresses clockwise. On your turn select a card from your hand and place it face-up into the middle, according to the following rules:

- Each new card must be placed face-up, adjacent to at least one of the cards that have already been placed. (Cards touching at corners are not considered adjacent.)



CORRECT.



INCORRECT. It is not adjacent to any other cards.

- Blue cards may only be placed in one of the eight positions around a yellow card. Over the course of the game this will create 3x3 "boxes" with a yellow card in the middle. All the numbers of such boxes must be different.



CORRECT.



INCORRECT. It is not in one of the 8 positions around a yellow card.



INCORRECT. There is already a "2" card in the box around the yellow "3".

- Yellow cards may only be placed vertically or horizontally to another yellow card, and must have exactly one blue card in between. This establishes a new box center having three positions in common with the neighboring box. A yellow card may only be placed if the newly created box does not yet contain duplicate numbers.



CORRECT.



INCORRECT. It is not vertical or horizontal to a yellow card.



INCORRECT. This would create a box with two "5" cards in it.

- All the numbers in any row and any column of cards must be different, even across gaps.



CORRECT.



INCORRECT. There is already a "9" in the horizontal row.



INCORRECT. There is already a "9" in the vertical column, above the gap.

If a player places a card incorrectly, and this is pointed out before the next card is played, the player must retrieve his incorrect card and lay it face-down onto a penalty stack in front of him. If an incorrect play is only discovered later, the layout is left unchanged with the incorrect card remaining where it was placed. If a player is unable to play a card correctly, or chooses not to play a card at all, he must select a card from his hand and lay it face-down onto his penalty stack.

At the end of your turn draw one new card from the deck bringing your hand back to five cards. When the deck is used up no further cards can be drawn – but you continue playing a card in the middle or putting a card onto your penalty stack.

## GAME END AND SCORING

After the deck has been used up, the game ends when all cards have been played – either into the middle or onto the penalty stacks.

Each player totals the cards in his penalty stack, with each blue card counting as 1 penalty point and each yellow card counting as 2 penalty points. The player with the lowest score wins the game.