ION
CARD & DICE GAME

CARDS	DICE	ACTIONS	PLAYERS	AGE
98	2	14	2-10	7+

CONTENT

1 black dice with 1 to 3 dots
1 yellow dice with 1 to 6 dots
98 cards as follows:
- 30 cards only with 1 to 6 dots
- 68 action cards:
  - 5 cards Block
  - 1 card Bomb
  - 5 cards Challenge
  - 5 cards Double Joker
  - 5 cards Gift
  - 5 cards Joker
  - 2 cards New Game +5
  - 5 cards No Play
  - 5 cards Play Again
  - 7 cards Punish
  - 7 cards Punish Previous Player
  - 6 cards Punish Who?
  - 5 cards Shift
  - 5 cards Tick-Tack

OBJECT OF THE GAME

1. You can play a Quick Game with the object of being the first player to get rid of all your cards. First player to get rid of all his cards wins the game.
2. You can play in Tournament Mode with the object of scoring 1500 points. First player to score 1500 points wins the game.
How can you score points? The first player to get rid of all his cards in each game scores the points of the other players cards (check Scoring).

HOW TO PLAY

1. You can only play a card if it has the same number of dots as the card on the table. Only one of the two zones with dots in the card has to match. <u>Example</u>: if the card on the table has 6|3 dots, you will have to play a 6 or 3-dot card. For example, you can play a 3|2-dot card, that matches considering the 3 dots, or a 1|6-dot card, that matches considering the 6 dots.
2. If you don't have any playable card (or in case you have it, but you don't want to use it), you will have to draw a card from the draw pile. That card can still be played.
3. If there are no more cards to be taken from the pile, the cards already played are shuffled in order to make a new draw pile.

Do you want to speed up the game? You can add a rule that is going to make the game go faster: the sum of the dots of the card in the table is also valid, when you play a card with the same sum. <u>Example</u>: if the card in the table is a 6|2 (=8), you can play a card with the same sum. A 5|3 dot card, for example, also sums 8 (5+3).

Customize your game: You can remove all action cards and play only with the dot cards. You can also remove just the actions that you don't want to play with.

TWO-PLAYER GAME

For a two-player game, the following special rules are applied:

1. Remove the following action cards from the deck: *Punish Previous Player* (7 cards) and *Tick-Tack* (5 cards).

2. Deal 9 cards to each player to start the game.

3. Whoever plays the action card *No Play*, plays again because the action applies to the other player.

WINNING THE GAME

1. In the Quick Game mode, the game ends when one of the players runs out of cards. That player is the winner.

2. In the Tournament mode, the game ends when a player reaches 1500 points (Check scoring).

If the last card played is a *Punish* (to the next or previous player), *Challenge* or a *New Game +5* action card, the action must be carried out because the drawn cards also count towards the score. The player that receives the action can't play (*block* or *shift*) because the game is already over.

STARTING THE GAME

1. Choose the first player to deal the cards.

2. Deal 7 cards to each player.

3. Stack the remaining cards face down to be used during the game.

4. Turn over the top card of the pile to start the game.

5. The player to the dealer's right goes first and the game goes on anticlockwise, always to the player's right.

6. The face-up card it's like a card played by the dealer. If it's a *Punish* action card, the dealer rolls the dice and the next or previous player has to draw cards from the pile; if it's a *Play Again* it applies to the dealer and the dealer is the first one to play; if it is a *Gift* card, the dealer gives one of his cards to the next player; if it's a *Double Joker*, it's also the dealer that calls out the number of dots; if it is a *No Play,* next player (to the dealers right) doesn't play and the game starts with the player next to him.

SCORING

Dot cards (without action)................*total dots in the card*	Punish..*50 Points*
Block ....*25 Points*	*Punish Previous Player*..*50 Points*
Gift ....*25 Points*	Punish Who?..*50 Points*
Play Again..*25 Points*	Challenge ....*75 Points*
No Play..*25 Points*	Double Joker...*75 Points*
Shift...*25 Points*	New Game +5 ....*100 Points*
Tick-Tack..*25 Points*	Bomb..*150 points*
Joker ....*50 Points*	

ACTION CARDS

The action cards have one or two yellow balls in the centre. The symbols inside these balls reveal the action of each card. The number of black dots in each card is unpredictable.

Block - when you play this card, you block the action of the card played by the previous player. Example: the previous player plays a *Punish* card; if you play this card you will block the action and the previous player doesn't roll the *Punish* dice. This action only has no effect upon the action *No Play*, because with that action you can't play; the action *Gift*, because it's rude to decline a gift, and the action *Bomb*, because nothing can stop the *Bomb*. You can't block the *Punish Previous Player* because it isn't your turn to play.

Bomb - when you play this card, the next player explodes and it's out of the game. If you are playing in tournament mode, the points in the cards of the player that received the *Bomb* are yours. You should keep that player cards beside you so that you can count them and add the points to your score in the end of the game. The *Bomb* can't be blocked or shifted and we suggest that this card should only be used in tournament mode and in games with 3 or more players. When a player explodes, next player to play is the one at the exploding player right side.

Challenge - when you play this card, you can challenge any player for a dice match. You choose 2 numbers from 1 to 6 and the challenged player chooses only 1 number from the remaining 4 available. Each player rolls the yellow dice one time until one of the chosen numbers comes out. You start first and whoever looses the challenge will have to take 4 cards from the draw pile. The game keeps going and it's the player next to you turn to play. This is a very special card, because you can wait to challenge a player that is leading the game.

Gift - when you play this card, you choose one of your cards and give it to the next player. This way, you will have one less card and the next player will have one more. The *Gift* can't be blocked, but it can be shifted. The game keeps going and it's the player that received the *Gift* turn to play.

New Game +5 - when you play this card, the next player has to exchange all his cards by new ones taken from the draw pile plus five more cards, placing the ones that were in his hand to the bottom of the draw pile. The player who receives this action can play afterwards. If he doesn't have any playable card or if he doesn't want to play any of his cards, that player has to take one more card from the draw pile (but he can't play this card). Example: if the player who receives this action has 6 cards in his hand, he has to draw the number of cards that were in his hand plus 5 additional cards from the draw pile. Therefore, he has to draw 11 cards from the pile.

No Play - when you play this card, the next player doesn't play. The game continues with the player that follows the one who received the action.

Play Again - when you play this card, you can play another provided that the card is playable concerning the number of dots. *Play Again* cards can be accumulated, that is, you can play two *Play Again* cards in a row. If you use a *Play Again* card and then you don't have any playable card to use after it, you will have to draw a card from the draw pile. This card cannot be played and the game continues with the next player. Example: the previous player played a 5|2 dot card. You play a *Play Again* 2|6 dot card that gives you the chance to play again. Then, you can play a *Play Again* 1|6 dot card and, after that, you can play a 3|6 dot card. That way, you can play three cards in your turn.

ION
CARD & DICE
GAME

⚠ WARNING
CHOKING HAZARD – Small Parts
Not For Children Under 3 Years.

ACTION CARDS

Punish - when you play this card, the next player to play has to take cards from the draw pile. How many? The dice will give you the answer! Play the black dice and the number of dots you get is the number of cards that the next player has to take from the draw pile. The game keeps going and it's the player that received the *Punish* turn to play.

Punish Previous Player - when you play this card, the previous player (who just played before you – at your left) has to take cards from the draw pile. How many? The dice will give you the answer! Play the black dice and the number of dots you get is the number of cards that the previous player has to take from the draw pile. The game keeps going and it's the player next to you (at your right) turn to play.

Punish Who? - when you play this card, you have the power to choose who is going to be punished (next or previous player), and that player has to take cards from the draw pile. How many? The dice will give you the answer! Play the black dice and the number of dots you get is the number of cards that the chosen player has to take from the draw pile. The game keeps going and it's the player next to you (at your right) turn to play.

Shift - when you play this card you are shifting to the next player the action given to you by the previous player. Example: if the previous player played a *Punish* and you play a *Shift*, the action shifts to the next player and he will take the cards from the draw pile. The player that receives the shifted action can also shift or block the action. You can't *Shift* the *Punish Previous Player* because it isn't your turn to play.

Tick-Tack – when you play this card, time is ticking and any player can play (but you can't!). Players have to be fast and only the first one to lay down a valid card on top of this card is the winner. The game continues with the player next to the winner and not with the player next to you. If the card played by the fastest player is an action card, the action must be carried out (example: if the winner plays a *Punish Previous Player,* than he has to roll the black dice. The previous player isn't the player that played the *Tick-Tack*. It's the player seating that counts.) If a player plays a card that is not valid (no dots to match), that player is a looser and has to take 2 cards from the draw pile. The action is over and the game continues with the player next to you.

JOKER CARDS
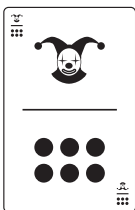
Joker – you can play this card in any occasion. The *Joker* is worth a card with any number of dots. The next player has to play a card with the same number of dots included in the other half of the *Joker* card.
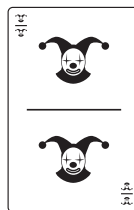
Double Joker - you can play this card in any occasion. The Joker is worth a card with any number of dots. Whoever plays this card gets to mention the number of dots necessary to continue the game. For example, if this player mentions 2, the next player can only play a card that has 2 dots in one or both of the card dot zones.

Conforms to the safety
requirements of ASTM F963

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