

## **i win!**<sup>TM</sup>

Copyright ©2004 - 2005 Wanderlo Games<sup>TM</sup>

Game: Version 2.0, Cards: Version 2.0, Short Rules: Version 2.0

Game Design, Setting, Graphic Design and Illustration: Erik Isaac

This game is *still* dedicated to Boss, who is *still* clearly the threat.

### **Setup:**

Shuffle the cards and place them in the center of the table. Players do not start with any cards in their hand. Determine who goes first. That player takes his turn. Play continues from player to player, around the table, until there is a winner.

### **On Your Turn:**

- Draw a card.

You must draw a card.

If there are no cards to draw, you must play an *i win!* card or pass.

- Play a card.

To play a card, take a card with an arrow icon from your hand and place it on the table. When you do, everyone else get a chance to respond by playing a card with a lightning bolt icon from their hand if they have one or they pass. This is done in turn order.

If all players pass, the card goes into effect and you perform the action of the card.

If any of the players responded by playing a lightning bolt card, you may let the cards on the table go into effect or you may play a lightning bolt card of your own. If you do, all other players get to respond again. This cycle continues until you can't or don't wish to play a response card or all the responding players pass. Then, starting with you, the cards on the table go into effect in turn order.

After this, your turn is over.

- Pass.

You may pass instead of playing a card.

### **Winning:**

When the cards go into effect, whoever has an *i win!* card in front of them wins. In the case of more than one *i win!* card on the table, whoever has the most *i win!* cards wins. It's possible to tie. An *i win!* card cancels out the *you lose!* card.

### **\*The Weirdest Win:**

Sometimes both *i win!* cards are discarded. When this happens, whoever has the *nothing\** card immediately wins. If no one has it, keep playing until someone draws it.

If the *you lose!* card is played on you and you have the *nothing\** card, keep it. You can be out of the game and still win!

### **Extend Play:**

Multiply the number of players in the game by three and put that many tokens in one pile. When the cards go into effect, take a token for every win card you have.

If you lose by the *you lose!* card, put a token back. In a two player game, if *you lose!* is played on your opponent, you don't get a token unless you have a win card.

Whoever has the most tokens when the last one is taken, wins! If there's a winners tie with the tokens, add one token to the pile and all players play again.

### **The Icons:**

**The Down Arrow:** This card can be played only on your turn. Place this card in front of you when you play it.

**The Up Arrow:** This card can be played only on your turn. Place this card in front of another player when you play it.

**The X:** When this card is played, there is no response, the card's effects happen immediately.

**The Lightning Bolt:** This card can be played only as a response. These cards have effects that happen immediately after they are placed on the table.

### **The Cards:**

*i win!*: When this card goes into effect, you win.

*you lose!*: When this card goes into effect, you are out of the game. Discard your hand but keep the *nothing\** card.

*me too!*: When this card is played, immediately chose any card on the table; *me too!* is now considered that type of card.

*no you don't, i do!*: When this card is played, immediately take a card that is in front of another player and put it in front of you, then discard *no you don't, i do!*

*i'm gonna draw a card.*: When this card goes into effect, draw a card. If there are no cards to draw, this card does nothing.

*i'm gonna steal a card.*: When this card is played, immediately take a random card from another player's hand, then discard *i'm gonna steal a card.* There is no response to this card.

*wait! it's my turn.*: When this card is played, immediately discard all cards on the table. It is now your turn. There is no response to this card.

*nope!*: When this card is played, immediately put any card on the table into the discard pile, then discard *nope!*

*nothing\**: This card cannot be played.