



**AGAME NOT LAME**  
 A tactical card game for 2-5 players  
 approximately 30 minutes per game section  
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## BACKGROUND

Agamidae are lizards, which seek shelter from the burning sun in the desert. They walk to a nearby cactus which casts a little shadow. They try to coordinate their color to provide an idyllic desert mood. Sometimes they also find a straw hat on their way under which they find a more comfortable temperature.

## CONTENTS

- 50 cards in 5 colors
- 9 cards each with the values 1, 1, 2, 3, 5, 8, 13, 21, 34, and 1 Hat (= trump card).

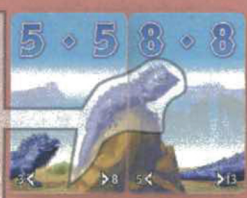
- 5 overview-cards with an ascending order of card values



- You will need paper and pen to write down the points (not included).



On every card there are two half lizards shown – except the ones with the number 1 and 34. Laid out in the correct sequence they form complete lizards.



## GOAL

AGAME NOT LAME is a trick-taking card game. Each player tries to get a complete and gapless series (display row) of lizard-cards. These cards are from won tricks or caught lizards that all must have other player's colors. It will happen that there are gaps in the display row of cards – that is allowed, but gives fewer points.

## PREPARATION (3-5 players)

Each player chooses his color and takes the 10 cards of that color. These are his hand-cards at the beginning of the game. He puts his overview-card in front of himself, so all players can see who is playing with which color. The number-series also helps as a reminder.

Players agree who begins (= starting player) and how high the point total is, which is needed after several game sections to win the game – for example 300 points. Prepare paper and pencil to write down the points obtained.

**Additional rules for 2 (and 3) players at the end of these rules.**

## GAMEPLAY

Play several rounds until a game section is completed. A game section ends when a player has no more cards in his hand, or, if one player has completed his row of lizard-cards (i.e. a round is completed). The game ends when a player has reached or exceeded the previously agreed points after several game sections.

Optionally, he can choose the special action „catch“, which then can be performed by all players in order before he opens the round to the trick.

One or two cards of a won trick are placed in the player's display row and the remaining cards of the trick are put aside face down for later use.

## GENERAL RULES

Whoever wins a trick is the starting player and begins the next trick.

The starting player starts the trick and the other players follow in clockwise order.

The starting player has to execute the main action „trick“.

**IMPORTANT:** When a player plays his last hand-card he must IMMEDIATELY take the cards he won in previous tricks. These are his new hand-cards to play.

During the game the players will form a single discard pile with face up cards. There should be a specific place in the playing-area for this.

## EXAMPLE (A PLAYING-AREA WITH 4 PLAYERS):

Overview of where cards are placed on the table. This is how it could look after several rounds of a game section.



## TRICK

On your turn, you play one or two cards of any value and color (–at the beginning, players only have cards of their own color). The other players follow in a clockwise direction.

There are 2 things to consider:

**1. single-digit cards (1, 1, 2, 3, 5, and 8):** The starting player (and only he) may never play a one-digit card alone, but only together with a second card. The other players don't have this restriction.

It may happen that the starting player has only a one single-digit card in his hand and therefore cannot play it. In this case, he must place it face up on the discard pile.

**2. Hat**  
 The hat is the trump card. The hat is always played alone.

The highest card value wins the trick. If 2 cards are played by one player, the values are added. The hat is the highest value (→ the lizards slip under the hat).

**How is a trick decided on a tie?**  
 The player who has played the highest value first wins the trick.

## LAYING OUT CARDS

IMMEDIATELY after a player has won a trick, he must choose 1 lizard-card from this trick – or at most 2 – to lay out in his display row in front of himself. This card(s) must have the color of another player. (Hats are never laid out.)

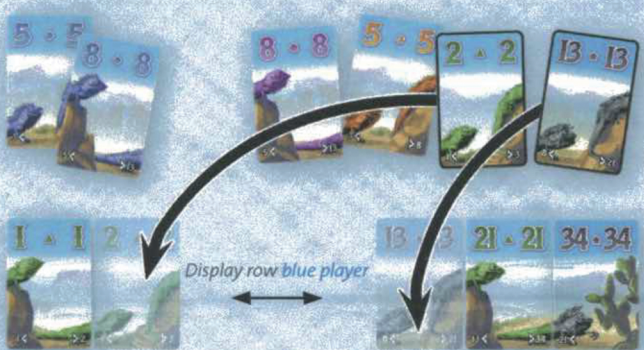
The display row may only consist of cards of other's players colors.

Laying out cards means putting cards into a display row in front of yourself. Each lizard in the display row must be facing to the right (>) and the series of numbers (on the overview-card) must be replicated. There may be gaps in the display row which can be filled with cards from tricks won later.

**NOTE:** The lizards must also fit together. Tail and head of a lizard on adjacent cards values form a complete lizard (ideally, the colors are the same, but they do not have to be). One of the two 1-cards of a color has only one tail part – it is always on the far left in the display row. The lizard on card 34 with the cactus has only one head and is always located on the far right.

## EXAMPLE – 5 PLAYERS:

The blue player has played 5+8 and won the trick.



Blue decides to add the cards 2 and 13 into his row. 13 because of the high point value and the 2 can give bonus points together with the already laid out green 1 (see scoring). The cards 5, 8, 8 and 5 as part of the trick are put aside.

The cards in the display row may not be changed or replaced during the game (exception: catching a lizard-card – see below).

If no card of the trick fits into the display row, any card of this trick must be placed face up on the discard pile. The remaining cards from a trick are put aside face down.

## CATCH

Only if the starting player decides to catch, a „catch-round“ is performed before the main action „trick“.

- A captured card is temporarily placed separately next to its display, because such a card may not be captured again during the current catch-round.

- The player may „catch“ (capture) 1 card from any player's display row or the top card from their discard pile. This card must of course fit into his display row.

- The other players also have the opportunity to also capture cards in order, but they do not have to.

- To do this, the player must discard one or two of his own hand-cards with at least the value of the card to capture.

- At the end of the catch-round, a captured card must be inserted in the display row.

**EXAMPLE:** Catch an 8 with 5+3, 8, 2+8, 21, 13, 13+5, or any other combination of at least 8.

After the catch-round, the starting player continues and starts the trick.

## END OF A GAME SECTION AND SCORING

A game section ends IMMEDIATELY, when

- a player has no more hand-cards (i.e. he does not have any cards from won tricks to take after playing his last hand-card).
- a player has completed his display row of a lizard cards (9 cards from 1 to 34). Reminder: a series of lizard cards may only contain other player's colors.

## SCORING

The players add up their card values in their display row. The points are noted and added up together with bonus points at the end:

### BONUS (two options)

- A player who finishes a game section with a complete lizard series receives 100 points.
- Each lizard in the display, which is of a single color, counts an additional 10 points. Only adjacent cards in the predetermined order matching in color grant this bonus.

**EXAMPLE:** Player Blue has reached this almost complete display (only 1 and 3 are missing).



Sum of card values = 84  
 Bonus (lizard 1/2 pure green and 8/13 pure purple) = 20

thus a total 104

**NOTE:** If the lizard with number 5 were green too, that would not give a bonus, because 2 and 5 are not adjacent (3 is missing). And the two lizard-parts do not fit together.

## END OF GAME

When a player reaches or exceeds the initially agreed point total, the game ends. If multiple players make this, whoever scores higher wins. If there is a tie, the player who reached the higher score in the last game-section wins, otherwise there are several winners.

## VERSION FOR 2 PLAYERS

Use two additional colors. These colors are neutral and do not belong to any player.

Play is done normally, only that the neutral cards are treated like cards of other players. They may also be laid out in the display row of lizards.

Take the cards with the numbers 1, 1, 2, 3, 5 and 8 from these. These 6 cards of each of these two colors are make available as separate, face down decks. Thus there are two such decks, one of each neutral color with 6 cards.

This version can also be played with 3 players.

Do the same as above but only use cards for a fourth neutral color with the number 1, 1, 2, 3, 5, and 8. These 6 cards form a face down deck.

**IMPORTANT:** Whoever plays his last card also draws 3 cards from one of the two decks for his hand in addition to his tricks. This is how the neutral cards come into play. Every player does this twice, and then the two decks are used up.

**IMPORTANT:** Whoever plays his last card also draws 2 cards from one of the two decks for his hand (as long as there are cards in that deck).

## FENNEK (Promo-cards – not included in the base game!)



### VARIANT 1

The Fennek changes the rule that states in a trick with a tie, the winner is the player who first played the highest value, as follows. Players can play 1 or 2 cards as normal. The Fennek is never played alone but always together with another card. If there is a Fennek among the played cards and there is a tie, then the player, who played LAST among the tied, wins the trick.

### VARIANT 2

The Fennek card is reused like a lizard card, but can only be played together with another card. If a player wins another player's Fennek in a trick, then he can lay it out in his display row at any position. A Fennek can thus replace any counting card in the display row, but it counts as 10 minus points for scoring. For example, a complete row with a Fennek only gives 90 points.

**IMPORTANT:** A Fennek card always goes IMMEDIATELY to the discard pile after a trick. It can thus not be part of a won trick nor captured (in case it is the top card of the discard pile).

You can combine both variants.