



www.fryxgames.se

GET! is a short game for 2 players where (Monster) chases (Mr.U). plays cards that form a track, and must play matching cards on top of these in order to get closer.

If manages to place a card on top of the final card in the track, where is, then wins that chase.

wins by getting 6 cards ahead of .

The goal of the game is to win 3 chases. The one who has gone the longest without taking a shower starts being ... obviously.

Let the game begin!!

PREPARATIONS

Take away blank cards. Shuffle the 5 Starting cards and place them on the table. Shuffle the rest of the cards and place them face down on the table.

This is the deck. Next to the deck, there should be a space for dumping cards during the game.

Draw 5 cards each from the deck to your hand.



HOW TO PLAY

- the three steps

Step 1: Play Starting Card

takes a Starting card (without looking at the other side) and places it somewhere on the table. From here, the adventure begins, and may run away from here in any direction!



Step 2: Head Start

plays as many cards as he wants from hand to build a track. (Instead of building the track, he may play the Monster Face card, or the Switch Roles card from hand, but no other card with red background may be used at this time.)

Then draws cards from the deck until he has 5 cards on hand again.

Then the chase begins, where will follow this track to get closer to .



Step 3: Chase

gets the first turn in the chase. On your turn, you may either play 1 card, or dump 2 cards.

Then you are done!

After your turn, you refill your hand so that you have 5 cards again.

wins the chase if she manages to play a card on top the card where is, at the end of the track.

wins by getting 6 cards ahead of (that is, 6 cards with no card on top of them).

If you win a chase, you receive the Starting card as a token of your victory. Turn it up to see your trophy and place it next to you on the table.

First to collect 3 trophies wins the whole game!

After a chase, the track is dumped (but not your hand!). Then you switch roles, and you start a new chase from step 1: playing a Starting card.

So to play GET, follow these steps:

1. plays the Starting card.
2. makes a Head Start with many cards.
3. Then the Chase begins, and now you are only allowed to play 1 card at a time (unless the card says otherwise!)

THE CARDS


Cards with brown backgrounds will be part of the track, while cards with red backgrounds will be dumped after being played.

Some cards have many directions, but if there is a card after this (or under, or on top), then that card decides the direction of the track. See example!






+1 If you play a card with a +1, you may immediately play another card from hand.

-1 If you play a card with a -1, you may immediately dump a card from hand. Minus is a good thing!!






Only  may play a brown monster card. The card works like a crossroads.



Only  may play the "Mr. U" card. It works like a crossroads, but it also has a **SPECIAL RULE:** If  gets to the same card as  (thus winning the chase), then  is allowed to play this card (immediately after 's turn) to continue the chase instead of losing it. He adds this card to the track, and because it says +1, he may play yet another card from hand before his turn is over.



Both  and  may play this card. The chase is then over, and a new chase begins where the one that played this card is now . Dump the old track and move the old Starting card to a new place on the table.



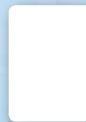
When you play this card, you switch roles without dumping the old track. As usual, the turn goes to your opponent after playing this card.



The bomb lets you blow up the card where your opponent is. Dump that card. This moves your opponent back one step.



With the dynamite you may blow up your opponents' hand ... or your own if you would rather do that. Remember that hands are refilled **after** one's own turn, so if you blow up your opponents' hand, she will lose her next turn.



Grab your markers! There are many blank cards in the game, ready for you to create your own fun effects.

Visit the FryxGames webpage to see examples of homemade GET-cards
www.fryxgames.se/get

PRACTICAL RULES


When there are no more cards in the deck, you reshuffle the dump to make a new deck.

The arrows should follow each other.









You are not allowed to play cards outside the table.

If you think the track is too messy, you may tidy it (perhaps to see if there is enough room on the table for another card). If you tidy the track, then begin doing it from the Starting card which may not be moved or rotated.


 may not place a card so that it crosses the track.







EXAMPLE

 has made his head start with three cards.  plays Monster+1 and gets to play another card.  plays straight +1 (she is not allowed to turn right or left here), and then a bomb, dumping the card where  is. Now  is on top of the card of , thus winning the chase. First, she refills her hand, and then she reaches over to take the Starting card as a trophy ...



BUT!  plays the "Mr. U" card, so the chase continues instead. He must place it as the image shows, because that is the way that the track is leading.



It says +1 on the "Mr. U" card, so  plays another card, the dynamite, and he chooses to blow up  hand with it.  is now done and refills his hand.  has no cards on her turn, so she can do nothing. She refills her hand after this ...



Now you know how to play GET!
Happy gaming!

Isaac Fryxelius



Here is a suggestion for a card you can paint yourself if you like:
Play this STOP-card on your opponent's turn to dump a card that he tries to play. Your opponent may play another card, since no card was actually played.