



## INSTRUCTION MANUAL

## MINIMIZE™ INSTRUCTION MANUAL

**Setup:** The game is for 2-10 players, ages 7 and over. Every player starts with seven cards, and they are dealt face down. The rest of the cards are placed in a Draw Pile face down. Next to the pile a space should be designated for a Discard Pile. The person next to the dealer plays the 1st turn in the Discard Pile, and the game begins!

**Objective:** The objective of the game is to have a lower total value of cards in your hand than the other players. When you think you have achieved this, you call "Declare" to stop the play and compare hands. If someone else has an equal or lower total, the caller gets a penalty. Each game is composed of rounds, and each player's total score is updated after each round. The goal is to keep the total of your cards to a minimum in each round so as to minimize your total game score. Players with more than the maximum, i.e. 100 points, drop out of the game, which is then continued until there is only one player left.

**Game Play:** The first player is normally the player to the left of the dealer (you can also choose any random

method) and game play usually follows a clockwise direction. Every player views his/her cards and tries to discard the highest cards in the Discard Pile.

Every turn of a player comprises of first throwing of one or more cards from hand to the Discard Pile and then picking up only one card from the Draw Pile or the Discard Pile.

A player can throw either:

- Any one card
- One set of two or more cards of the same rank (two 9s, three 4s, etc)
- One sequence of three (minimum) or more consecutive cards of a single colour (for example 4-5-6 of red, i.e. a **Pure Sequence**).
- One sequence of four (minimum) or more consecutive cards of different colours (for example 4 of red-5 of yellow-6 of green-7 of yellow or any other combination of different colours, i.e. an **Impure Sequence**)

No matter how many cards you throw, you pick up just one card. The cards that can be picked up are:

- The top card in the Draw pile.
- One of the cards thrown to the Discard Pile by the previous player. If the last player threw several cards, only the first or last card of the set or sequence can be picked up.
- The Joker can be used in a sequence as a substitute for any card.

For example if the previous player threw the sequence 4-5-6, you could pick up the 4 or the 6 but not the 5. If the previous player throws the sequence Joker-8-9-10 (where Joker is replacing 7), you could pick up either the Joker or the 10 but not 8 or 9.

When throwing a sequence, the cards must be thrown in sequential order - for example 2-3-4-5, not 3-5-4-2 - so that the card that can be taken by the next player is the lowest or highest of a sequence. You could throw 8-9-Joker either in that order or as Joker-8-9, but players should try if possible to avoid throwing a sequence ending in a Joker, since the Joker is too valuable to the next player.

Only one card or one combination (set or sequence) may be thrown in a turn. If you are holding for example 3-5-5-5-9-9 you can throw either the fives or the nines but not both.

**Note: That you always discard before you pick up.**

**Note: Regarding drawing new cards from the Deck, after a card is drawn the player can discard it immediately if it is a match to the single card discarded (For example if you throw a 10 and you pick a 10 then you could throw the same on the 10 you just threw), the set discarded or the sequence discarded, but before the next player has discarded his own cards.**

Hence the player is required to be quick in judging the same while picking up a card so as to not lose the opportunity of throwing the card he/she has just picked.

**Cards and Value:** There are 108 cards in a Deck comprising of Number cards from 1 to 12 for each of the 4 colours – Red, Yellow, Green, Blue, 4 Jokers, 8 Power Cards (2 of each type).

Each card in the deck has a point value which is equal to the face value of the card (i.e. the card number as written on the face of the card). The Power Cards and the Jokers are worth zero points.

The following page contains the list of all the cards in that pack along with the quantity of each card:



**Game play with Power Cards:** There are 8 Power Cards (2 of each) as mentioned on the previous page.

Every turn of a player comprises of, first throwing of one or more cards from hand to the Discard Pile and then picking up only one card from the Draw Pile or the Discard Pile.



**My Half Value** - 'My Half Value' Card as the name suggests helps reduce the point total of cards held in hand by the player to half its value. 'My Half Value' card is not to be thrown but is to be used while 'Declaring' or when any.

other player 'Declares', to reduce the point total of cards held in hand to half it's point value. The advantage of this card is that it helps the player minimize his/her points total.

Example: If a player holding cards with point value equal to 10 also holds a 'My Half Value' Card then his point value will be taken as 5 points. In case he/she has 2 of such cards then point total will be 2.5 points. This card can also be used to 'Declare' if the player holds cards with point value of greater than 7 along with 'My Half Value' Card(s).



**I Declare Now** - 'I Declare Now' is thrown in the Discard Pile right after a player has completed their turn which as mentioned earlier comprises of first throwing of one or more cards from hand to the Discard Pile and then picking up a card from the Draw Pile

or the Discard Pile. This card as the name suggests allows the player to 'Declare' right after he/she has completed their turn without waiting for his/her next turn, to 'Declare' as is normally required as per the rules of the game which has been mentioned under 'Ending the Play'. The advantage of this card is that it allows the player to 'Declare' immediately without waiting for his next turn thus taking the other players by surprise.



**I Don't Pick** - 'I Don't Pick' Card is thrown in the Discard Pile after the player has thrown one or more cards from hand to the Discard Pile. This allows the player as the name suggests, to skip picking up a card from the Deck or the Discard Pile.

Instead of picking up a card the player can throw the 'I Don't Pick' card and the next player moves ahead with his/her turn. The advantage of throwing the 'I Don't Pick' card is that it helps the player minimize his/her points as he/she doesn't have to pick a card in his/her turn thus reducing the number of cards he/she has in hand.



**I Discover Now** - 'I Discover Now' is thrown in the Discard Pile after the player has thrown one or more cards from hand to the Discard Pile but before the player picks up a card. This card allows the player to pick any card

placed anywhere in the Discard Pile instead of picking up a card from the Draw Pile or the last card thrown by the previous player. The player can choose and pick any card of his/her own choice from the Discard pile. *Note: You cannot pick a Joker or any other Power Card from the Discard Pile.*

The advantage of I Discover Now card is that it allows the player to pick any number card of his/her own choice placed anywhere in the Discard Pile and use the

same to his/her advantage instead of waiting for that specific card. For example while making a sequence of 8-9-10-11 If the drawing deck is empty and no one has yet ended the play, all the cards of the Discard pile except for the last player's discard are shuffled and stacked face down to make a new drawing deck.

**Scoring:** The object is to score as few points as possible, and in particular to keep your cumulative total below 100.

When someone uses their turn to call for end the play i.e. 'Declare', all players immediately reveal their cards.

- If the "caller" succeeded (had the lowest number of points in their cards) - the caller scores 0 points, and the other players score however many points they have in their hands.

- If any other player has the same number of points or fewer points than the caller, the caller scores 25 penalty points, the player(s) having higher number of points in hand than the "caller" score whatever they had in their hands as points while the player(s) having lower number of points in hand than the "caller" score 0 points.

The player with the lowest card point total for that round starts the next round. If two or more players had the equally low totals, the starter of the next round will be the first of them, counting clockwise starting to the left of the caller.

The player's total scores are kept from round to round. Any player who has more than 100 points is eliminated from the game, which then continues with the remaining players, until only one survives.

**Note: If a player's score is exactly 100, it is reduced to 50. It is possible to aim for these numbers by calling when you expect to lose - for example with a score of 75 points you might well call with 7 points in your hand hoping to lose and score 25 for penalty taking your score to exactly 100 points.**

**ADDITIONAL RULES:** Please note that these rules can be decided mutually by the players and are not mandatory.

1. After throwing a number card, if a player chooses to pick a card from the draw pile and it happens to be the same number he had thrown earlier, (irrespective of the colour) then he or she can immediately throw the same card back onto the discard pile before the other player's chance. In this case, you can get lucky by discarding the same card immediately, but on the other hand as a player you also need to be attentive and quickly play your hand to avoid the previous player using this rule to his/her advantage.

2. If a player throws 3 cards of the same number i.e. a triplet, then player next in turn misses his/her chance. (For e.g. if you throw three sevens or three eights then the next player would miss his/her chance) If the player

next to you is on the verge of declaring, you can play your hand with this rule to avoid him/her declaring.

3. If a player throws a pure sequence only of 3 cards, then the playing order gets reversed. So if you are playing clockwise, then by throwing a pure sequence the game would proceed anti clockwise and vice versa. If the player next to you is on the verge of declaring, then you can play a hand with this rule to avoid him/her declaring.

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