

Rules of the game - 50 Missions

Material

- 56 Symbol cards: 2 times from 1 to 7 for each symbol/colour.
- 50 Mission cards with detailed explanation on the edge.
- 3 Medal cards: bronze, silver and gold.

Preparation

Shuffle the Mission cards into a face-down Mission deck. Draw the first 4 Missions and display them in a row in the centre of the table. Then slide the Medals face down into this deck: Bronze after 15 cards, Silver 4 cards further down, and Gold 4 cards further down. Shuffle the Symbols cards to form a face-down Symbol deck. Place the first 4 cards of this deck face up under the 4 Missions in the centre of the table, then deal 4 cards to each player. Each player keeps his cards in his hand, visible only to him. The Oya (the starting player) is the last player to complete a mission.

Flow of the game

Each player, in turn and during the whole game, must put one of his cards in hand to cover one of the 4 Symbol cards exposed in the centre of the table. IMPORTANT: the card played must be either the same symbol or the same value as the one covered. Then he draws to have 4 cards in his hand again (if the deck is not exhausted). At any time, if one or more Missions are successful, they are discarded from the Missions Accomplished pile and replaced by cards from the Mission pile.

End of the game

The game is over as soon as a player cannot play a card (he has no cards left in his hand or none of his cards in his hand can be placed). The level reached is that of the last medal card won. If the Gold Medal is reached, the game continues to try to complete the 50 Missions: all cards under the 4 exposed Symbol cards are collected and shuffled with any remaining deck to form a new Symbol deck. Each player can then complete their hand to 4 cards and the game continues. At the end of the game, the remaining Missions will be counted to see how close you were to completing the 50 Missions.

Notes

Players can communicate but they can't say what values or symbols/colours they have in their hand. A player can only communicate about the Symbol cards shown and the Missions. Examples: "Don't play on this card!" or: "I have a good card to play here." or: "I can help with this Mission. For beginners, it will be allowed to look under the 4 Symbol cards on display to see which cards have already been played. For Super Pros, all communication will be forbidden.

50 Crazy Missions

In this case there is no more order of play: whoever wants to play a card, plays his card!
If you reach the Gold Medal, you can reset the timer to 5 minutes before starting again.
And if you are really too strong, you can try in 4 minutes, then in 3.