

SKODA

Card game

Official card game rules

Contains 110 cards
 Colour cards: Car 1-9 (72 pcs), Fine (8 pcs), Service (8 pcs)
 Special cards: Paint Shop (8 pcs), Garage (8 pcs), Car Exchange (4 pcs), New Car (2 pcs)

1-9	+2	Paint Shop	Garage	Car Exchange	New Car
Car	Service	Paint Shop	Garage	Car Exchange	New Car
Numerical values	Skip a turn	Colour change	Discard multiple cars at once	Exchange all cards in hand	Returns player to the game
Colour, number	Colour, service	Anything (except penalty)	Anything (except penalty)	Outside discard pile	Outside discard pile

Depending on the last card played, you can:

- ✓ Discard a card of the same (red, blue, green or yellow)
- ✓ Discard a card of the same value (same number, service, fine)
- ✓ Counter penalties (counter service with service, fine with fine)
- ✓ Discard a special card if you are not countering a penalty
- ✓ Choose not to play and draw a card from the deck



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Goal and scoring

The game's objective is to clear all the cards in your hand. Each round continues until the last player has finished. The round ends when only one player remains. The game ends when a player has collected 50 points or more.

Winners receive points as follows:

- 1st place - 20 points
- 2nd place - 10 points
- 3rd place - 5 points
- 4th and subsequent places - 1 point
- The last player in the round loses and scores 0 points.

Before the game starts, players can increase the number of points needed to win the game, or limit the game to a certain time or number of rounds.

Setup

1. Shuffle the deck
2. Deal six cards to each player
3. Create the draw deck
4. Turn over the deck's top card as the discard pile's first card

If the first played card is NEW CAR or CAR EXCHANGE, return it to the deck, shuffle, and turn over a new card. For all other cards, proceed as if you had played the first card to the next player in order. If you flip a GARAGE and don't have at least one CAR, draw a card from the deck, and the obligation to play at least one CAR passes to the next player until someone plays a CAR.

Gameplay

Players take turns clockwise. Each player can only take one turn when it's their turn. A turn consists of discarding any card, drawing from the deck, countering penalties and receiving penalty cards. Discard cards according to the last card played on the discard pile. You can only discard one card at a time (except for the GARAGE card).

You can discard cards of the same colour (red, blue, green, and yellow) or the same value (same CAR, SERVICE, FINE). You can discard a special card (gray) on any card, but only if you don't counter a penalty.

If you don't want to or can't discard a card, take one from the draw deck.

If the draw deck runs out of cards, use the last card played as the base of the discard pile and shuffle all the other cards into a new draw deck.

Talking (optional)

When you discard a card, you must tell other players about how you played (for example, if you discard a SERVICE card: "You should visit the service station," "Go change your oil," etc.). If you fail to do so, you receive a penalty card from the deck.

The Talking Rule encourages imagination and adds to the game's fun. Unlike other rules, this one is optional. It can be modified by, for example, omitting the penalty if a player doesn't speak.

Painted cards

1-9 1-9 1-9 1-9

The CAR card has no special function. It represents the numerical values from 1 to 9.

You can play a CAR on another card of the same colour or the same numerical value. You can only discard one CAR at a time (unless it's combined with a GARAGE card - see below).

SERVICE



The next player in order is skipped, i.e., misses a turn.

You can only discard a SERVICE on the same colour or another SERVICE. If someone plays a SERVICE on you, you can counter it with another SERVICE.

+2 +2 +2 +2

Each player at the table draws two penalty cards - a "fine".

You can only play a FINE on the same colour or another FINE. You can choose any player to whom you give the penalty card. The turns of the players you have skipped are missed.

When a player discards a card, if you have three or more cards in your hand after discarding a card, the chosen player draws two cards from your hand. If you have two cards in your hand, the player can draw only one from your hand and take one card from the deck. If you have only one card (or none), the chosen player draws both penalty cards from the deck.

If someone plays a FINE on you, you can counter it with another FINE and choose any other player to receive both FINE cards. When you counter, the penalties add up for each FINE played. For example, if three FINES are played, the last player chosen receives a total of six penalty cards.

When you receive the penalty while countering, you draw penalty cards from each player who has discarded a FINE. The rule concerning the number of cards in a player's hand shall always apply. Depending on the rule, you take cards from the player or the deck. If you are one of the players who countered, you can take cards from the deck for your FINES (you can't draw from your hand).

The game always continues with the player following the player who received the penalty cards.

Special cards

PAINT SHOP



Colour change.

You can discard a PAINT SHOP on any card except FINE and SERVICE if the previous player played them (you can't counter a penalty with it). Discard the PAINT SHOP and choose one of the four colours to be played by the next player. In addition to the chosen colour, they can also play a special card.

GARAGE



Is used to discard multiple CARS at once.



You can discard a GARAGE on any card except FINE and SERVICE if the previous player played them (you can't counter a penalty with it). Choose a colour, discard the GARAGE first, and then discard any number of CARS of that colour (numbers and number order don't matter, only the colour does).

NEW CAR



It brings a player back into the game.



Important note: You don't discard this card to the discard pile, but place it on the table in front of you so that it cannot be used again in the current round. The next player continues according to the last card played on the discard pile.

When a player discards their last card, you can play NEW CAR to bring that player back into the game. Don't wait for your turn - you must manage to play NEW CAR before the next player makes their move, otherwise the return is not valid. If you do it in time, the returned player takes two cards from the deck, and the game continues with the next player (according to the last card played on the discard pile).

You can also play NEW CAR "on the fly" at any time, e.g., as the last card in your hand. In this case, the card does not affect the game. However, you can only do this if it's your turn and you haven't been played a FINE or SERVICE (you can't avoid a penalty with it).

CAR EXCHANGE



Exchange all cards in your hand.



Important note: You don't discard this card to the discard pile, but place it on the table in front of you so that it cannot be used again in the current round. The next player continues according to the last card played on the discard pile.

You can only play CAR EXCHANGE when it's your turn, and you can't discard it if the previous player played a FINE or SERVICE (you can't counter a penalty with it).

If you discard CAR EXCHANGE, you have three options:

- 1) You can exchange all your cards with any of your opponents. It doesn't matter how many cards the opponent has; all cards in your hand will be exchanged for those the chosen opponent has in their hand. However, your opponent may counter your card by playing a CAR EXCHANGE card of their own. In this case, the card exchange doesn't take place.
- 2) You can put all your cards on the bottom of the discard pile and take the same number of new cards from the deck. If there aren't enough new cards in the deck, use the last card played as the base of the discard pile and shuffle all the other cards into a new deck.
- 3) You can play the card "on the fly" at any time, for example, as the last card in your hand. In this case, the card does not affect the game.