

GREED



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by Alexander Pfister, illustrated by Olaf Preiß

Players: 2 to 5

Ages: 8 and up

Duration: about 15 minutes

COMPONENTS



98 number cards, with numbers from 1–7



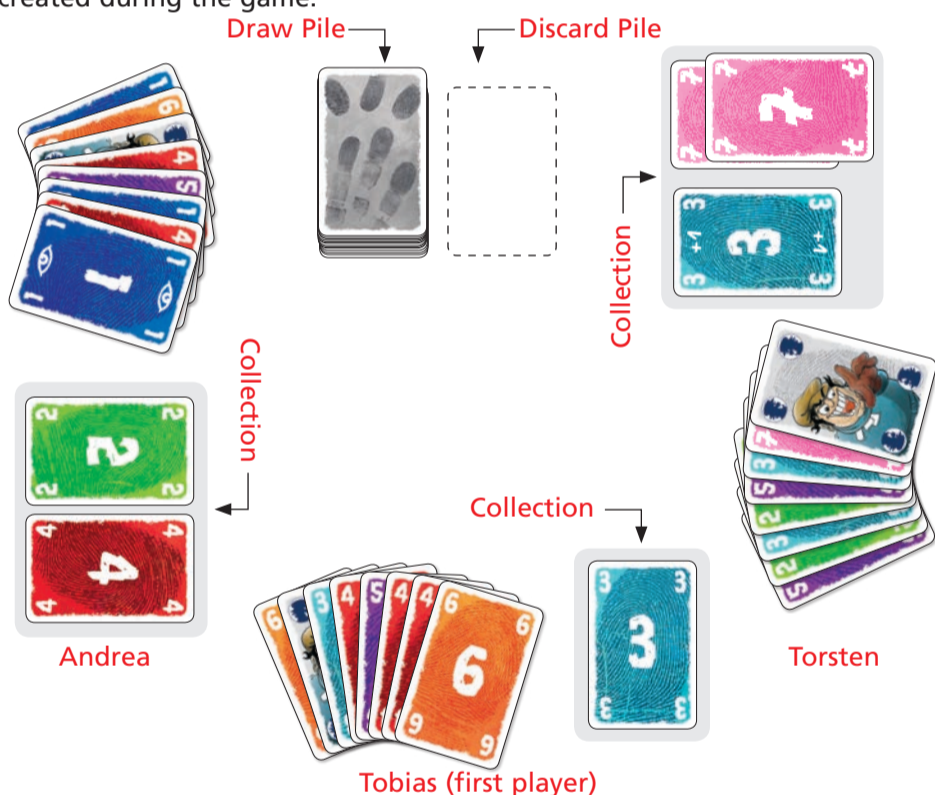
12 'crook' cards

THE GOAL OF THE GAME

Steal cards from the other players' hands and be the first to collect six cards with the same number! One after the other, you may draw as many cards as you want from another player's hand. If you are not too greedy, you will be able to add those cards to your collection. But if you draw the same number twice, you will leave empty-handed!

SETTING UP THE GAME

- Give one 'crook' card to each player and put the remaining crooks back in the box (the crook cards tend to get worn down more quickly than the number cards, so there are seven extra crooks in this Greed game).
- Shuffle the number cards and deal seven cards to each player, face-down.
- The greediest among you is the **first player**. Deal one number card to that player, who puts it down in front of him- or herself, face up. Deal two cards to the player sitting to the left of the first player, three cards to the player after that, and so on, until all players have one or more face-up cards in front of them. The face-up cards in front of a player are called the player's "collection". Within a collection, the cards must always be sorted by number.
- Put the cards that were not dealt in the middle of the table as a face-down **draw pile**, and leave some space next to it for the discard pile which will be created during the game.



PLAYING THE GAME

The first player begins, then play proceeds clockwise. On your turn, take the following three steps in order:

1. Play a Card!
2. Steal Cards!
3. Refill Your Hand!

1. Play a Card!

You must play exactly one card from your hand and place it in your collection.



Example: Tobias plays a 3 and adds it to his collection.

2. Steal Cards!

Next, choose one of the other players. Draw a card from his or her hand without looking at it, and place it in the middle of the table, face up. You may continue drawing cards from the **same player** until you either decide to stop voluntarily or draw the same number a second time.

If you stop voluntarily:

Instead of stealing more cards, you may take all of the number cards you placed in the middle of the table and add them to your collection. If one of the cards you drew is a **crook**, you may take one card from that player's collection and add it to your own collection. Then that player takes the crook back into his or her hand and this step ends.



Tobias



Torsten



Example: Tobias steals cards from Torsten: He draws a 2 and places it in the middle of the table. After that, he draws a crook, and then a 7. He now decides to stop so he can add the cards to his collection.



Tobias



Torsten



Torsten takes the crook back into his hand, and Tobias picks a 3 from Torsten's collection and adds it to his own.



If you draw the same number a second time:

You may only draw one card with each number per turn. If you draw the same number for the second time on the same turn, you have been too greedy! In this case, the player that you drew from immediately takes all of his or her cards from the middle of the table back into his or her hand. This step ends, and you do not add any cards to your collection.

Example: Andrea steals cards from Tobias: She draws a 4 and places it in the middle of the table. Next, she draws a 5, but then she draws another 4. Bad luck! Andrea has been too greedy and drawn the same number a second time, which means she will end this round empty-handed. Tobias takes all his cards from the middle of the table back into his hand.



Tobias

Andrea

Special Actions

Some cards trigger special actions when you steal them from another player's hand (but only then!).

There are three different kinds of special actions:

+4 Each player who has at least one card with the same number as this card in their collection immediately draws one card from the draw pile and adds it to their collection..

Eye Look at the cards in the hand of one player of your choice. That player shuffles his or her hand immediately afterwards.

2+3 You may immediately put any two cards from your collection on the discard pile to draw three new cards from the draw pile and add them to your collection.

Exception: If you draw the same number a second time, and that card has a special action on it, you must still end your Steal cards! step immediately—meaning that the special action does not take effect!

3. Refill Your Hand!

If you have only one card left in your hand (the crook), you must immediately draw seven cards from the draw pile into your hand. If the player you stole cards from this turn only has one card left, they also draw seven cards from the draw pile.

If you have more than one card left in your hand, you may put all the cards with the same number of your choice from your collection on the discard pile. If you do, draw cards from the draw pile until you have eight cards in your hand.

Note: If the draw pile runs out at any point during the game, shuffle all the cards in the discard pile and make a new draw pile.

THE END OF THE GAME

If, at the end of your turn, you have at least six cards with the same number in your collection, you immediately win the game.

FANCY A LITTLE TOURNAMENT?

Play as many games as there are players. At the beginning of each new game, the role of first player passes clockwise. After each game, the winner gets seven points. The other players each check which number they have the most of in their collection, and get one point per card with that number in their collection.

SPECIAL RULES FOR TWO-PLAYER GAMES

If there are only two players, you may choose to draw cards from the draw pile rather than from your opponent during the Steal cards! step. If you choose this option, put the drawn cards in the middle of the table as normal. If you stop voluntarily, you may add the drawn cards to your collection. If you draw the same number a second time, you must put all the cards from the middle of the table on the discard pile before continuing with the next step of your turn.

You have purchased a quality product.



Should you have any reason for complaint, please do not hesitate to contact us.

Do you have any questions? We will be glad to be of help:

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