



Game Materials



100 number-cards (1-100), showing either 1, 2 or 3 chili peppers, in green, orange, or purple

5 "collection cards" for acquired plus points

Basic Idea of the Game

In each round there is a "target card" (for example, bearing the number 60) and a certain "open area" (for example, from 11-46). The player who gets closest, with the card he plays face down in front of him, to the number on the target card, wins the target card (the chili peppers pictured on the card he wins count as plus points). The player who has not gotten closest of all the players to the number on the target card, but who has nonetheless played a card whose number lies at least within the "free area", may lay the card aside on the pile of cards that are not currently in play (and in this way rid himself of minus points).

Preparing for the Game

Each player receives a "collection card" which he lays down, face up, beside him. Any surplus collection cards are put back into the box. The two cards bearing the numbers **1** and **100** are sought out and laid down, face up, in the middle of the table. Four other cards are taken, at random, from the deck and likewise laid down, open, in the middle of the table.

The six face-up cards are arranged in a circle, and in such a way that the 1 and the 100 are lying directly opposite one another in this circle. The remaining 94 cards are shuffled. Each player receives 8 cards, which he keeps as his hand. The remaining cards are laid in a pile at the edge of the table to function as a **face-down pile of cards to be drawn from** in the course of the game.

→ The card that follows directly on the 1, moving clockwise around the circle of cards, is now taken and pushed a little way inward toward the middle of the circle. This is the **target card** (for the 1st round). Once it is pushed inward, a **gap** or "free area" becomes visible on the outer rim of the circle.



Pile of Cards to be Drawn On

Example: the 67 is lying, in clockwise direction, next to the 1 and is consequently pushed in a little way toward the middle of the circle (= target card).

The "free area" which arises on the rim of the circle thus extends from the number 1 to the number 38.

Course of the Game

The following four actions are performed **one after the other**:

1st Action: Each player lays down in front of him, face down, a card **chosen at will** from the cards in his hand. Once all the players have done this, all these cards are turned over and revealed.



Example: Anna turns over the 4, Paul the 32, Max the 63 and Linus the 70.

2nd Action: The player who, with the card that he has laid down, **comes closest to the number on the target card** (smallest difference) takes this card and lays it, as something won by him, face down on his "collection card" – which is good, since every chili pepper pictured on the card that is laid on the collection card counts as a plus point at the end of the game cycle. The card which the player who has won the target card originally played is then laid, face up, in the middle of the circle (that is to say in the place where the target card had been lying).

Example: Max has played the 63 and thereby a card that goes wide by 4 of the target card 67. Linus, with his 70, has played a card that goes wide of it by 3, and is thereby the player who has come closest to the target card. He takes the target card with the number 67 out of the middle of the circle and lays it face down, as

a card that he has won, on his collection card. The card marked 70 that he played and that won it for him he lays down, face upward, in the middle of the circle.

The Special Case of a "Draw": In the case where two players both achieve, with the cards they lay down, an equally close approximation to the number on the target card, that player, between the two of them, shall be counted as having come closest who has laid down the card with the higher number.

3rd Action: All the cards which show a number which falls within the "free area" are laid face down, and without further effect, on a general pile for cards not currently in the game situated at the edge of the table.

Example: The free area currently stretches from the number 1 up to the number 38. Anna's 4 and Paul's 32 both fall within this free area and are therefore both immediately transferred over to the pile at the edge of the table.

4th Action: Every player who now still has a played card lying in front of him must lay this face down on the pile of "cards currently not in play" at the edge of the table. He must then draw from the pile designated as the pile of cards to be drawn on in the course of the game a number of cards equal to the number of chili peppers pictured on the card which he has just put aside onto the "not in play" pile. These cards he takes up into his own hand.

Example: The 63 played by Max is still lying in front of him. Two chili peppers are pictured on it. Max sets this card on the "not in play" pile and must therefore draw two cards from the face-down card-drawing pile, which then become part of his hand.

The Next Round

Now the next round is played. The card which had been pushed into the middle of the circle is pushed back to take its place on the circle rim. Now it is the turn of the next card to that card, moving around clockwise, to be pushed a little way into the middle (thus becoming the new target card). The four actions described above are now performed once again.



Pile of Cards to be Drawn On

Example: The 38 is pushed a little way into the middle, thus becoming the new target card of the second round. The "free area" that has arisen on the rim of the circle of cards now stretches from the number 70 up to the number 100.

The game is then played on, round by round, in the manner described above.

End of the Game Cycle, and Scoring

A single game cycle comes to an end when a player has no more cards left in his hand after the performance of the 4th action. Such a single cycle comes to an end as well at the point where the pile of cards to be drawn from proves to be completely used up.

Please Note: In the case where the pile to be drawn from is completely used up but a player still needs to draw cards, the pile of cards currently not in play is shuffled and the player receives from this pile the cards that are still owing to him. The time has now come to proceed to the scoring.

- ➔ Every player turns over and reveals all the cards which he has placed face down on his collection card. Each chili pepper pictured on these cards counts as a plus point.
- ➔ Every card that still remains in a player's hand counts as one or more minus points, depending on the number of chili peppers pictured on the card in question.
- ➔ The minus points are now subtracted from the plus points. The scores achieved by the players can thus be either positive or negative scores. They are noted down on a piece of paper.

Example: Anna has four cards still left in her hand, on which a total of 6 chili peppers are pictured. This means 6 minus points. Anna has also laid 6 cards face down next to her on her collection card. On these cards 14 chili peppers are pictured, so 14 bonus points. The final score achieved by Anna, then, is 8 plus points ($14 - 6 = 8$).

Two complete game cycles are played right through in each game. The manner of preparing for the second cycle, and the manner in which it is played, are exactly the same as for the first. The winner of the game is whichever player has the most points in total after both these two cycles have been played right through. It is of course possible, should the players wish it, to agree that more than two complete cycles should be played.