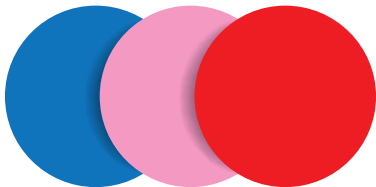


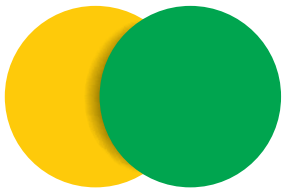
# ROOKIE



## INSTRUCTIONS

The madcap card matching game  
for 2-6 players  
aged 6 and up

EN



## GAME DIVISION





a



b



c

## CONTENTS

- a 1 Instructions
- b 18 cards in 5 colours\*
- c 18 Xcards\*

## GOAL

Uncover, collect and secure card pairs.  
Do you have the most? Then you've won!  
1 card = 1 point

You can play three variations of Rookie:  
Standard, Team and Kids.

## PREPARATION

Shuffle the cards well. Divide them into 9 piles, face down. Arrange the piles into a square.

\* 12 cards in the Pocket and Travel versions

PLAYER 2

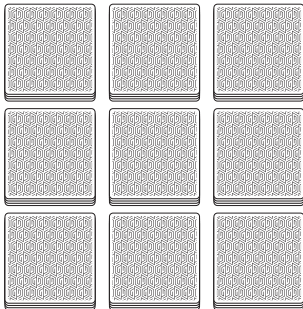
PLAYER 1

Points  
pile  
(secured)

3 discard piles  
(unsecured)

PLAYER 4

PLAYER 3



## GETTING STARTED

Decide as a group who starts – and then go round anticlockwise. This is how you play:

turn over 2 of the 9 top cards on the piles. If they are the same, distribute the pair among your 3 discard piles, either on top of each other or next to each other. It's still your turn: turn over 2 new cards.

After you uncover a pair of cards that do not match, you turn the sets of two matching cards on the piles back around. Then it is the next player's turn.

### NOTE

Has one of the 9 piles been used up? Put the next uncovered card here face up. If you don't then find a matching card, put this card face down again – as a new pile.

### IMPORTANT: SECURE YOUR POINTS.

It is crucial that you have the same colour on all 3 of your discard piles. So put all 3 of your discard piles onto your points pile. You have secured your cards. Well done!

## GAME CHANGER: THE XCARD

Instead of colours, you have uncovered 2 Xcards. Place them on your discard pile. Your reward: You may take all the unsecured cards of the player who goes before or after you. Divide them up among your discard piles.

If you have uncovered 1 colour card and 1 Xcard, leave these cards facing up. Your turn is now over. The next player has...

### ...OPTION 1

Turning over the upwards-facing cards and starting again, i.e. uncovering 2 new cards.

### ...OPTION 2

Attempting to find the second X or second colour – but by uncovering a single card only:

- Has the second Xcard been uncovered? Then the player may distribute the two Xcards among their discard piles – and may take the unsecured cards of the player to their left and distribute them among their own discard piles. All upwards-facing cards on

the playing field are turned face down again and the player continues with 2 new cards.

- Or has the second colour been uncovered? Then the player may distribute the 2 colour cards among their discard piles and turn over 1 new card.
- Has neither been uncovered? Then the cards are left facing up. It is now the next player's turn – and options 1 and 2 are now open to them.

### **3 ✕ IN A ROW**

Great! You have an ✕ on all 3 of your discard piles – Rookie! First, secure your 3 discard piles. Then take all the unsecured cards from all the players and distribute them as you like on your own discard piles.

### **GAME OVER**

You have uncovered the last pair – your reward: you receive all unsecured cards from all other players. Now everyone counts up their points. Who has the most cards in their points pile? They are the winner!

## TEAM MODE

Instead of playing solo, you play in pairs. The two team partners sit opposite each other. The trick here is that an uncovered pair can also be distributed among your partner's discard piles. A team will soon have 3 matching colours on their discard piles and may secure them. At the end, the teams put their points piles together and count up the points. Who has the most points?

## KIDS MODE

Remove all X-cards. Discard piles are also not necessary. All uncovered pairs are laid directly onto the points pile.

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