

# DA<sup>NGER</sup>

3-5

10+

25'  
min

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In Danger it's easy to score points, but the real challenge is to keep them until the end. Danger is a high-tension game that tests your ability to avoid threats.

## CONTENTS

A rule, a score pad and 50 cards from 10 to 59, divided into 5 colors: 10s, 20s, 30s, 40s and 50s.



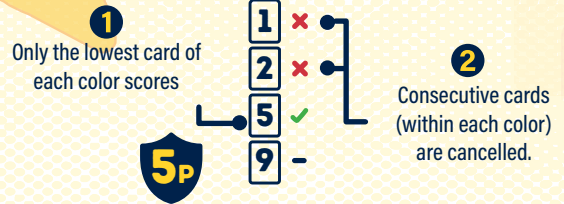
## SETUP

In order to create the playing deck, discard the 50s (except at 5 players), then discard the indicated terminations of the 4 colors based on the number of players, as shown under.



## GOAL OF THE GAME

Score the most points, keeping in mind that:

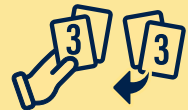
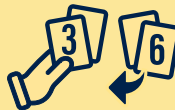


## HOW TO PLAY?

DANGER is played in 3 rounds, each consisting of 8 tricks.

At the start of each round, you must build your hand of cards:

- 1 Shuffle the deck and deal 9 cards to each player. Discard the remaining cards without looking at them.
- 2 Each player picks 3 cards and passes the remaining 6 to the person to their left.
- 3 From the 6 received cards, each player picks 3 and passes the remaining 3 to their left.



**Note!** It is advisable to balance your hand. You will need high value cards to win tricks and low value cards to lose the tricks you don't want to win.

You should now have the 9 cards you will play with.

## STARTING A ROUND

In the first round, the player who has most recently been in danger starts the first trick. In round 2 and 3, the player with the highest score at the moment starts the first trick. In case of a tie, the player who randomly draws the lowest card starts.

Tricks are played in clockwise turns, ending when each person has played one card.

## TURN

On your turn, play one card from your hand face up in the center of the table. You do not need to follow any color.

The person who played the highest card wins the trick, takes the cards to their scoring area (explained at the back of this rule) and starts the next trick.

## END OF ROUND

After playing 8 tricks, the round ends and scoring takes place.

The last card in hand is NOT played.



## PERSONAL SCORING ZONE

Each player must keep their won cards visible, organized by colors.

**SAFE ONE:** 13, 39 and 40 are the lowest cards of their color. They score 3, 9 and 0 points. Total: 12 points.

You can score a maximum of 5 cards per round.

**DANGER ZONE:** 15, 18 and 44 are not the lowest cards of their color nor consecutive to other cards (therefore they do not score).

**CATASTROPHIC ZONE:** 22, 23 and 24 are consecutive cards, as well as 47 and 48 (therefore they do not score).

Cards 39 and 40 are not cancelled because they are belonging to different colors!

### INTERACTIONS:

When winning a trick and adding new cards to the personal scoring area, consider all interactions between them. New cards may require old ones to be moved from one zone to another.

### SCORING RULES

**SAFE ZONE:**  
The lowest card of each color (not consecutive to other cards) **score points**.



**DANGER ZONE:**  
Cards that are not the lowest of their color (and no consecutive to others) **do not score** but could in the future.



**CATASTROPHIC ZONE:**  
Consecutive cards of each color are cancelled and **do not score**.



### EXAMPLE FOR 4 PLAYERS:



### EXAMPLES

10 enters the Safe Zone for being the lowest card of the color, pushing card 13 to the Danger Zone. Points: 0



28 enters the Safe Zone for being the lowest card of the color, not consecutive to any other. Points: 8.



Being consecutive to card 39, both cards move to the Catastrophic Zone, leaving the Safe Zone empty. Points: 0



Being consecutive to card 40, both cards move to the Catastrophic Zone, and card 44 moves to the Safe Zone as being the lowest card of the color, not consecutive to any other card. Points: 4.



### SCORING

After completing the round (8 tricks), **note on the score pad the points from the Safe Zone cards** of each player and prepare the deck for the next round. If you have played 3 rounds, proceed to the End of the game.

### END OF THE GAME

After 3 rounds, add up the scores from all rounds. The player who has kept the most points safe wins. In case of a tie, play a tiebreaker round or share the victory.

### VARIANTS

#### TEAM MODE (4 PLAYERS)

Dare to play DANGER considering the cards of your opponents and your teammate. The tension is at peak!

- General rules apply.
- Players should sit alternatively (not next to their teammate).
- Each player scores individually and then adds the points with their teammate's score.
- In rounds 2 and 3, the player with the most points on the leading team starts the first trick.
- After 3 rounds, the team with the highest score wins. In case of a tie, play a tiebreaker round or share the victory. Communication between teams is free and public unless agreed otherwise.

#### 2-PLAYER GAME

To play with 2 players, follow this setup before starting:



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Find more informations on our website.

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