

エスカレーション! ESCALATION!

Design by Reiner Knizia, Art by Hasegawa Tokoi
2-6 players / 15 min / 10 years old and up

Overview

The player with the least number of cards wins.

Contents

- 54 number cards



- 2 pass cards



- Scoresheet

	1st	2nd	3rd	4th	5th	6th	Total
1	/	/	/	/	/	/	
2	/	/	/	/	/	/	
3	/	/	/	/	/	/	
4	/	/	/	/	/	/	
5	/	/	/	/	/	/	
6	/	/	/	/	/	/	
7	/	/	/	/	/	/	
8	/	/	/	/	/	/	
9	/	/	/	/	/	/	
10	/	/	/	/	/	/	
11	/	/	/	/	/	/	
12	/	/	/	/	/	/	
13	/	/	/	/	/	/	
14	/	/	/	/	/	/	
15	/	/	/	/	/	/	
16	/	/	/	/	/	/	
17	/	/	/	/	/	/	
18	/	/	/	/	/	/	
19	/	/	/	/	/	/	
20	/	/	/	/	/	/	
21	/	/	/	/	/	/	
22	/	/	/	/	/	/	
23	/	/	/	/	/	/	
24	/	/	/	/	/	/	
25	/	/	/	/	/	/	
26	/	/	/	/	/	/	
27	/	/	/	/	/	/	
28	/	/	/	/	/	/	
29	/	/	/	/	/	/	
30	/	/	/	/	/	/	
31	/	/	/	/	/	/	
32	/	/	/	/	/	/	
33	/	/	/	/	/	/	
34	/	/	/	/	/	/	
35	/	/	/	/	/	/	
36	/	/	/	/	/	/	
37	/	/	/	/	/	/	
38	/	/	/	/	/	/	
39	/	/	/	/	/	/	
40	/	/	/	/	/	/	
41	/	/	/	/	/	/	
42	/	/	/	/	/	/	
43	/	/	/	/	/	/	
44	/	/	/	/	/	/	
45	/	/	/	/	/	/	
46	/	/	/	/	/	/	
47	/	/	/	/	/	/	
48	/	/	/	/	/	/	
49	/	/	/	/	/	/	
50	/	/	/	/	/	/	
51	/	/	/	/	/	/	
52	/	/	/	/	/	/	
53	/	/	/	/	/	/	
54	/	/	/	/	/	/	

Setup

Shuffle all **56** cards and distribute **six** cards face down to each player. Each player keeps the cards in his or her hand. The remaining cards are placed face down in a place within everyone's reach. Determine, in an appropriate manner, who will take the first turn.

Player Turn

The game is played in clockwise order. On your turn, do one of the following two actions:

1. Play one or more number cards
2. Play a Pass card

1. Play one or more number cards

On your turn, play **one or more** number cards face up in the middle and announce the total value. If you play more than one number card, all your played cards must be of the **same** value. *Note: The wild card (1-7) counts as any value from 1 to 7.*

The total value of your played cards must be higher than the total value of the previous player. The exception is when a **Pass** card is played.

2. Play a Pass card

Alternatively, you can play a **Pass** card. Play it face up on the table and announce the same value as the previous player announced.

Taking cards

If you are unable or unwilling to play a higher total value than the previous player, you must take **all** played cards from the middle and place them in a face down stack in front of you. **Do not put them back in your hand!** After that, play cards of any total value face up in the middle.

After your turn, refresh your hand to **six** cards by drawing from the face down deck. When the deck runs out, continue playing. The game ends when a player plays the last card from his or her hand. All other players add the remaining cards in their hand to the stack in front of them. The cards in the middle are ignored.

Scoring

Each player counts the number of cards in their stack. The player with the **fewest** cards wins.

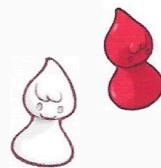
Variant

As a variant, you can play as many games as there are players, with each player starting once and recording scores after each game. When the final game is done, the player with the **lowest** score wins.

Example

Player **A** starts with a “2”, Player **B** follows with two “3”s and announces a total of “6”. Player **C** plays an “8”. Player **D** plays a “12”. Player **A** plays two “5”s and a “1-7” card announcing a total value of “15”. Player **B** follows with Pass card and announces “15”. Player **C** plays three “7”s and announces “21”. Player **D** is unable to play and places all cards from the middle in a face down stack in front of him. Then he leads with a “4”.

Components



New Games Order
www.newgamesorder.jp

Yukaina Sakana
www.yukainasakana.net

