



Game Rules



Contents

110 cards:

- 98 cards with numbers 1-49,
- 4 cards with 0,
- 4 cards with 50,
- 3 universal Z cards,
- 1 rules card (QR/flyer).

Object

The goal of the game is to **be the first player to discard all cards from your hand**. As soon as one of the players achieves this goal, the game ends.

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Setup

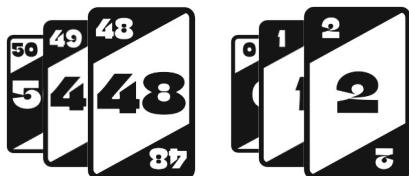
Before the game begins, players agree on who will deal the cards and decide the order of play (whether players will take turns counter/clockwise). Then each player is dealt a number of cards according to the following table:

Players	Cards per player
2	10
3	9
4	8
5	7
6	6
7	5
8-10	4

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The remaining cards form the draw pile. The game begins by revealing the top card from the draw pile face up, creating the discard pile. This card determines the starting direction of the game.

If the first card is number 26 or higher, players discard cards with lower numbers, going down toward 0. Otherwise, the game continues upward toward 50.



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How to play

Players take turns discarding one card from their hand according to the current direction of play - upward/ascending or downward/descending. There are two possible game modes, which players choose before the game begins:

Smooth - players must discard the card with the number closest to the currently revealed number (Example: If the revealed number is 30, the direction is descending, and you have cards numbered 27, 16, and 5 in your hand, **you must discard 27, because it is the closest number to the currently revealed card**).

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Tactical - Players may discard any card with a number that fits the current range (Ex.: If the revealed number is 30, the direction is descending, and you have cards numbered 27, 16, and 5 in your hand, **you may discard any of those cards**).

If a player has no card in their hand that can currently be discarded (=it does not match the current direction and game mode) they must draw one card from the draw pile. The exception is 0, 50, and Z cards, which can reset the direction of the game during a player's turn. **If none of the players discards a card for three rounds**, the direction of the game automatically changes (See Hard-reset on page 12).

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Card types

1. **With regular numbers**, from 1 to 49
2. **50**, the highest number in the game resetting direction to descending (from 50 to 0)
3. **0**, the lowest number in the game resetting direction to ascending (from 0 to 50)
4. **Z**, an universal card can be used as either 0 or 50



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5. **Double-numbered cards** with the "+2" symbol

After discarding cards numbered 11, 22, 33, or 44, the next player must either draw two cards or discard a card with the same symbol to pass the effect on to the next player and increase the number of cards to be drawn by two.

Ex.: Player A discards a 33 card with an effect targeting Player B. B may counter this card by discarding a 44 card, passing the effect of both cards to the next player.



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End of game

The game cannot be ended with a 0, 50 or Z card.

The game is won and ended by the player who discards the last card from their hand onto the discard pile. The remaining players count the cards in their hands using the following scoring system:

- Z cards are worth **3 points**;
- Two-digits number cards (including 50) are worth **2 points**;
- One-digits number cards (including 0) are worth **1 point**.

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The player with the **highest number of points** finishes in last place.

If some players have the same number of points, the player with fewer cards ranks higher. If they also have the same number of cards, the player with more cards of higher numbers ranks lower. If this still results in a tie, the tied players draw numbers from the top of the draw pile. The higher number loses.

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Mechanisms

Players may (not have to) discard a card from their hand with the same number as the card currently on top of the discard pile, together with a second card that fits the current direction and game mode.

Ex.: If the revealed number is 25 and the active direction is ascending, you may discard a 25 card and immediately after that a 26 card.



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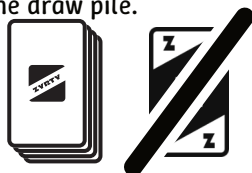
If a player discards a "+2" card **this way, only the second discarded card applies**. If both discarded cards are "+2" cards, both effects apply.

If a player has two identical cards in their hand, they may play them at the same time (incl. 0, 50, Z, and "+2"). But three identical numbers may not be played in a row. **In the case of "+2" cards, they always count as two cards.** This means the next player must draw four cards or pass the target of the cards on to the next player.



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If the first revealed card of the game is a Z card, **it has no effect** and a new card must be revealed from the draw pile.



Hard-reset = a situation in which players keep drawing cards from the draw pile until someone plays a 50, 0, or Z card.

Ex.: In Tactical Mode, a player discards the number 2, but no one has a lower card. Instead of waiting for a long time, the Hard Reset rule is applied.

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If the first revealed card is a "+2" card, **its effect does not apply**. However, **this effect can be activated** by discarding another "+2" card, making the next player the target of both cards.

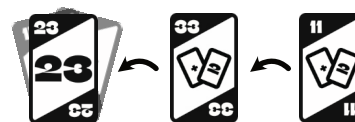
Ex.: The revealed card is 11, but it does not affect Player A. Player A then discards 22, attacking Player B with both this card and the previous one. Player B must therefore draw four cards or pass the target of the cards on to the next player.



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Cards with the "+2" effect can be countered even without following the current direction of the game.

Ex.: The revealed number is 23 and the game is moving upward. Player A discards a 33 card with an effect targeting Player B. Player B may counter this card by discarding an 11 card, passing the effect of both cards on to the next player.



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Zyrtý game, version 1.2

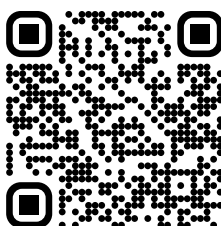
Author: Vojtěch Vích

www.dalbys.cz/projects/zyrtý

Mini-games

Already tired of both Zyrtý game modes? No problem! You and your friends can try other mini-games playable with these cards. Feel free to create your own — just get inspired!

The list of Zyrtý mini-games is here:



Notes