

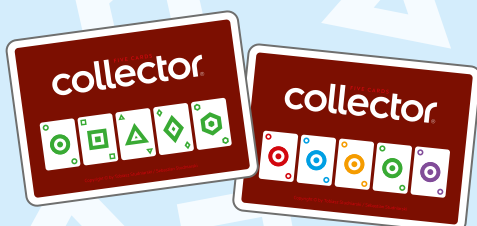
FIVE CARDS collector®

Five Cards Collector® is a dynamic, party card game that is all about luck, cleverness and strategic thinking. It's simple rules, fast, exciting gameplay and endless fun! Join the game and gather a full collection of emotions™.

1. Contents

The box contains 82 cards: 10 collection cards, 50 symbol cards, 21 special cards, and 1 interactive card with QR codes.

Collection Cards



Players start the game by drawing a Collection Card. This card features illustrations of the Symbol Cards they need to collect. The Collection Cards are visible to other players throughout the game.

Symbol Cards



Symbol Cards contain (5 different) figures in five colors. Each card appears in the deck in duplicate.

Special Cards



Each special card contains a description of the action and its impact on the game. How do they work? - see beside ↗



Pile swap

Take the first card from the top of the discard pile and add it to your hand. That's the end of your turn.



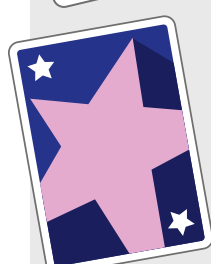
View player's hand

Play a card to any player. You may see his cards and win one. Add it to your hand. That's the end of your turn.



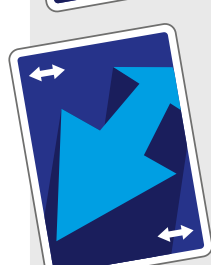
Draw 3 cards

Draw three cards from the deck and add them to your hand. That's the end of your turn. Remember that you can have max. 7 cards.



Draw from a player's hand

Draw one card from any player's hand. Add it to your hand. That's the end of your turn.



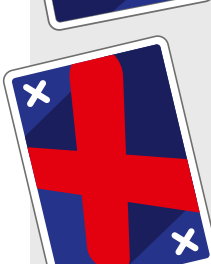
Change direction

When you use this card, the next move is made by the previous player. The game continues in the opposite direction from now on. That's the end of your turn.



Retrieve a card from the pile

Search the discard pile and select any card. Add it to your hand. That's the end of your turn.



Take over or discard from the collection

Choose one card from any player's collection and add it to your own or put it back in the discard pile. That's the end of your turn.

Watch!

With video tutorial you will learn the rules faster and easier!

Scan the QR code with your smartphone!



2. The aim of the game

The object of the game is to collect, **in any order**, all five Symbol Cards shown on a player's Collection Card. The first player to collect all the cards wins the game.



3. Preparation for the game

1.

Each player draws a **Collection Card** ③ and puts it in front of him/her on the table.

2.

Shuffle the deck and deal 7 cards to each player. This set is called a **player's hand** ①. Keep these cards invisible to other players.

3.

Put the remaining cards face-down back on the table. From now on they will be called a **deck** ⑥.

4.

Uncover the first card from the deck. If it is a symbol, place it face-up next to the deck. This is how the **pile of discarded cards** ⑤ is formed. We can start the game.

Note: If the first card drawn is a special card, put it a little further away from the deck. This will be the **pile of used special cards** ④. Draw cards from the top of the deck until you draw a Symbol Card and create a discard pile.

We are ready to play!

4. Gameplay

The game is played in a turn system. Players can determine for themselves who will start the game. Usually it is the person first to the left of the person dealing. The direction of the game should be clockwise.

And here is the main rule of the game! During his/her turn, a player can perform one of the following actions:

Add a card to your collection

by placing it in front of you on the table (see the table view **2**). You can only add one card to your collection during one turn, even if you have more matching cards in your hand.

or

Discard a Symbol Card

from your hand to the discard pile **5** if the card you want to discard has the same symbol or color as the first card in the pile.

or

Use a Special Card

that you already have. Follow the action description on the card. Then, put the card back in the pile of used Special Cards **4**.

or

Pick a new card from the deck.

Please note that you can have max. 7 cards.

If your new card has the same symbol or color as the first card in the discard pile, you can (but don't have to) immediately throw it away.

If your new card matches your collection, you can (but don't have to) immediately place it in front of you on the table.

If the new card is a Special Card, you can (but don't have to) use it right away.

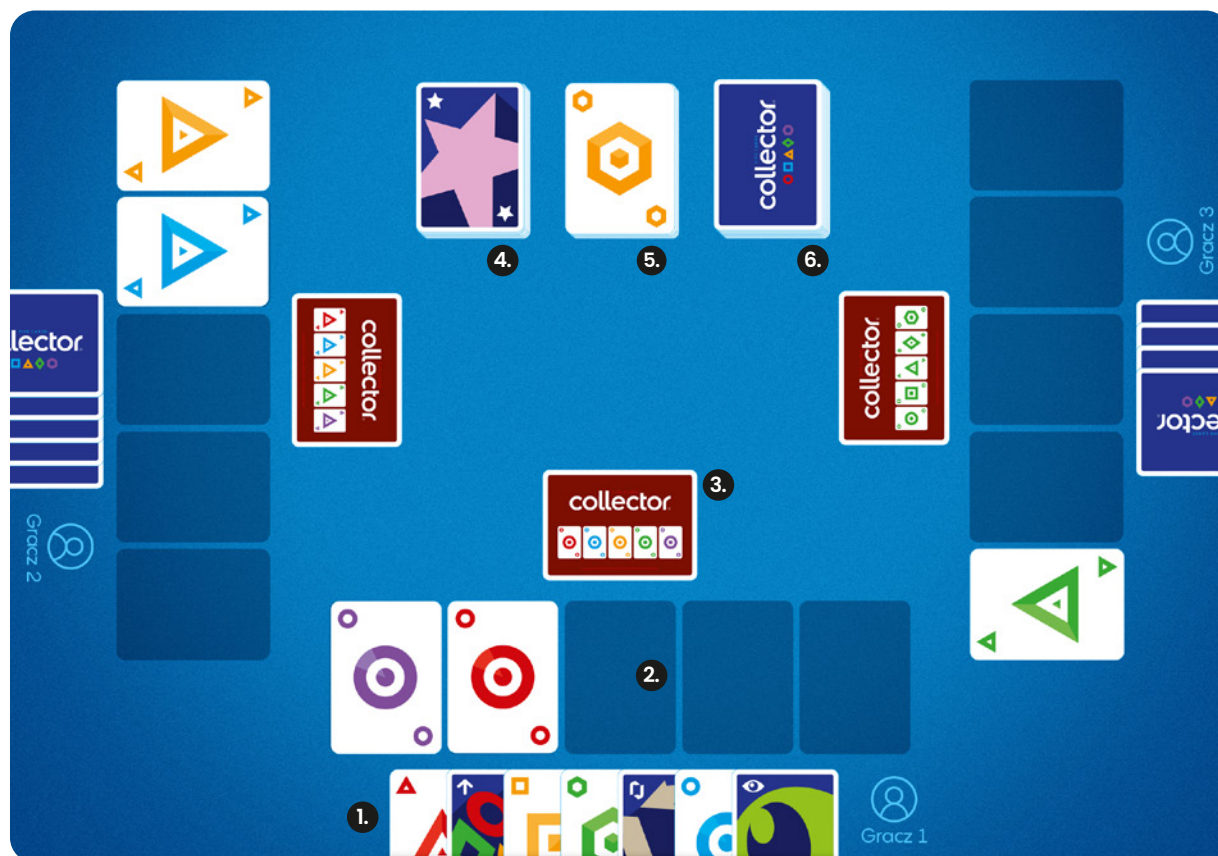
or

You don't have to make any movement even if it is possible.

Always inform the other players when your turn is over. Then the next player can start his/her turn. The game continues until one player gathers the full collection of Symbol Cards on the table and wins the game.

Example of a typical table layout for 3 players:

- 1.** Player's hand **2.** Space for your collection's symbol cards **3.** Collection card
4. Pile of used special cards **5.** Pile of discarded cards **6.** Card deck



When you run out of cards in the deck:

1. Keep the first card from the top of the discard pile (Symbol Card).
2. Shuffle together the rest of the discard pile and the used Special Cards.
3. Place the just-created pile face down on the table.
4. Continue the game.

Tips

You should get rid of unnecessary cards from your hand to make place for new ones. Well, unless you have cards that are essential for other players. Just remember that you can't have more than 7 cards in your hand. It's easy to get into a situation where you can't make any moves. **The key to victory is good management of the cards in your hand.**

The Special Card "See the player's hand" is a good opportunity to explore the situation. If you have a good memory, it can provide you with a lot of information that will help you later in the game.

You will see that many of the cards you draw will not get you to victory. However, they are absolutely priceless to other players. Watch the situation on the table and make smart strategic decisions. Should you keep those cards, get rid of them, or maybe hold them only for a while? Think how to make the best use of your unnecessary cards....

2-player gameplay

Sometimes it's not so easy to gather a group of friends to play games, is it? Collector® can also be played by two people. Follow the tips below and have a great time together :)

Players start the game with **9 cards*** and that is the maximum number of cards they can have in their hand during the game.

Cards must be **removed from the deck**: "Change direction" (2 cards) and "Pile swap" (2 cards).

During the entire game, you can use the option of not making any moves during your turn **only 3 times**.

The rest of the game proceeds unchanged.

* Experienced players can play with "standard" 7 cards. The additional challenge will then be to fully focus on managing the hand. The player who will not have the opportunity to make a move loses!

Have questions about the game?

Details about the rules, opinions, suggestions....
Write to us!

✉ hello@collectorcardgame.com

collector
FIVE CARDS

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