



C-QUNS

CREDITS

Game, Rulebook, Art: Talen Lee

SPECIAL THANKS

To Rhys, and Flynn, for playing Uno with me
Their mum for being the best mum she can



ACCESS

To play *C-QNS*, you need some open space and an ability to count to five. There's no need to communicate complicated ideas or specific actions.

And always: **Remember to respect the players and their needs.**

COMPONENTS

In your copy of *GAME*, you should have the following:

- 6 decks of 8 Sequence Cards
- 1 Centre Card

HOW TO PLAY

In *C-QNS* you're trying to use up all your cards and put them on the table. Normally, you can only place one card at a time, though, which means the player to play a card first is guaranteed to win, right?

Not so! When you place a card, you can set up a *Sequence* - where a card you place is adjacent to 2 or maybe 3 cards that fit with it. When you do this, this determines the sequence *strength*, and that's how many cards you can place as part of your sequence.

When you place cards in a sequence:

- They have to be placed in order from largest number to smallest, or smallest to largest; no changing direction.
- You have to place them so that each card is adjacent to at least one card that was present *before* you started the sequence.

SETUP

Each player chooses a deck and shuffles it. Then, they draw three cards. Set the Centre card in the middle of the play area, and put the unused decks back in the box.

PLAY

Each turn, you place any number of cards from your hand that you can. Any card you place must be placed according to the following rules:

1. It can be placed next to the four sides of the centre card.
2. It can *only* go next to other cards with a number that's one greater or one smaller



If you have a gap like this, you can't put a 3 in the empty slot, because it doesn't fit with the 5 next to it.



This means that some spaces can be locked off by clever play! Be careful you don't eliminate your chance of placing sequences!

At the end of each turn, you draw cards from your deck until you have 3 cards in hand or you run out of cards.

MISTAKES

Sometimes you'll place cards where they can't go, and nobody will notice that they're a mistake. If that happens, when someone *does* notice the mistake, take away all the cards necessary to make sure the mistake isn't there anymore, then those players shuffle the cards they own and put them on the bottom of their deck.

WINNING

At the end of your turn, if you put down the last of your cards, you win the game!

