

SPEEDOH: BLADES RULES

RULES

Goal:

The first player out of cards wins!

SetUp:

The Slap Card is placed in the middle of the play area and cards are dealt to each player. Players do not look at their cards and instead keep them in a draw pile in front of themselves. Deal out all the cards.

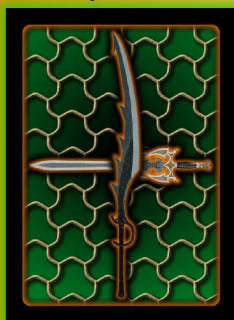
Gameplay:

Beginning with the player on the dealers left, each player flips over one of their cards and places it face up on their own flipped card pile (one draw pile and one flipped cards pile in front of each player).

When flipping the card, the players should flip it from the opposite edge so that the player flipping the card does not see the card face before the other players.

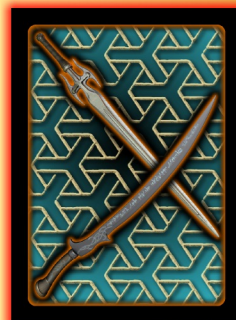
If the flipped card exactly matches the image of another players top flipped card, then those two players should each slap the Slap Card.

The first player to slap the Slap Card gives his flipped pile to the slower player. The slower player puts the flipped cards from both piles on the bottom of his draw deck, and play continues with the losing player, who then flips over a new card and looks for a match.



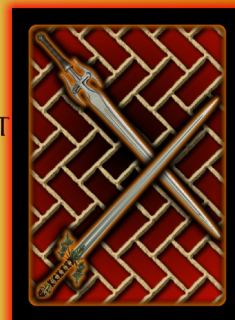
MATCHES

Both swords are the same



DOES NOT
MATCH

The lower swords are different



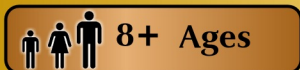
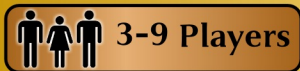
When matching cards, only consider the foreground image, not the background color or background pattern of the cards. The tricky part is that many cards are almost, but not quite, identical. If a player makes a mistake and slaps the Slap Card incorrectly, then he gains all players flipped piles and places them on the bottom of his draw pile.

Winning:

Once a player has no cards in both their draw pile and flipped pile they win the game.

Note that a player without a draw pile, but still cards in their flipped pile has not yet won. When it comes time for them to flip over a new card, they are skipped over.

As a curtesy, when a player has only 1 card remaining in their draw pile, they should announce "Last Card", though there is no penalty for failure to do so. All draw piles (and flipped piles) should be in view of each player.



SpeedOh Copyright © Flex Dolphynn

Blade Art by Rita Márföldi

www.SpeedOh.com

Published by

GAMEVEN

SLAP CARD



The Slap Card is placed in the middle of the playing area, and should be in reach of all players.

While the Slap Card has two different sides, it does not matter which side is showing. Make sure that when players match, they slap the Slap Card, not their flipped pile.

If your group is having problems with this, you may want to use the optional Totem rules listed on the next page.

SPECIAL CARDS



First Slap Wins

When this card is flipped, the first player to slap the Slap Card decides who gets all players flipped piles.

All cards must be given to a single player.

Play continues with the loser who received the cards.



Last Slap Loses

When this card is flipped, the last player to slap the Slap Card gathers every players flipped cards pile and places them on the bottom of his draw deck.

Play continues with the loser.

Note: If using the optional Totem rules, then this card acts the same as First Slap Wins.



Color Match

While this card is shown, use the Background Color to make matches instead of the Foreground Image. Once this card is covered up, the Foreground Image is used for matches as usual. As soon as this card is flipped, any existing players with a color match should slap the Slap Card.

If more than 2 players have the same color, the winner decides who amongst the losers gets all the matching flipped piles. If two sets of different colors match, the first player from each color to slap the Slap Card wins the contest for their color. There are 4 colors in SpeedOh: Blades. Play continues with the last loser who received cards.



Background Pattern Match

While this card is shown, use the Background Pattern to make matches instead of the Foreground Image. Once this card is covered up, the Foreground Image is used for matches as usual.

As soon as this card is flipped, any existing players with the same Background Pattern should slap the Slap Card. If more than 2 players have the same pattern, the winner decides who amongst the losers gets all the matching flipped piles. If two sets of different Background Patterns match, the first player from each pattern to slap the Slap Card wins the contest for their Background Pattern.



Slash Oh

When this card is flipped, the last player to slash or chop the air and say "Oh" gets all the flipped cards.

If a losing player cannot be determined play continues with no loser.

Otherwise, play continues with the loser who received the cards.

OPTIONAL RULES

Totem Option

Other games in the genre often use a physical Totem in place of the Slap Card.

If your group wants to do the same, you can replace the center Slap Card with a physical item, such as a dowel or pebble, in the middle of the table.

The person who grabs the Totem first, wins the match. If two players both grab the Totem at the same time, the player with the most fingers touching the Totem wins. If both players have the same amount of fingers on the Totem the player whose hand is lowest on the Totem wins.

When using the Totem, the Last Slap Loses card acts the same as the First Slap Wins card.

CLARIFICATIONS

It is recommended that the Background Pattern Match cards be introduced to the group after they have played one or two games without them, in order to get used to how the game plays without too much complexity.

If more than 2 players match (for example when a Color Match card is flipped), all matching players race to slap the Slap Card. The winner chooses who amongst the losers gets all the flipped piles involved.

All cards must go to a single loser, and cannot be distributed amongst multiple players.

If it is difficult to tell who slapped the Slap Card first, the player whose hand covers more of the Slap Card wins.

If players don't notice a match until after further cards are flipped (but the match is still showing), then the cards flipped after the matching set are 'rewound' and placed back into the middle of the respective players' decks. Play continues with the losing player.

If two of the same Special card are shown (such as two Color Matches, or two Background Pattern Matches), those two players match and should slap the Slap Card as quickly as possible.

Only the most recent Match changing card is active and in effect. So if one player flips Color Match, then another player later flips Background Pattern Match, only the Background Pattern Match is active and Color Match is no longer valid, even if both are currently showing.

It is acceptable to shuffle your draw pile as desired.

There are 4 different Colors and 5 different Background Patterns. There are 5 different image categories in each SpeedOh deck, with 4 variations on each of those 5 image categories.

SpeedOh: Blades consists of 90 cards (80 normal cards, 8 Special cards, 1 Slap Card, and 1 Rules Card).

SpeedOh: Blades can be combined with other SpeedOh decks (such as SpeedOh: Bots, or SpeedOh: Babes) to make a giant SpeedOh deck.

If so, use only 1 Slap Card and remove the Babe Match card (if combining with SpeedOh: Babes).