



CARD GAME



PLAYING RULES

ENG

GAME TURN

DRAW A CARD FROM DRAW PILE

PICK A CARD IN YOUR HAND

PLACE IT ON YOUR BENCH

DISCARD IT

DISCARD ONE OF THE CARDS FROM YOUR BENCH

TURN ENDS



Playing Rules



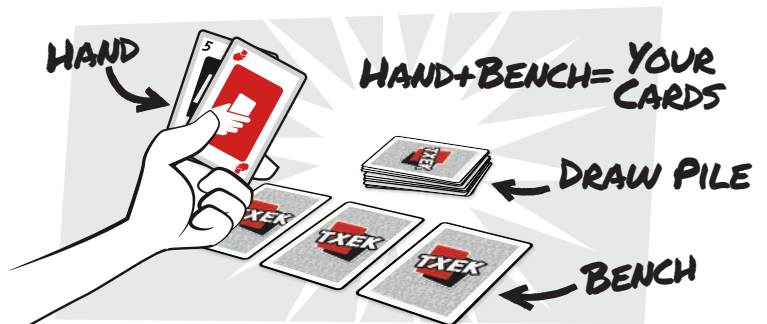
> GAME GOALS

You can play Txek (pronounced “check”) from **2 to 7 players**. The winner is the player with the least amount of points at the end of the **GAME**. A **GAME** is played over several consecutive **ROUNDS** (1 deal = 1 round). It ends when a player reaches 200 Total Points. During each **ROUND**, you have to get rid of **YOUR CARDS** before other players to score 0 point, or you need to complete a **DOUBLE TXEK!**

> PREPARING A ROUND

1- Once the deck is shuffled, the **DEALER** deals 5 cards to each player, one by one, clockwise. The remaining cards form the **DRAW PILE**.

2- Each player lines up in 3 cards, face down, in front of him. This is called the **BENCH**. From then, you can no longer change the bench arrangement. The players take the remaining 2 cards in hand, this is called his/her/their **HAND**. The 5 cards form **YOUR CARDS**.



> ROUND'S PROCEEDINGS

3- Each player secretly looks at one of the cards of his/her/their **BENCH**, then puts it back in the same place (face down).

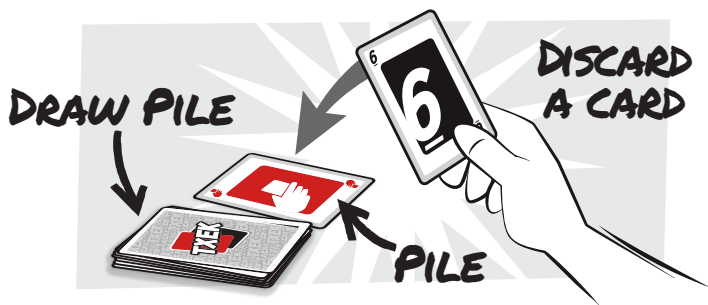
4- The dealer starts the first **TURN** of the **ROUND**.

5- **TO START HIS/HER TURN**, the player draws the top card of the draw pile and add it to his/her/their **HAND** (without revealing it to others).

6- The player chooses a card from his hand **HAND** :

- Either he/she can **DICARD** it : he/she/they puts it next to the **DRAW PILE**, face up. This forms the **PILE**.

- Or he/she/they can put it in his **BENCH** (face down) to replace a card of his/her/their **BENCH** that he/she/they will discard face up on the **PILE**.



7- If he/she/they discards an **ACTION CARD**, the player can, if he/she/they wants to, proceed with the associated action of the card (see **"The Cards"**) All actions must be played before a player can start a new **TURN**.

8- If he/she/they discards an identical card to the one on the top of the **PILE**, the player completes a **TXEK**, he must say **"check"**. Then, he/she/they plays a new turn (→5) (if it is action cards, don't forget to resolve the actions)

9- If nobody says "TxeK", the player on the left starts his/her/their **TURN** (→5).

10- Anytime during the game, a player can discard a card on the **PILE**. To do that the card must have **at least the same symbol or number** as the top card of the **PILE** : it's called an **"INTERCEPTION"**

A player who has just drawn a card to start his turn, must discard a card (to finish his turn) before INTERCEPTING.

11- If a player intercepts with an **identical (symbol and color)** card from the top one of the **PILE**, he/she/they must say **TXEK**, he takes the **TURN**(→5).



CAUTION, BE QUICK! *If it is player A's turn but he/she/they didn't draw its card yet and player B intercepts with TXEK then Palyer B takes the **TURN** (→5).*

CLARIFICATION : *If player A did draw his/her/their card before B completed the TXEK, then A finishes normally his turn (→6), and then it is B's turn. Of course if another player complete a TXEK on A's discarded card, he/she/they takes the next turn !*

12- When **Interceptions are performed with Action Cards**, you have to play the actions in the same order in wich the cards were discarded.

The player whose turn it is must wait for all actions to be resolved before drawing.

> ENDING A ROUND

13- SIMPLE VICTORY - When a **player discards his/her/their last card**, you stop playing. You play all pending actions, the **ROUND** ends and **the player wins the ROUND**. If you were not in **DOUBLE-TXEK** situation (→14), it is a **SIMPLE VICTORY**.

14- DOUBLE-TXEK - A player with 4 cards or less in his/her/their **GAME**(Hand + Bench) at the end of his/her/their turn and before someone performs a **TXEK**, can call **"DOUBLE-TXEK"** : he/she/they bets that he/she/they will be the player with the less points in his/her/their **GAME** when his/her/their next **TURN** comes.

It is called a DOUBLE-TXEK situation.

It ends when the player to the right of the one who called **DOUBLE-TXEK** finishes his/her/their turn (by discarding the card, see 6) and there is **NO TXEK** on the card he discarded (if action cards are discarded, you play them). **The ROUND ends**. If the player who called **DOUBLE-TXEK** has the least amount of point in his/her/their game, he/she/they wins a **DOUBLE-TXEK VICTORY**, if not it is a **FAIL**.

WARNING : *If the one who called **DOUBLE-TXEK** takes his/her/their turn because of a **TXEK** on his/her/their own card, it does not end the **DOUBLE-TXEK** situation, the round continues. If the player who called **DOUBLE-TXEK** discards his/her/their last card, he/she/they wins a **SIMPLE VICTORY** only. If another player discard his/her/their last card, it is a **FAIL**.*

> PENALTIES

For any mistake you make, you get penalty cards. And of course, **they always land on the bench**.

Not your turn - If a player plays when it is not his/her turn, the turn is cancelled, but he/she/they keeps the card he/she/they drew as a penalty. The player whose turn it was starts his/her/their turn.

Wrong card - If a player intercepts with a card that does not match the one on the top of the **PILE**, he/she/they puts the card back where it came from and he/she/they draws a penalty card.

Not TXEK - If a player discarding his/her/their card (to end the turn) says **TXEK** when it is not supposed to be a **TXEK** (card is different from the one on top of the pile), the discarded card stays on the pile but he/she/they draws a penalty card ! If it happens during an interception, he/she/they takes the wrong card back to its original position and draws a penalty card.

Too Slow TXEK - When a player discards a card on an identical card (it is a TXEK), **if another player says TXEK before him/her**, he draws a penalty card, and leaves the discarded card in place. The player who said TXEK before him/her/their takes the turn.

Wrong action - If a player makes a mistake using an action card, if possible, the action is canceled and the player draws a penalty card. The discarded card stays and the action is then played as usual

Looking at the wrong card - If a player looks at a face down card when he/she's not supposed to, he/she/they draws a penalty card.

> HOW TO COUNT POINTS

At the end of each ROUND, each player counts his **SCORE** by adding the value of each card he/she/they has in his/her/their GAME (HAND + BENCH) (see values below)

Simple Victory - Every player **record** (write on a paper sheet) his/her SCORE

DOUBLE-TXEK Victory - the player who called DOUBLE-TXEK gets **0 points**, the other players get double their SCORE

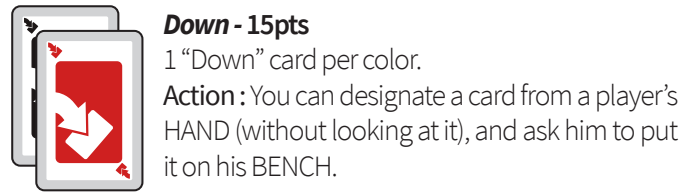
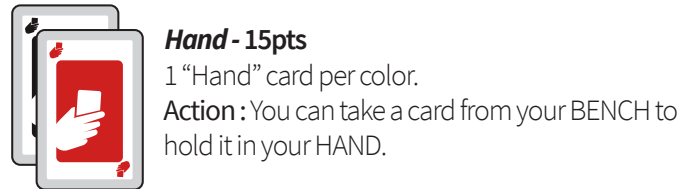
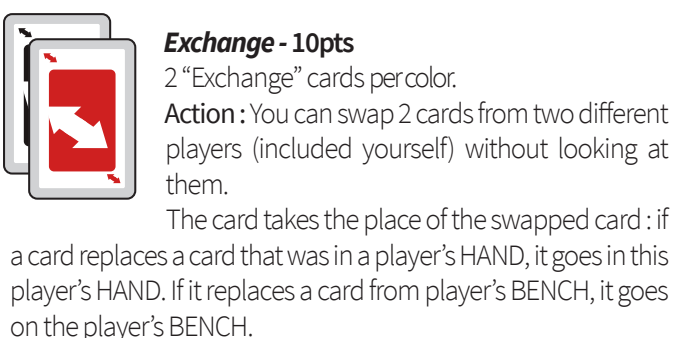
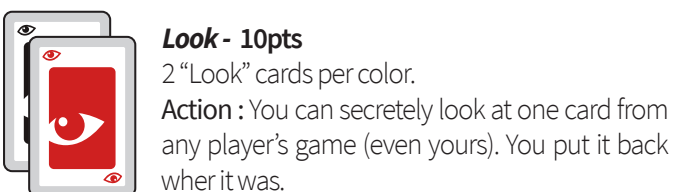
DOUBLE-TXEK Fail - The player who failed the DOUBLE-TXEK gets the sum of the SCORES of all the players. The other players get their individual SCORE.

> THE CARDS

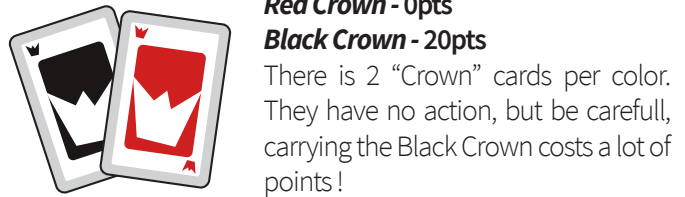
NUMBERED CARDS from 1 to 10pts



CARTES ACTION



CROWN CARDS



> END OF THE GAME

After each Round, you report each player's points on a sheet.
Once a player reaches or exceeds 200pts, the game ends.
The player with the least amount of points wins the game. In case of a tie, you play one extra round !

> FEW CLARIFICATIONS...

- Once the DRAW PILE is empty, you take the cards from the discard PILE (except the top one), flip them face down and shuffle them to form the new DRAW PILE
- Often, two TXEKs can happen before a player can draw a card : the last player who made a TXEK takes the turn (→5).
- When a player discard his/her/their last card, you have to resolve all action cards before revealing the cards and counting the points: for example if there is several "Exchange" cards played as interception, and the last interception is the last card of a player!
- If several players call DOUBLE-TXEK : if player A is the first to take his/her/their turn back and wins, he/she/they wins a DOUBLE-TXEK victory. The other ones take a FAIL ! If player A loses (not the fewest points) he/she/they takes a FAIL, the other ones record their regular score.
- To play with beginners or young kids, you can remove the DOUBLE-TXEK rule and withdraw some cards ("Down" cards).

> STRATEGY

- It is important to quickly know your BENCH's cards. To do that, discard the BENCH cards and replace them by card in your HAND.
- "Exchange" Cards can twist the whole round, specially at the end ... so, sometimes it's good to keep them.
- Be careful, DOUBLE-TXEK is a gamble !