

# THE NASTY 7

A blooper happens once in a while ...

**Players:** 2-6  
**Age:** 8 years and up  
**Playing time:** 15-20 min.

**Materials:**  
 • 110 cards  
 • rules

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## Story

7 racketeers are playing cards in the backroom of their club. They count, whisper, mumble, talk on their mobile phones, wave their pistols around and fall quite. The player who pays close attention, thinks the fastest, and knows when to keep quiet will win the game!

## Game Preparation

Shuffle all of the cards together and deal them out so that each player gets the same amount of cards. Return any leftover cards to the box. All players take their stack of cards and hold them face down in one hand. The youngest player starts the game with play continuing in a clockwise direction from them.

## Game Play

On your turn, play a single card from the top of your deck to the middle of the table\*. When playing, you must flip your card face up such that it faces the other players before you place it on the table.



If you played a **racketeer card**, shout "one" as fast as you can. If the next player plays another racketeer card he shouts "two". The next one shouts "three", and this continues up to "seven". Once the number of racketeers reaches seven, then the count goes down until it reaches one. Then, the count increases again, etc.



If you played a **twin racketeer card**, you must shout out the next two consecutive numbers, and the next player skips their turn. If the current count is "four", then you shout "five, six" and the next player skips their turn.



If you played a **mobile phone card**, hold your hand over your mouth and clear your throat, saying "hmmrrr" instead of counting the next number aloud - talking on the phone obviously distracts you from playing the game and the loud mumbling covers up the fact that you weren't paying proper attention.



If you played a **twin mobile phone card** you must clear your throat twice, once for each racketeer, and the next player skips their turn.



If you played a **gun card**, stay silent instead of counting aloud. It's hard to say anything when you're staring down the barrel of a gun!

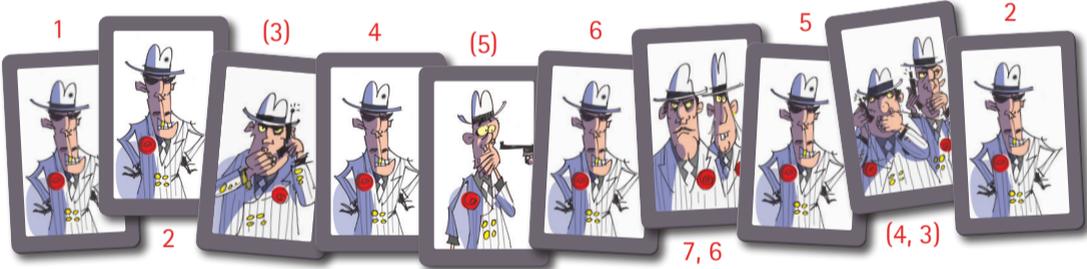
\*All played cards are placed face up to a pile in the middle of the table.



**IMPORTANT!** Each racketeer shown on the mobile phone, twin mobile phone, and gun cards add to the count. That means you have to increase (or decrease) the count in your head as if a racketeer or twin racketeer card had been played.

### Example:

Abby plays a racketeer card, says 1, Beth plays a racketeer card, says 2, Carter plays a mobile phone card, clears his throat and says "hmmrrr", (count is now 3) Debbie plays a racketeer card, says 4, Abby plays a gun card, stays quiet, (count is now 5) Beth plays a racketeer card, says 6, Carter plays a twin racketeer card, says 7, 6, Debbie skips her turn, Abby plays a racketeer card, says 5, Beth plays a twin mobile phone card, clears her throat twice "hmmrrr, hmmrrr", (the count is 4, 3) Carter skips his turn, Debbie plays a racketeer card, says 2.



These cards here show the right numeric order.

**Look out:** If you make a mistake or hesitate more than 3 seconds, you have to take all of the cards from the middle of the table and add them to the bottom of your stack of cards. When this happens, you start the next round.

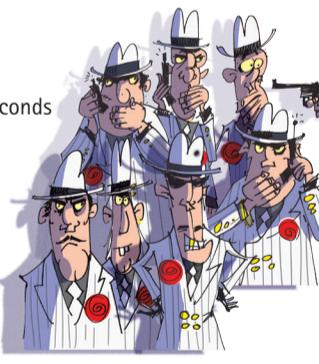
### Mistakes include:

- Saying the wrong number
- Saying the wrong word
- Playing a card instead of skipping your turn
- Saying the wrong sound
- Hesitating for more than 3 seconds

If you are ever accused of saying the wrong number, count the cards in the pile to determine what the number should be.

If you shouted the wrong number, add the pile to the bottom of your stack and start a new round by playing the top card of your stack.

If you actually shouted the correct number, the player who accused you has to take the pile of cards in the middle and add it to the bottom of their stack. That player then starts a new round. If several players mistakenly accused you, the pile is divided evenly amongst them. The player who gets the last card starts the new round.



### The nasty rules!

Play the first round using the sound "hmmrrr"! for all mobile phone cards. Once players understand this rule, the nasty rules can be added during future rounds: If you are the first player to play a mobile phone or twin mobile phone card in a round, you decide what sound or word\* players must say when mobile phone or twin mobile phone cards are played for the remainder of this round!

\* Invent your own words, short sentences or sounds!

Here are some samples:

- pfft, peek-a-boo, ouch
- go on, lose, 3/4
- countdown, eight, one two three
- Hands up!, Who's next?, I'm out of here

You can also use words that share a theme: e.g. countries, names, animals/animals sounds, ringtones

### Even more nasty:

If the starting player ever makes a mistake when playing their first card, they receive a random penalty card from the top of each of their opponents' stacks. The starting player puts all penalty cards on the bottom of their stack.

### End of game and winner

The game ends as soon as one player has played all of their cards. This player wins the game!

**Version for younger players:** Leave out all twin cards.