



DELFINGEN GAMES

- **Content of a game:** 52 cards (24 attacks & 28 protections)
- **Best number to play:** 3/4 players (more than 5 players, use two games)
- **Distribution:** 7 cards are dealt to each player, the remainder becomes a draw pile and a discard pile forms next to it. The player on the left of the dealer starts.

How to play & win

You win when all attacks against you are covered and you have no more card in hand.

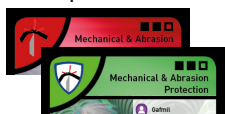
At you turn, you can play only 1 card but you can play it directly, take 1 more card and play any card, or use the discard card to play (see below what moves are authorized in any case).

	Play directly	Take a card & play	Use discard to play
Attack another player	OK	OK	OK
Protect yourself	OK	OK	OK
Protect another player	OK	OK	OK
Make an adjustment (switch)	OK	OK	OK
End your turn		OK	
Throw 1 card (in discard pile)		OK	

Attack covered



An attack is fully covered when the protection level is superior or equal to the attack level.



Basic Protection



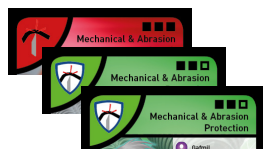
Higher Protection
(over quality)



Joker
(red attacks only)



1 defense
can cover 2 attacks



2 defenses
(drop 1 by 1)



Any other combination

Attacks

Place a **red** or **orange** card in front of one player.



Protections

Place an adapted **DELFINGEN protection** (green card) with the same pictogram or a **JOKER** on the red attack card.



MULTI-DEFENSE protect against any orange card.



Make an adjustment (switch)

If one other player has overprotected an attack, at your turn, you can switch the overprotection with a card that just covers the attack on the other player. You should put this overprotection on an attack you received.

