

EN

17

DICIASSETTE

In Diciassette (17), players take turns placing cards into a central queue. While some card values are visible, others remain hidden. Ensure that the cards you play don't push the total to 17 or above. Use your bluffing and guessing skills to win.

HEL
VETIQ

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2-6



20'



7-99

COMPONENTS

70 cards, including:

- 15 cards numbered 1 to 5 on the front
- 35 cards numbered 1 to 5 on the front and back
- 20 special cards

24 tokens:

- 14 victory tokens
- 10 penalty tokens

IMPORTANT

To make it obvious, cards have a white border on the front and a black border on the back. This distinction is crucial for cards that otherwise look the same on both sides, helping you to play, shuffle and sort them more easily.

GOAL OF THE GAME

To be the first to have 3 victory tokens (

SETUP

1. Place the tokens to one side.
2. Shuffle the cards.
3. Deal 3 cards to each player.
4. The remaining cards form the draw pile (black border facing up).

To determine the starting player, place 1 victory token and as many penalty tokens as necessary in a bag (or hand), so that there are the same number of tokens as players. Each draw 1 token from the bag (or hand). Whoever draws the victory token is the starting player.

HOW TO PLAY

The game is played over several rounds until there is a winner (see "End of the game").

Play goes in clockwise order. On your turn, you must do the following in order:

- Play a card;
- Draw a new card from the pile.

Playing a card

Depending on your tactics, you may place your card face up or face down, adding it to the right side of the queue in the middle of the table. All cards are played this way, including special cards and the 15 cards numbered only on the front.

Drawing a card

Once you have played a card, draw a new one from the draw pile. If you run out of cards, shuffle the discard pile to form a new draw pile.

CALLING 17

If you suspect the total value of all the cards in the queue has reached 17 or more, you can end the round by calling "17"! Ensure you do this before any player's next turn. You cannot do this after your own turn. After calling "17", turn over any face-down cards. Then, calculate the total value of the cards in the queue. Remember, special cards hold a value of 0. Be wary of trap cards! (See special cards.)

IMPORTANT

If multiple players call "17" at the same time, the player nearest in turn order to the one who played the most recent card has priority.



In this example, the next player can add a new card to the queue (for example a "1"). Or if someone thinks the total value of all the cards (including the 2 that are face down) is 17 or more, they can call "17"! If a player does call "17", flip the 2 face-down cards and add up all the numbers.

END OF THE ROUND

If the total value of the cards is 17 or more.



The last player to play a card receives a penalty token.



The player who called "17" receives a victory token.

If the total value of the cards is less than 17.



The last player to play a card receives a victory token.



The player who called "17" receives a penalty token.

Once all players have received their tokens, discard all the cards played in the queue. Players keep the cards in their hands and should pay close attention to which cards have been played and those remaining!

The player who received the victory token then starts a new round.



PENALTY TOKENS

If you receive a second penalty token , discard both penalty tokens and 1 victory token , if you have any.

END OF THE GAME

The game ends when a player has 3 victory tokens (). **Note:** you must apply any penalty tokens before counting victory tokens. It is possible to receive both at the end of a round with a trap card .

In case of a tie, the player with the fewest penalty tokens wins. If there is still a tie, the players are declared joint winners!

SPECIAL CARDS

Special cards trigger actions when played as follows:



Reverse

If you play this card face up, the order of play is reversed. Clockwise becomes counter-clockwise and vice versa.



x2

If you play this card face up, the next player must play 2 cards from their hand – and then draw 2 cards – instead of 1.



Trash

If you play this card face up, discard the last card played along with this trash card. If the last card was played face down, keep it face down as you discard it. If the last card played was a reverse card, continue playing in the reversed order after you have discarded it.



Trap

This card only works if you play it face down. When a trap card is revealed at the end of a round, the player who played it receives a victory token, and the player who called "17" receives a penalty token. Then follow the rules in the 'End of the round' section as normal. **Note:** you cannot receive more than 1 victory token per round. If you receive a victory token from a trap card, you do not receive a second token for successfully calling "17".

If you play a special card face down, its value is 0 when revealed at the end of a round. This rule does not apply to the trap card.