

LOBO 77



A lively family game with a sprinkling of pepper !

Players: 2 - 8

Age: 8 and over

- 1 Instructions
 - 4 "0" cards
 - 4 "-10" cards
 - 4 "2 x" cards
 - 5 "Change direction" cards
 - 6 Doublet cards "11", "22", "33", "44", "55", "66"
 - 8 "10" cards
 - 24 cards, 3 of each value from 2 to 9
 - 24 Chips
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The aim of the game is not to total "77" or any of the doublet figures when adding up the cards. If you do, you must pay a penalty with your chips. Once these have been used up, you have to drop out of the game.

PREPARATION

Each player is given 3 chips. The players choose a dealer who shuffles and deals the cards. Each player is given 5 cards. The remaining cards make up the pack, which is placed face down in the middle of the table. When a player puts down a card,

he immediately takes a new card from the pack, so that each player always has 5 cards in his hand.

THE GAME

The player sitting to the left of the dealer starts the game. He puts one of his cards down face up, next to the pack, starting the discard pile. The player says the number of his card out loud and takes a new card from the top of the pack. The other players follow in clockwise order. Each player puts a card on the discard pile, adds the value of his card to the previously stated number and says the new total out loud.

Example: *Richard starts the game, discarding a “10” card and saying “ten” out loud. He then takes a new card. Julie is sitting next to him on his left. She discards a “9” card, adds the values and says “nineteen” out loud. She too replaces her 5th card from the pack.*

DOUBLETS

The pack contains 6 doublet cards.

Doublets have two meanings and effects in this game:

Firstly, these cards act as “accelerators”, because the next player may have to drop out of the round if he cannot “save” himself with suitable cards.

Secondly, you have to forfeit a chip as soon as you encounter a doublet in the course of a round.

Example: *The round has reached a total of “19” after Julie has had her turn. Peter, the third player discards a “3”, reaching a total of “22”, a doublet. Peter has to forfeit a chip.*

END OF THE ROUND

The player who has to call a total of “77” or above finishes a round of the game and must forfeit all of his chips. The player

who started the round shuffles the cards and deals them out to start a new round.

SWIMMING

A player “swims” if he has had to forfeit his last chip. This means that he has to drop out of the game if he loses again

IMPORTANT

When the pack has been used up, the discard pile is shuffled again and turned face down as the new pack.

If a player forgets to replace his 4th card, he must continue through to the end of the round with only 3 cards.

ACTION CARDS

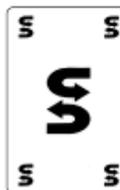
Action cards add excitement to the game.



Playing the “-10” card subtracts 10 points from the previously called total. The new total must be called out loud. (This total may also be a minus number, less than “0”.)

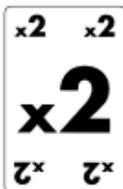


The “0” card is usually used in uncomfortable situations. The previously called total is repeated and the problem is passed on to the next player.



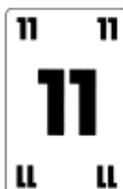
Playing a **Change direction** card results in the previously called total being repeated and the direction of play is reversed until another change of direction card is played, restoring the original direction of play.

Example: *The playing order is clockwise and one of the players discards a change of direction card. The next player to have a turn is the player on his right instead of the player on his left.*



If a player puts the “2 x” card on top of the discard pile, the total number of points remains unchanged and the next player in the direction of play must put down two cards. The player who has to put down two cards may replace both of these cards from the pack.

Important: The player whose turn it is after a “2 x” has been played, may not put another “2 x” card on top of the other one as his first card.



“Doublet 11”

The doublet cards are played and added up in exactly the same way as the other cards. It becomes increasingly difficult to play these cards as the round progresses. They act as so-called “barrier cards”.

THE END OF THE GAME

The game is over when only one player with chips is left in the game.