

PANIKA

Game Rules

Players:

2 to 5 players, ages 8 and up.

Contents:

120 cards and the free PANIKA app (available for download from app stores).

Goal of the Game

Be the first to get rid of all your cards.

The App

Use your phone's camera to scan the QR code and download the PANIKA app. You can also download it from your app store.



The app acts as a counter that tracks the total number of taps on the screen. Each tap increases the counter by 1. Once the counter passes 20, every additional tap might cause an explosion!

Setup

1. Place the phone in the center and launch the app. When the number 0 appears, the counter is ready.
2. Shuffle the deck thoroughly and deal all the cards evenly among the players.
3. Each player places their pile face down as their personal deck.
4. Each player draws four cards from their deck to form their hand. At any
5. The player with the smallest hand (literally!) goes first. Play proceeds clockwise.

How to Play

On your turn:

- Choose one card from your hand and place it face up in a central pile beside the phone.
- Act (or make your opponents act) according to the instruction on the card.
- At the end of your turn, draw one card from your deck to return to four cards in hand. (If you played two cards during your turn, draw two new cards.)

Types of Cards

Number Cards:



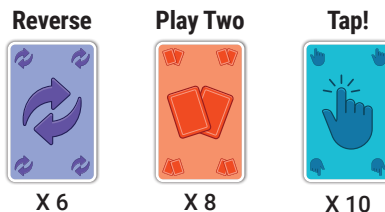
When you play a number card, tap the counter as many times as the number shown on the card.

Vegetable Cards:



Playing a single vegetable card requires **5 taps**. However, if you have two identical vegetables, you may play them together and skip tapping entirely (like a "0" card).

Action Cards:



When you play an action card, you do not tap. Instead you make others follow its instruction.

Reverse - Changes the direction of play (is not active in a 2-player game).

- Play Two** - Forces the next player to play two cards before replenishing.
- If both cards are number card - the next player must tap the sum of the two numbers. (Even if the 2 numbers are identical).
 - If one card is a number or vegetable and the other is an action card - tap as required, then apply the command.
 - If both cards are action cards - the player may choose their order and only the top one takes effect.
 - Identical vegetable pairs still cancel the tap requirement.

Tap! - After playing this card, all other players (except the one who played it) must tap once in turn **without placing cards**. If no explosion occurs, the player who played the Tap! Card takes another turn.

PANIKA!

As the game continues, the pile grows, the counter climbs, and tension rises! At a random number between 21 and 30, the counter explodes, and the player whose tap triggered the explosion is penalized: Each other player passes one card from his pile to the pile of the penalized player.

After the explosion:

- Set aside the entire central pile.
- The player to the left of the "exploded" player starts a new round, continuing clockwise.

End of the Game

When a player finishes all the cards in their deck, they keep playing with the cards in hand. When a player is left with only one card, he must call: **Last card!** If he forgets to call, he is penalized as if he caused an explosion - but the counter is not reset.

The first player to get rid of all their cards wins the game.

FAQ

Q: What if I need to give a penalty card but have no cards left in my deck?

A: Offer your hand face down to the penalized player - they draw one card blindly.

Q: What if I have only one card and someone plays "Play Two"?

A: You can't play. You're penalized as if you caused an explosion.

Q: What if a player taps more times than required?

A: You may reduce the counter using the red button. But if the extra tap causes an explosion - it counts! The player is penalized.