

ONO 99™ IN A NUTSHELL

You play cards from your hand onto the Discard Pile. Most cards have numbers on them, and as you add them to the pile the total number of the pile increases. A 3 placed onto a 7 puts the pile at 10. Add a 6 to the pile and now it's 16 and so on. As the total number of the pile builds and builds, you must keep it **UNDER 99**. If you are unable to play a card without making the total hit 99 or above, you are out of the game.

CONTENTS

112 Cards

OBJECT

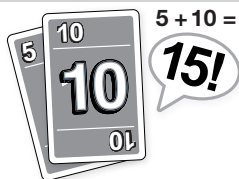
To be the last player left in the game.

SETUP

- Shuffle the cards.
- Deal 4 cards to each player.
- Place the remaining cards **FACE DOWN** in the center of the table. This is the **DRAW PILE**.
- The player to the left of the Dealer starts by playing a card **FACE UP** next to the Draw Pile creating a Discard Pile, calling out the card or number value.

ON YOUR TURN

- Play a card
- Add the value of your card to the previous total of the Discard Pile and announce the new total.
- Refill your hand to 4 cards.
- Each subsequent player does the same on their turn, always calling out the new total of the Discard Pile and drawing a card to end their turn.



TIP

Always call out the Discard Pile total when you discard a card, even if it doesn't change the total.

If you are unable to play any card in your hand without causing the total to hit or exceed 99, you're out – **DON'T PLAY ANY CARD!** Lay your cards down in front of you so the other players remember to skip you on following turns.

Play then continues with the next player in order.



WINNING

The last player remaining in the game **WINS!**

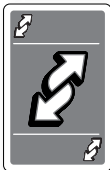
SPECIAL ACTION CARDS



ONO 99™ CARD

The bad news: if you are dealt or draw an ONO 99™ card, you must keep it and you may not play it.

The good news: if you collect 4 ONO 99™ cards, you may discard all of them at once (adding nothing to the pile total) and draw four new cards.



REVERSE CARD

The Reverse card changes the direction of play (clockwise to counterclockwise, and vice versa).

In a two-player game, it has the same effect as discarding a 0.



-10 CARD

The -10 card subtracts ten from the pile total. Negative totals are not allowed.



PLAY 2 CARD

Forces the next player in sequence to play two cards on their turn. Play one card, call out the new total, draw a card, then play a second card.

You may also respond to a Play 2 card by playing a Reverse card and forcing it back the other way OR play your own Play 2 card and pass it along to the next player (who will only have to play two cards as Play 2's don't "stack"). It's possible for a Play 2 to end up being passed around and reversed multiple times before finally hitting one unlucky player!

If you are hit with a Play 2 and are able to play one card but then are unable to successfully play the second card you are out of the game.

NOTE:

- If NO ONE is able to play a card without causing the total to hit or exceed 99, the last player to successfully play a card on the Discard Pile is the winner.
- If the Draw Pile runs out before play ends, reshuffle the Discard Pile to form a new Draw Pile.
- If a player is eliminated by the Play 2 card, and cannot play, the following player in turn order is NOT required to play 2 cards.

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