



FOUR TWO ZERO

This is a game for young and old,
whether in a group or just two players,
fun is guaranteed,
anytime and anywhere.

Our goal is to bring people back together
through the joy of playing face to face.

How lovely you're all sitting together right now!

Have fun playing 4 2 0.

GAME RULES

2-10 players, ages 6 and up

GAME START

Shuffle all the cards and deal them as follows:

- 8 cards per person if there are 2 to 6 players
- 6 cards per person if there are 7 to 10 players

Each player picks up their cards, looks at them carefully, and sorts them by color if they like. Make sure no one else can see your cards. Place the rest of the cards face down in the center to form the draw pile. Turn over the top card and place it next to the pile. This card shows the starting color but has no other function. If a multicolored special card is turned over, the starting player may choose a color. The player to the right of the dealer goes first.

GOAL OF THE GAME

On each turn, you must play one card. If you can't play a matching card, you must draw one from the draw pile before the next player takes their turn. The first player to get rid of all their cards wins. The game ends then.

MAIN RULES

The game has 83 cards and two dice with the values 4-2-2-0-0-0.

The play goes counterclockwise with number cards from 1 to 10 in three colors: green, yellow, and red.

There are also single-color extra cards and multicolored special cards. These cards decide who rolls the dice and, based on the result, how many cards must be taken or given out from the pile.

You can only play a card if it matches the color or the value of the card on the table. If you can't play a matching card, you must draw one from the draw pile. If possible, you can play the drawn card immediately. Identical cards can be played together in the same turn.

During the game, the dice decide how many cards you can take or give out.

COLOR BLINDNESS

A large part of our society has difficulty distinguishing colors clearly. Therefore, each color has a specific pattern assigned:

Green = horizontal guide lines

Yellow = vertical guide lines

Red = no guide lines

NUMBER CARDS

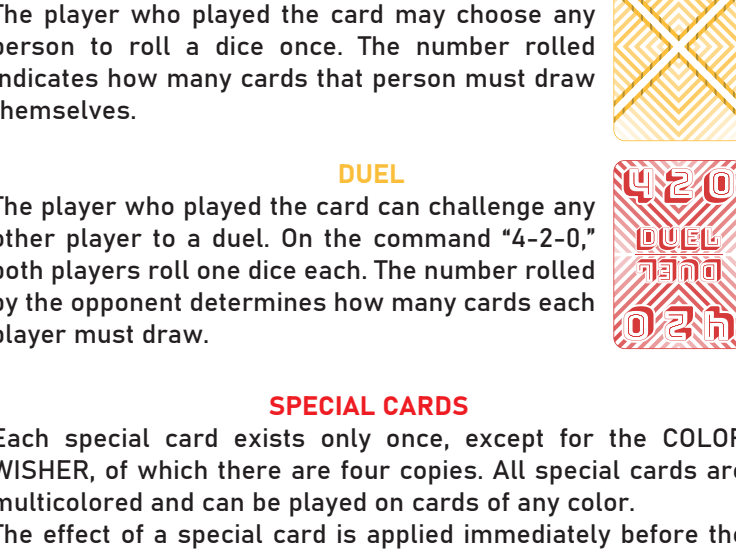
There are two cards of each number in every color. Behind the number, arrows indicate the direction of play.

For numbers 1 to 5, the arrows point upward. This means you can only play cards with the same or a higher value.

For numbers 6 to 10, the arrows point downward. This means you can only play cards with the same or a lower value.

The U card (0/11) can be played as either 0 or 11 and therefore counts as both higher and lower.

When playing a card, either the color or the card value must match.



EXTRA CARDS

There is one extra card of each color. These can only be played on cards of the same color. If a special card is played as the last card in your hand, its effect is applied as usual.

4 2 0

The player who played the card rolls one dice.

The number rolled determines how many cards must be drawn. Who takes how many cards can be decided freely and can be distributed among multiple players.



CROSS

The player who played the card may choose any person to roll a dice once. The number rolled indicates how many cards that person must draw themselves.



DUEL

The player who played the card can challenge any other player to a duel. On the command "4-2-0,"

both players roll one dice each. The number rolled by the opponent determines how many cards each player must draw.



SPECIAL CARDS

Each special card exists only once, except for the COLOR WISHER, of which there are four copies. All special cards are multicolored and can be played on cards of any color.

The effect of a special card is applied immediately before the next player's turn.

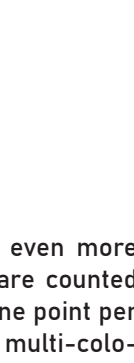
If a special card is played as the last card in hand, its effect is applied as usual. After that, the player who laid the card must try to roll the dice to save themselves, even if cards were previously added to their hand. The number rolled determines how many cards they must draw. If the player has no cards left afterward, they win the game. Otherwise, they may call out a color, and the game continues as normal.

SUPER 420

The player who played the card rolls one dice.

All other players must draw the number of cards rolled from the deck.

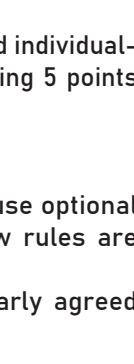
Afterwards, the player may call out a color.



SUPER CROSS

All other players must each roll one dice and draw that many cards from the deck themselves.

Afterwards, the player may call out a color.



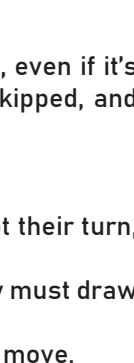
SUPER DUEL

The player chooses either two other players to duel against each other or challenges any one player to a Super Duel. In a Super Duel, the chal-

lenged player must draw twice as many cards as usual. In both cases, the involved players roll their dice simultaneously on the command "4-2-0."

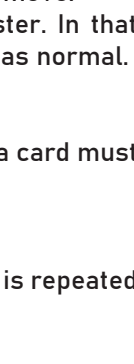
Each player must draw as many cards as the number rolled by their opponent.

Afterwards, the player who played the card may call out a color.



COLOR WISHER

The player may choose any color.



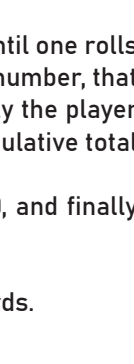
LAST-TRY

This card is kept until a player plays their last hand card and officially wins the game. At that moment, the Last-Try card must be played immediately to block the win.

The would-be winner must then try to save themselves by rolling two dice. If they roll two zeroes, they win the game. Otherwise, they must draw that number of cards. The player who played the Last-Try card may call out a color. The game then continues to the right of that player as normal.

If the Last-Try card is played as the final card in hand, the standard special card rule applies: the player must try to save themselves by rolling one dice. If they fail, they must draw that number of cards and call out a color.

This also applies if the Last-Try card is thrown in as the final hand card. In that case, the would-be winner rolls two dice first. If they fail, the player who played the Last-Try card must then roll one dice and try their luck.



SCORING SYSTEM

The game can also be played for points, making it even more exciting across multiple rounds. This means cards are counted once the game is over. The winning player receives one point per card left in each other player's hand, and 2 points for multi-colored special cards on that person's account.

How many points the game is played to can be decided individually. A good guideline is 15 points for 2-3 players, adding 5 points per additional person.

BONUS RULES

For even more fun, experienced 4 2 0 players can use optional bonus rules. How many are used or whether new rules are invented is entirely up to the players.

The only important thing is that all rules are clearly agreed upon before the game begins.

THROW IN

At any time, the exact same card may be thrown in, even if it's not the player's turn. All players in between are skipped, and play continues with the next player to the right.

WRONG CARD

If a player plays a wrong card or plays when it is not their turn, they must take that card back and roll a dice once.

The number rolled determines how many cards they must draw from the deck themselves.

If it is their turn, they must, of course, make a valid move.

This does not apply when cards are thrown in faster. In that case, the slower player must simply draw the card as normal.

DICE

If a dice falls to the floor or off the playing surface, a card must be drawn and the dice rolled again.

DUEL EXTRA

Any duel that ends in a tie with a roll of zero to zero is repeated until someone has to draw cards.

DUEL ULTRA

Every duel ends with a winner. Players keep rolling until one rolls a higher number than the other. If both roll the same number, that number is added to a cumulative total. In the end, only the player who loses the duel must draw cards equal to the cumulative total rolled by their opponent.

For example: Both players roll a 2, then both roll a 0, and finally Player X rolls a 0 while Player Y rolls a 4.

Player Y wins and does not have to draw any cards.

Player X loses and must draw 2 plus 4, which is 6 cards.

LAST-TRY

Instead of rolling two dice to save themselves, all players roll one die each. The numbers rolled are added together, and that many cards must be drawn. This rule only makes sense when there are three or more players.

BLOCK

The LAST-TRY card can be used as a block. Whenever a player has to draw cards due to a dice roll, the LAST-TRY card can be thrown in, forcing the attacking player to draw the corresponding number of cards themselves.

The player who played the LAST-TRY card may call out a color. Play then continues with the player to their right.