

PANDA SPIN

INTRODUCTION

One night, a panda bear sat between some bamboo plants and chewed dreamily on a few bamboo leaves.

Looking up at the night sky, he wondered why he wasn't one of the 12 animals of the Chinese zodiac. «Then I'll think of something where I'll be mentioned in the same breath as these animals, and even play a special role», he thought. And when he turned to the next leaf, the idea for «Panda Spin» was born ...

Panda Spin is a card game in which the cards show the animal/element combinations of the Chinese zodiac - supplemented by the panda.

The aim of the game is for you to discard your cards faster than the others by winning tricks and collecting «bamboo for the pandas», i.e. points in the form of bamboo tiles.

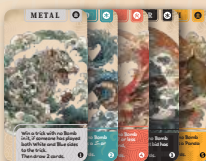
If you win a trick, you discard the cards you played. But even if you lose a trick, you have an advantage: you take the cards you used back into your hand rotated 180 degrees (spin) and thus increase their value. So in order to collect more points it can be useful to lose a trick from time to time ...

COMPONENTS

75 cards



65 Animal cards (13 cards each in 5 suits)



5 Element cards



5 Player aids

45 Bamboo tiles (points)



30 ones



15 fives

1 Panda mood tile



SETUP

Place the **Bamboo tiles** next to the playing area as a supply. Use the Bamboo tiles to count the points you collect in the game. **Take 1 point** each.

Place the **Panda Mood** tile on the table, pick a side **Hungry Panda** or **Spin Panda** either intentionally or randomly (page 7, *Element Earth*).

Pick out the **5 Element cards** and shuffle them. To determine the Starting player, let every player draw 1 Element card. Starting player is whoever drew the highest number. If you are **2 players**, reveal 1 more Element card.



Now select the Animal cards from the deck that match the colors of the revealed Element cards. Put the Element and Animal cards you don't need back in the box.

As shown on page 2, the color of each card is indicated on the top and bottom.



Tip: Instead of drawing the Element cards you can choose which Element cards you want to play in this game.

COURSE OF PLAY

Overview

The game is played over several **rounds** and ends, when after a round at least 1 player has collected 15 or more points.

A **round** consists of several **tricks** and ends when all players but 1 have **discarded** all their cards.

In a **trick**, you **play cards** in turn until all but 1 player have passed. Those cards are called your **bid**.

You may receive **points**, when you

- **show out**, i.e. end a round without any cards in your hand (page 5: *Showing out*)
- play 1 or more cards with a **Bamboo** symbol (page 7: *Element Wood*)
- play 1 or more cards with a **Panda** symbol (page 7: *Element Earth*)

Play cards - General rules

- If you want to play cards, you have to play a higher bid than the player before you. For this you either play 1 or more Animal cards or a single Element card.
- If you play Animal cards, you have to use **all** their values, but you can decide not to use the symbols.

Example: You can use a double 6 to beat a double 5, but not a triple 6.

- Before playing cards or passing, you can **discard 1 or more Element cards unused** (that can be necessary at the end of a round).

Tip: When you play cards, say the values out loud to make it easier to understand.

Play a round

Shuffle the selected Animal and Element cards and deal 12 of them to each player. Take the cards into your hand so that all the White sides are on top.

Set the rest aside as a face-down draw pile. Leave some space next to it for a discard pile, where you can place cards that you discard later face up.

Tip: In your first game or to make it easier you can leave away the Element cards.

Start a trick

Whoever starts the trick plays 1 or more cards of a certain **Combination** (page 6: *Combinations*).

Then, in clockwise order, the other players decide in turn whether they want to **beat** the bid or **pass**.

Beat

To beat the current bid, you have 3 options:

- You play the same type of Combination with the same number of values as in the current bid, but with a **higher value** (for Runs and Formations, the highest single value is decisive).
- You play a **Bomb** (page 6: *Bomb*), which can only be beaten by a higher Bomb.
- You play a single **Element card** (page 8: *Element card*) and win the trick.

Pass

If you cannot or do not want to beat the current bid, you pass and may not play any more cards for the rest of the trick.

If you have already played cards to the current trick, there are 2 cases:

- If you have only played cards with White sides up, you spin **all** of them 180 degrees and take them back into your hand.



Cards with White sides are played, without winning the trick



Spin them 180 degrees



You now have 3 Animal cards with Blue sides up in your hand.

- If you have played at least 1 card with the Blue side up, you discard **all** the cards you have played to this trick.



At least 1 Blue side is played,
without winning the trick



Discard all
played cards



Previously played cards,
to discard

Winning a trick

You win a trick when everyone else has passed.
Discard all the cards you played to this trick.

Showing out

If you have **no more cards** in your hand **after a trick**, you successfully show out of the current round. It doesn't matter whether you won the trick or discarded your last Animal cards when passing.

You **receive points**: Everyone counts the cards in their hand. You receive the highest number of them as points, but no more than 7.

Note: It can happen that several players discard their last card in the same trick. All of them get the same number of points.

If no one has any cards left in their hands, nobody receives points.

Next trick

- If at least 2 players still have cards in hand:
Whoever won the previous trick starts the next trick.
If this player has showed out, the player with the most cards begins.
Ties are broken by the player who is next in the order of play.
- If at most 1 player still has cards in hand: see **Next round or End of Game**.

Next round or End of Game

Has anyone of you **15 or more points**?

No: you play the next round.

The player with the fewest points starts the next round.

In the case of a tie, the round is started by the player, who played his last cards earlier in the last round. Continue at **Play a round**.

Yes: the game ends!

The player with the most points wins the game.

In the case of a tie, winner is, who played his last cards earlier in the last round.

COMBINATIONS

There are 5 possible **Combinations** to start a trick: Single, Set, Run, Formation, Bomb:

Single

The highest Single value is the “二” (Chinese 2), followed in descending order by A, K, Q, J, 10, 9, 8, 7, 6, 5, 4, 3.

This order also applies to the other Combinations: The higher the highest Single value, the higher the value of the Combination.

Set

A Set consists of 2 or more **identical values**. Examples: 5, 5 or 7, 7, 7



Example Set of 5, 5



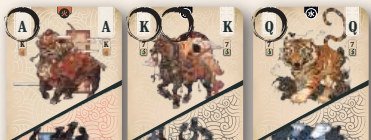
Example Set of 7, 7, 7, with one Water used as a 7

Run

A Run consists of 2 to 5 consecutive values, whereby the “二” may not be part of a Run. Examples: 5, 4, 3 or A, K, Q.



Example Run of 5, 4, 3



Example Run of A, K, Q

Formation

A Formation is a Set of Runs. Examples: Q, Q, J, J, 10, 10 or 7, 7, 7, 6, 6, 6.

Bomb

A Bomb consists of at least 4 **identical values**, whereby **no Water symbol** may be used.

Example: 8,8,8,8 or 3,3,3,3

More rules for Bombs:

- You can beat a Bomb by another Bomb if it either has the same number but higher values or has more values.
- You ignore all symbols when playing a Bomb. If you want to use the Water symbol, you still can play these cards as a Combination, but not as a Bomb.
- If you pass after your Bomb was beaten by another Bomb, you still discard the cards you have played to the trick.



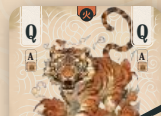
Example of a Bomb with 3,3,3,3

ELEMENTS / COLORS

Each of the 5 Element suits has 13 Animal cards and 1 Element card showing this color, and also a special feature that distinguishes it from the other suits when the Blue animal is on top:

FIRE (RED)

After spinning, a Fire card has either a double value or a high single value with a Fire symbol. For each Fire symbol you play, you may discard an Animal card from your hand.



This Q becomes A plus Fire.

METAL (GREY)

After spinning, a Metal card has several identical values. This makes it easier to create Sets, Formations and Bombs (page 6, Combinations).

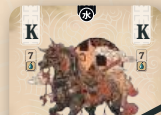


This 8 becomes 3, 3, 3.

WATER (BLACK)

After spinning, a Water card shows a Water symbol. You can use this symbol as a wild in a Set, in a Run, in a Formation, or ignore it.

This wild doesn't have to be adjacent to the single value of the card.



This K becomes 7 plus Water.

EARTH (YELLOW)

After spinning, an Earth card has either a double value or a high single value with a Panda symbol. Depending on the Panda mood tile there are 2 different rules: For each Panda symbol you play,

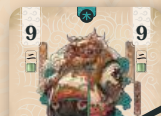
- you receive 1 point from the player who played before you in the trick, provided they have points (Hungry Panda)
- you may spin 1 of your hand cards from White to Blue side (Spin Panda)



This J plus Panda symbol becomes J, J.

WOOD (TURQOISE)

After spinning, a Wood card shows a Bamboo symbol. For each Bamboo symbol you play, you receive 1 point from the supply.



This 9 becomes "ㄣ" plus bamboo (1 point).

ELEMENT CARDS

You can play an **Element card** instead of a Combination.

An Element card beats all Combinations except Bombs, and win the trick immediately.

Before playing cards or passing, you can **discard** 1 or more Element cards **unused**.

The following rules apply:

- You may only play an Element card if the **condition on it is fulfilled**.
 - Immediately after playing a card, you must **draw 2 cards** from the draw pile and place them in your hand with the White sides facing up.
 - You **win the trick** and discard the cards you have played as usual.
- All other players have to pass and treat their cards accordingly.



You may only play the Water card if the highest bid has at least 3 values (same or different).



You may only play the Metal card if someone has played both White and Blue sides to the trick.



You may only play the Wood card if the trick contains a “二” or an A.



You may only play the Earth card if the trick contains at least 1 Panda symbol.



You may only play the Fire card if you have 7 or fewer cards in your hand, including the Fire.

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