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#Under10

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Under the 10

Under the 10 is a card game that originated in The Netherlands. The game is known for: Have a good time while laying down some cards! The charm of the game is that it is easy to pick up, competitive and a lot of fun.

The game can be played at home, at a party, inside or outside with family and friends - **Under the 10** can be played anywhere, anytime!

How to play?

Each player receives 5 cards. These cards each have their own value and colour. The remainder of the deck is left face down and placed in the middle of the table (we call this the closed deck). The top card is turned over and placed next to the closed deck (this is now the open deck).

Aim of the game

The goal is to have as few points as possible in your hand. The player to the left of the dealer starts the game. The player adds a card from their hand to the top of the open deck. The player then picks up either the top card from the closed deck or the card below theirs on the open deck and adds it to their hand. The turn is now over.

In addition to individual cards, it is also possible to lay down combinations. You can find all possible combinations on the following pages.

Example:

The closed deck:



The open deck:



The card that has been played

After you took a new card place the card you have just played on top of the open deck





Do you have fewer than 10 points in your hand?

As soon as a player has fewer than 10 points in their hand, they can choose to end the round. This can only be done when it is the player's turn. They then call "**Under the 10!**" The round ends immediately! The player wins the round if they have the lowest score. At this stage, the points of each other player are recorded, this is the total of all cards remaining in their hand. The winner receives 0 points.

What if someone scores lower?

If you call "**Under the 10!**" and there is a player who has the same number of points or fewer, you lose the round. In this case, you receive 20 penalty points plus the number of points in your hand. The player(s) with the lowest score in this case becomes the winner of this round and therefore receives 0 points.



When is the game finished?

After each round, the score of each player is recorded. The player who goes above 150 points is eliminated from the game. From this point, there are 2 possibilities:

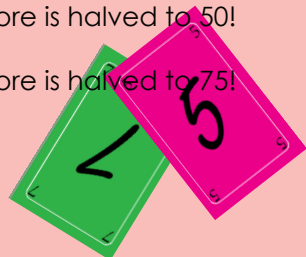
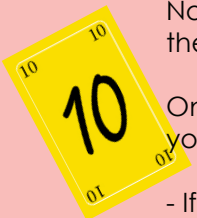
Option 1: Play on until the bitter end! The one who remains has won. Who will come out on top?!

Option 2: The game is stopped, and the one with the lowest number of points is the winner.

Note: Make sure to agree on this together before starting the game.

On the way to the 150 points there are 2 possibilities to lower your score:

- If you exactly reach 100 points, your score is halved to 50!
- If you exactly reach 150 points, your score is halved to 75!





Other Rules

"Played is Played": Once you place a card on the table, you cannot undo the action because "played is played."

When the closed deck is depleted, the open deck - except for the top card - is shuffled again and used as a new closed deck. The bonus cards (see next page) that have already been played are removed from the game.

When laying down a card or combination of cards, you always draw one new card. This also applies to the bonus cards (see next page).

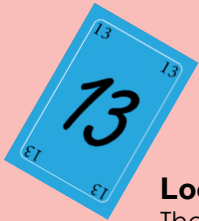
Stroke of luck: If you draw a card from the closed pile and it has the same value as the card you just played, you can immediately place that card on top of the open deck, and your turn is over. You are truly lucky if this happens with your last card, so you have no cards left in your hand... you have 0 points, and the game ends immediately. The points of the other players are counted.



Possible combinations:

	Single card	: Single card
	1 Pair	: Two cards with the same value
	3 of a kind	: Three cards with the same value
	4 of a kind	: Four cards of the same value
	Small street	: 3 or 4 consecutive cards of the same colour
	Big street	: 5 consecutive cards of the despite of the colour
	Flush	: 5 cards of the same colour, no matter the value

These are the rules for Under the 10! Have fun!



Looking for an extra challenge? Add the bonus cards!

The bonus cards add an extra dimension to the game. You can use these cards to introduce unexpected twists. But be careful, if you have a bonus card in your hand when someone calls "Under the 10!", it costs you the points indicated on the bonus card.

Other Rules:

- With a bonus card in hand, it is not possible to call "Under the 10!" or win a round.
- It is not allowed to take back a bonus card from the open pile.
- When playing a bonus card, you always first draw a card from the open or closed pile.



Trade your entire hand (or +20 penalty points)

With this card, you must trade all your cards with the cards of a random player. The number of cards the player still has in hand does not matter in this case.



The Joker (or +10 penalty points)

You can use this card for any card of your choice. Ideal when you're missing that one specific card for a nice combination. (For example: 8, 9, 10, 11, Joker)



Trade 1 card of your choice (or +5 penalty points)

With this card, you must trade one card of your choice with a random player. Now give a closed card to your opponent and take a card from their closed hand in exchange.



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