

DING!

A QUICK CARD GAME
FOR 2 – 7 PLAYERS
AGE 8 AND UP

Detailed rules are given below. Or: be brave and just jump to the end of the rules for the short version 😊.

CONTENTS

81 cards (9 cards in each colour)



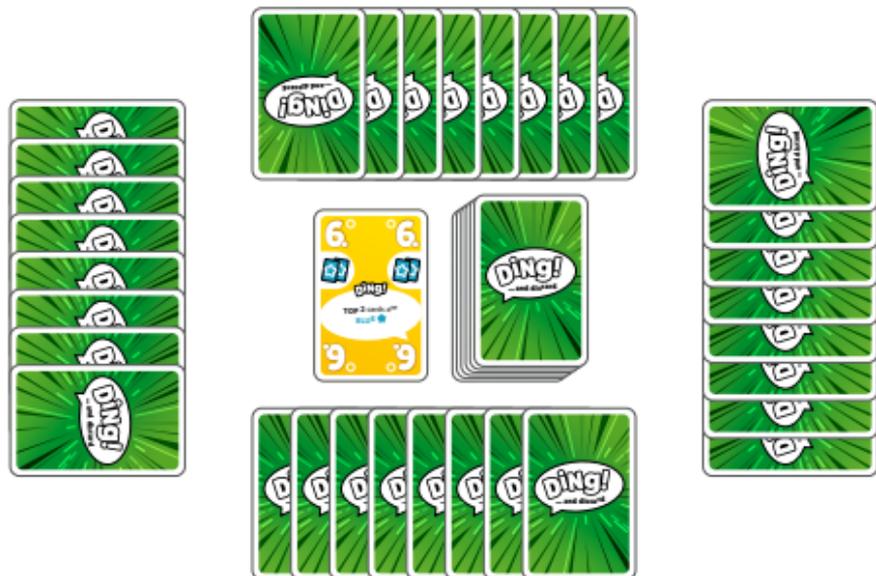
OBJECTIVE

Try to get rid of the cards in your hand as quickly as possible. If you can do that before any of your opponents, you win!

PREPARATION

Shuffle the cards thoroughly. Deal **8 cards face down** to each person. Take your cards into your hand. Place **all remaining cards** in the middle of the table as a **face-down draw pile**, easily accessible to everyone. Turn over the top card next to the draw deck to form the first card of the discard pile. Now DING! begins!

Set up for 4 players:



HOW TO PLAY

Whoever last vacationed in Denmark starts. Normally play proceeds in a clockwise direction – **unless someone interrupts the round with a “DING!”** – more on that later.

On your turn, you must play a card from your hand that is either **the same number or the same color** as the top card of the discard pile. Place this card face-up on the discard pile.



Example: It's Silvia's turn. She must play either a 7 (the color doesn't matter) or a blue card (the number doesn't matter) from her hand.

If you can't play a suitable card, you must **pass**: draw a card from the draw pile and put it into your hand. Your turn ends immediately and play continues in a clockwise direction.

Say "DING!" and play a card on the discard pile:

If you see that the requirement on one of your hand cards has been met, you can immediately shout "DING!" and play this card face-up onto the discard pile .



requirement

This is possible at any time, whether it's your turn or not! You must briefly explain why the relevant requirement is met.

Stefan has this card in his hand: It's not his turn, but he notices that Silvia is coughing. He shouts "DING!", plays the white 3 on the discard pile and says: "Silvia, you coughed!"



If the requirements **were not correctly met** (which the group must judge), you must take the card that you placed on the discard pile for a "DING!" back into your hand and also draw a card from the draw pile. If the draw pile is empty, interrupt the game and reshuffle the discard pile – except for the top 2 cards. The newly shuffled cards then

form the new draw pile. The remaining 2 cards stay as top cards of the discard-pile.

After the round is interrupted with a "DING!", play continues clockwise – starting from the player after the person who just shouted "DING!"

GAME END

Whoever gets rid of their last card and has therefore played all their cards wins.

Over too quickly? Then deal out more cards at the start of the game!



SOME TIPS

- As soon as someone shouts "DING!", the game stops briefly until the DING! card is played and the reason it was played explained. During this time, you are not allowed to interrupt the "DING!" with another "DING!"
- After a "DING!" has been played and the round continues, a "DING!" may be played again immediately

- If the requirement on one of your cards was met one moment, but is no longer met in the next moment – for example, because someone played a “DING!” before you – then it is too late for you to use the card to play a “DING!”

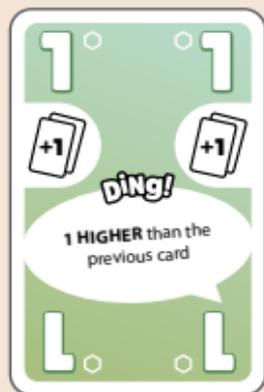
“DING!” CATEGORIES

As a general rule, if the card says “Somebody,” it means every person at the table **except yourself**.

You yourself are only meant if “YOU” is written on the card.

The following types of “DING!” cards are available:

Requirements in the discard pile are met, or certain cards have been played, e.g.:



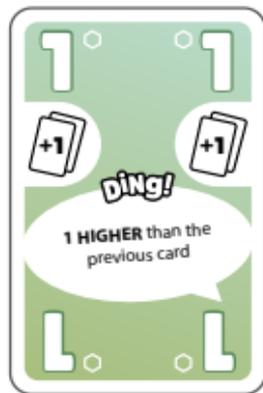
Requirements regarding cards in hand are met – either by other people at the table or by you, e.g.:



Social Interaction: One player at the table has done something, e.g.:



And of course provoking such actions is allowed!



Example 1: Silvia has this card in her hand. On the discard pile is a yellow 6 and it's Jens' turn. He plays a yellow 7 on the discard pile. Silvia shouts "DING!", interrupting the game and placing her card on the discard pile, explaining that the card on the discard pile is 1 higher

than the card played before. Now the person on Silvia's left takes their turn.



Example 2: Heike has this card in her hand. During play it's Stefan's turn, and Heike asks another player – Jens – to give her the game box because she wants to check something on it. Jens touches the box to give it to Heike. Heike shouts "DING!", interrupting the game

and placing her card on the discard pile, explaining that Jens touched the game box. Now the person on Heike's left takes their turn.

COLOR SYMBOLS (TO HELP IN DISTINGUISHING COLORS)



green



yellow



pink



purple



orange



blue



brown



black



Grey

RULES SHORT VERSION

Like another well-known card game, but you can interject if the requirement on the card is met.
Have fun!

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Warning! Not suitable for children under 3 years. Small parts. Choking hazard. **Achtung!** Nicht für Kinder unter 3 Jahren geeignet. Kleine Teile. Erstickungsgefahr. **Attention!** Ne convient pas aux enfants de moins de 3 ans. Petits éléments. Dangers de suffocation. **Avvertenze!** Non adatto a bambini di età inferiore a 3 anni. Piccole parti. Rischio di soffocamento.