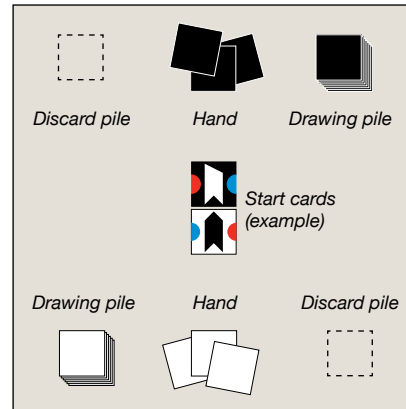




Rules

**One Minute Game** is a placement game for two players. It's goal is to defeat the opponent by either placing a sequence of cards up to the other side of the table, or, putting a card of their own behind an opponents card. Both players play at the same time, so better be fast!

**Preparations** — One player takes the 36 white, the other player the 36 black cards. They each shuffle their deck and place it as a drawing pile face down in front of them. The white player draws one card and puts it face up in the middle of the table. Now the black player draws cards up until he finds one that suits the white card on his side (see placing condition 1). The cards not matching are shuffled back into the drawing pile. Then, both players draw the top three cards as their hand without looking at them.



**The game** — Both players look each other in the eye until a player or someone from the audience yells „Omiga!“: The players turn their hands face up and the game begins. They both play at the *same time*. There are no turns. Both players try to place their cards as fast as they can — while respecting the three placement rules. If a player has placed all of his three cards, he immediately draws three new cards. A player may at any time throw his hand *face up* on his discard pile and immediately draw three new cards. If the drawing pile is empty, the player flips the entire discard pile and uses it as the new drawing pile.



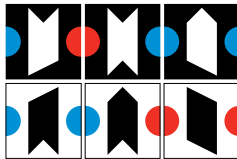
*Playing field, just right before the game starts with a shout of “Omiga!”*

**Placing rules** — The cards are placed so that the coloured semicircles face left and right.

While placing their cards players have to take care that all of their own cards stay connected edge-to-edge. They also have to make sure that their cards are always placed close to the opponents cards, with a card of their own adjoining an opponents card at least corner-to-corner. By this a player has usually two free places where he is allowed to place a card.

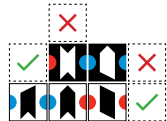
The placing rules are summed up by the following three placing conditions. A player may place a card to a vacant space next to a card on the table, if the three placing conditions are **all** respected:

**1** **Forms** and **colors** of the card match with adjacent cards

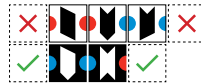


This means the semicircles combine to full circles of the same color and the forms on the top and bottom fit like a puzzle: diagonal to identical diagonal, tip to notch and vice versa.

**2** The card is placed **edge-to-edge** to a card of your **own**

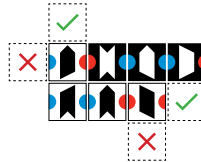


*The two placing options of the white player (green check)*

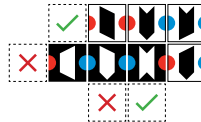


*The same situation out of the black players perspective*

**3** The card is placed edge-to-edge or corner-to-corner to an **opponent's** card



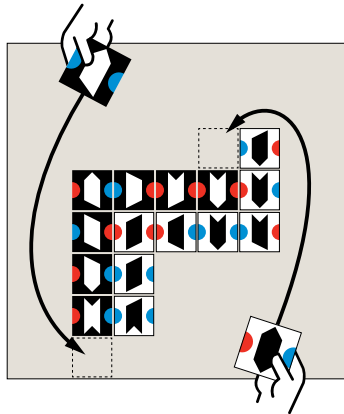
*The two placing options of the white player*



*The two placing options of the black player, same situation*

**End of game** — A player wins instantly when placing a card of their own behind one of the opponent's cards (from his point of view). Another way to win is to build cards up to or over the opposite edge of the table.

→  
*Example of a game. The black player may instantly win by placing a card at the edge of the table of the white player. The white player may win by placing a card behind the black card on the top right. Whoever does so first wins the game.*



**Draw** — The game ends in a draw when both players have each placed cards up to the left and right edge of the table. It also ends draw when one player has used up all of his cards except for his hand and can't match any of them.

You find a video of the rules on  
[www.oneminutegame.de](http://www.oneminutegame.de)

A game by Andreas Schleicher  
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[www.oneminutegame.de/kickstarter](http://www.oneminutegame.de/kickstarter)

For different rule variants, rules in other languages as well as other games and news feel invited to take a look at our homepage.

[www.dionysosgames.de](http://www.dionysosgames.de)

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Choking Hazard: Small parts not for children under 3 years or individuals who have a tendency to place inedible objects in their mouths.