

The background is composed of several large, overlapping geometric shapes in various colors: green, light green, orange, yellow, light blue, dark blue, pink, and red. These shapes are arranged in a way that creates a dynamic, abstract composition. The text 'ANNA OTTO' is centered over this background.

ANNA  
OTTO



## GAME INSTRUCTIONS

### Preparation

Shuffle the deck and deal out 8 cards to each player (6 cards for a quick game). The remaining cards form the draw pile in the middle of the table. Place the top card, which is now the first playing card, beside the draw pile without turning it, unless it is a special card which must have its reverse side facing up.

### Important

Remember, all cards have two playable sides! Once the cards have been dealt out, players are free to decide which side of each should face them. This also applies to cards players either receive or draw from the pile. Once a side has been selected, cards may no longer be turned throughout the game and must be laid with the player's side facing up.

### Please note

Throughout the ANNAOTTO game, players may also lay cards held by other players (reverse side up) just like their own cards. This means that your cards may also be drawn and laid, reverse side up, by the other players.

### Let's start

The youngest player begins. All cards that are laid must match the top card on the discard pile either by colour (8 colours) or pattern (4 patterns) or meet the requirements of the special cards.

Exceptions: ANNA and OTTO cards must be laid alternately (see SPECIAL CARDS: ANNA-OTTO/OTTO-ANNA sequence). The ANNAOTTO card may be laid after any card.

Upon their turn, players may choose one of the following three **actions**:

- 1 Lay a card from their hand (player's side facing up).
- 2 Lay a card from another player's hand (reverse side facing up).
- 3 Take a card from the draw pile (please note: check both sides and decide which to use). The drawn card may either be laid straight away or else added to the player's hand. Players may take a card from the draw pile without laying either this or any other card.

### End of game

Upon laying their second last card, players must call "ANNA" (if they forget and the other players notice before the next person's turn, the player must draw a card from the pile). The winner is the first player to lay their last card and shout "OTTO".

But, who will come second, third, fourth ...?

# SPECIAL CARDS

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## ANNA card

The player of this card may reverse any 2 of the next player's cards. ANNA cards can be laid either on a card of the same pattern or colour, or else on an OTTO card.

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## OTTO card

When an OTTO card is played, the next player must take 2 cards from the draw pile. OTTO cards can be laid either on a card of the same pattern or colour, or else on an ANNA card.

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## ANNA-OTTO/OTTO-ANNA sequence

The first player unable to continue the ANNA-OTTO/OTTO-ANNA sequence (any length allowed) must draw 2 cards from the pile for each OTTO card in the sequence (first step, see OTTO card).

On top of this, the preceding player reverses 2 of the player's cards for each ANNA card in the sequence (second step, see ANNA card).

Once the respective cards have been drawn and reversed, the game continues and the player may lay the next card.



## ANNAOTTO card

One player's cards will be reversed: Players of this card may either reverse all of their own cards or request the next player's cards to be reversed. On top of this, they may decide which colour is to be laid next. The ANNAOTTO card can be laid on all patterns, colours and special cards.

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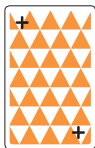
The following special cards can only be laid on the same colour, pattern or sign.

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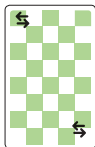
### \* ALL card

When an ALL card is played, all players must immediately place a hand on the discard pile. The player whose hand lands last must draw 2 cards from the pile. Please note: When playing this card, the player must shout "ALL"! If they forget, they must draw 2 cards from the pile themselves.



### + PLUS card

When a PLUS card is laid, the next player must draw 1 card from the pile. If 2 PLUS cards are played consecutively, the following player must take 2 cards, etc. Players who have drawn one or more cards may still take their turn.



### § INVERT card

Change of play direction.



### ↻ OBSTACLE card

The next player misses a go.

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