

CRASHED OUT™

Clear out
or crash out!

asmodee

In **Crashed Out™**, you start by memorizing 3 cards. Sounds easy, right?

...Until they're swapped, more cards are added, or you're too busy enjoying your opponents' mistakes to notice that you're about to crash out!

This game contains 65 cards, divided as follows:



Regular number cards



Effect cards



Link cards



Crash Out card



Shield card

OBJECTIVE

The player with the **lowest score** at the end of the game is the **winner**. Try to get rid of your cards as quickly as possible—without mixing them up, of course!

SETUP

Set the Shield card aside within reach of all players. Shuffle the remaining cards to form a draw pile.



Place 6 cards facedown in front of each player. Each player secretly looks at the 3 cards in the bottom row.



You can rearrange your cards at any time during play.



Important! Once the game starts, you won't be able to look at your cards anymore (except when allowed by an Effect card).

HOW TO PLAY

The geekiest player goes first and chooses the direction of play.

On your turn, **draw a card** and look at it **secretly**.

Then, you can either:

DISCARD THE CARD

Place it faceup on the discard pile.



OR

KEEP THE CARD

Place the card facedown in front of yourself and discard **one of your other cards** faceup without looking at it first.



Note: If the draw pile is depleted, shuffle the discard pile.

EFFECTS

If you discard a 6, 7, 8, or 9, you **must** apply its effect **immediately!**

6: VIRUS - Place the top card of the draw pile facedown in front of an opponent.

7 and 8: HACKING - Look at 1 card in front of you or 1 card of an opponent.

9: DATASWAP - Swap 1 of your cards with 1 of your opponent's cards, facedown. Do not look at either card.

COUNTER-DISCARD

When a card is discarded, by you or an opponent, you can counter-discard one or more **identical** cards in **response** - even if it's not your turn!



On her turn, Julien discards a 6. Then, Nicole counter-discards the 6 she has in front of her.

If you reveal the wrong card, **you glitch!** Return it facedown in front of yourself and draw 1 card as a penalty (see GLITCH).

Kelli reveals what she believes is a 6; unfortunately, it's a 9... She glitched! She flips the card back facedown and adds 1 extra card as a penalty in front of her.

If the discarded cards are **Effect cards**, apply them in the same order the cards were discarded. Meanwhile, the other players can continue to counter-discard.

First, Julien applies the 6 effect of the 6, then Nicole does the same. Julien remembers that she has another 6, so she counter-discards it before applying its effect.

If there are no effects left to apply, the next active player can play immediately. Once that player has drawn a card, **counter-discarding is no longer possible.**

Once Julien and Nicole finish applying the effect of their cards, it's Kelli's turn. She draws a card. Nicole remembers that she has another 6, but she may not play it because Kelli's turn has already begun.

END OF THE GAME

The game can end in one of two ways:

CARD 20 IS DISCARDED



In this case, the game ends **immediately**. No one plays again.

OR

YOU SAY "CRASH OUT"

At the end of your turn, say **"CRASH OUT!"** aloud to trigger the end of the game. **Your opponents each play a final turn.**

Place the Shield card in front of yourself; you are now **immune** to the effect of any 9 that may still be discarded.



Before saying "CRASH OUT", make sure you're headed towards victory.

SCORING

All players reveal their cards at the end of the game.

If you have **3 or more** among your cards, set them aside—they're not tallied!

Add up the values of your cards to determine your remaining points.

The player with the lowest score wins the game.

In case of tie, share the victory.

GLITCH

If you glitch and make a play error, **draw a card as a penalty** and place it facedown in front of yourself without looking at it.

Below are a few examples of common glitches:

- You deal the cards incorrectly.
- You look at one of your cards from the top row during setup.
- You draw a card when it is not your turn.
- You look at or reveal a card you shouldn't have.
- You counter-discard after the next player has drawn a card. (In that case, you must return your card in front of yourself along with the card drawn as a penalty.)
- You counter-discard a card with a different value than the one on top of the discard pile. In that case, you must return your card facedown in front of yourself along with the card drawn as a penalty.

There are many other ways to glitch. If other cases occur, decide among yourselves whether or not to treat them as glitches.

EXAMPLE OF SCORING

KELLI



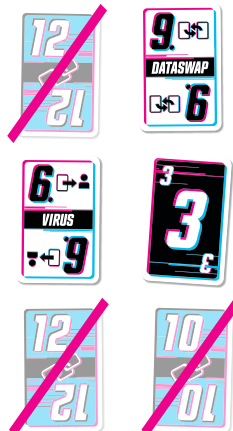
Kelli has **23 points**. She said "CRASH OUT" aloud but had no idea that card 20 was hidden among her cards...

NICOLE



Nicole has **45 points**, and her 11 is counted because it is her only **8** card.

JULIEN



Julien has **18 points** after discarding the 3 **8** cards she had before tallying. She wins the game!

GAME AID

AT THE START OF THE GAME

Secretly look at the 3 cards in the bottom row in front of you and memorize them.

ON YOUR TURN

DRAW A CARD

then, either:

DISCARD IT



KEEP IT and discard another card.

WHEN A CARD IS DISCARDED

You can immediately counter-discard an identical card that is in front of you.

IF A CARD WITH AN EFFECT IS DISCARDED

Apply its effect immediately:



Without looking at it, place the top card of the draw pile facedown in front of an opponent.



Look at a card that is either in front of you or in front of an opponent.



Swap 1 of your cards with 1 of your opponent's cards, facedown. Do not look at either card.

Reminder: The Shield card immunizes you against this effect.

IF YOU GLITCH

As a penalty, place the top card of the draw pile facedown in front of you.

THE GAME ENDS



If you say "CRASH OUT"

Take the Shield card. All your opponents play a final turn.

When card 20 is discarded

The game ends immediately.

Credits

Game design by MontiBearnar, artwork by Mathieu LIDON.

Rules formatted by Good Heidi and translated by Angelina Petrovic.

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