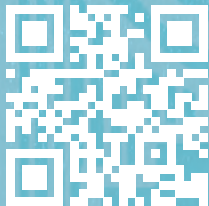


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0.5: Rebecca Krikau	22.5: Florian Biege	41.5: Markus Erdt
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Card Back:
Robert Nippoldt



Scan the QR code for more information about the illustrators or visit us here:
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Looking for more nonsense?
Check out
I AM DONE



Another silly card game
for 2–5 chaotic players
aged 8+ by Marco Teubner

CONTENTS

Approx. 83 playing cards, 1 pack of cards

WAIT A MINUTE!

If your name isn't Yoda, you might be thinking "The words in the title are in the wrong order—it should be **"I AM DONE!"**"

Yes, you clever clogs, but there's already a game with that name! And because this game is just as silly as **I AM DONE** and is played in the same way, we simply mixed up the title. So, it's actually (almost!) the same game, just with completely crazy new cards.

You can play **DONE I AM** as it is—or you can shuffle it together with the cards from **I AM DONE** for the ultimate **"I AM DONE I AM"** experience.

If you already know **I AM DONE**, you can skip most of this rulebook. Just read the short bit about the new keyword **"rule card"** and maybe skim the FAQs—they have a few fun tidbits.

WHAT'S IT ALL ABOUT?

DONE I AM is an especially silly game. If you take it seriously, then it's your own fault!

The game consists of a handful of cards. We can't tell you exactly how many. Theoretically, there are 83 cards. But because curious things happen in this game, there may be fewer. However, it doesn't matter. The game works just fine with fewer cards.

You simply play until someone has **goal cards** spelling **"I AM DONE"** in front of them—or until something else happens and someone claims to have won.

CEREMONIAL GAME SETUP

Brew a cup of tea. While it steeps, divide the cards into 17 piles of roughly equal size. Stack them randomly on top of each other. Quietly hum the Star Wars® theme while doing this. Too silly for you? Fine—simply shuffle the whole deck and place it face-down in the center. That works too. Now you are ready to play!

GAMEPLAY

The player that draws a card from the draw pile the fastest is the starting player. Then everyone takes turns in clockwise order. On your turn, you may either draw 1 card from the draw pile into your hand or play 1 card from your hand face-up into the discard pile.

Again:

Either draw 1 card or play 1 card

That's basically it! Well, almost. Wouldn't it be nice if it were that simple? Let's get into the finer details...

KEYWORDS

Keywords are written in small boxes at the top or at the bottom of cards.

“instant”: If you draw a card marked **“instant”** at the top, you **must play it immediately**. As in, N-O-W. Not later. We know we just explained that you either draw a card or play a card. This is an exception!

“anytime”: Surely you can figure this one out yourself? Yes, you may play this card even if it's not your turn. These cards all have stars in the top corners to help you spot them in your hand.

“play area”: When you play a card with this keyword, don't place it on the discard pile. Instead, place it in front of you—or perhaps in front of someone else if the card says so. “Play area” cards only work while they are in a play area.

“rule card”: Place this card face-up in the middle of the table, next to the draw pile. Its rules apply for as long as it's there. Multiple rule cards may be in effect at the same time. All other keywords? You can figure them out yourself!

END OF THE GAME

You already know this: the first player to have **“I AM DONE”** in front of them on goal cards wins the game—unless a card explicitly says otherwise. Simple!

FAQ

Here are some answers to FAQs – Frequently Annoying Questioners who always want to know everything in minute detail:

What happens if a card says something different from this error-free and detailed rule sheet?
In general, card text takes precedence over the rules on this rule sheet.

What happens if cards contradict each other?

The very nature of the game leaves some cards with a little “room for interpretation” when interacting with each other. That's why we've come up with an innovative new concept: numbering every card on the bottom right! The card with the higher number takes precedence. If that still doesn't solve your problem, then let the person who owns the game decide. Is that fair? Nope. But hey, neither is life!

What if I draw an “instant” card due to another effect?

Always draw cards one at a time! If you draw an **“instant”** card, play it immediately—unless a card explicitly says otherwise—then continue drawing cards.

What happens if I receive cards from another player?

After some loud shouting and/or cheering as you deem appropriate, sort the cards as follows: Cards from their hand go into your hand, and cards from their play area go into your play area—unless a card explicitly says otherwise.

What happens to my cards if I lose and get eliminated from the game?

Shuffle all your cards, from your play area and hand, and place them face-down on top of the draw pile.

What happens in the unlikely event that I've read the rules up to this point?

Congratulations, you probably belong to the 0.01% of people who actually read the T&Cs all the way to the end. As a reward, you may draw 2 cards before the start of your very first game!

CREDITS

Game design: Marco Teubner | **Illustrations**: see page 4

Graphic design: Robert Gärtner | **Realization**: Thygra Spiele

A very special thanks from the game designer goes to Susan, whose enthusiasm made this creative nonsense possible.

Pegasus Spiele GmbH, Am Straßbach 3, 61169 Friedberg, Germany.
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