ILLUSTRATIONS

2: Hannah Flattinger 3: Folko Streese

4: Hannah Flattinger

5: Robert Nippoldt

6: Vincent Will

7: Vincent Will

8: Vincent Will

9: Vincent Will

10: Vincent Will

11: Vincent Will

12: Vincent Will

13: Lea Rothgänger

14: Hannes Eisenberger

15: Arnold Reisse

16: Andrea Alemanno **17:** Florian Taker

18: Jenny Harder

19: Marco Armbruster

20: Stefan Sonnberger

21: Jenny Harder 22: Gautier Guillot

23: Janine Modler

24: Denis Medri

25: Malte Zirbel

26: Halszka Nazarczuk

27: Gautier Guillot
28: Sabrina Schwarz

29: Carolin Zupanc

30: Julius Brümmer

31: Lea Rothgänger

32: Lukas Siegmon

33: Folko Streese

34: Stefan Theurer

35: Jochen Ewert

36: Stephan Lorenz

37: Janine Modler

38: Carolin Zupanc

39: Hannes Eisenberger

40: Christina Christidou

41: Thomas Moor

43: Aina Theede

44: Denis Medri

45: Halszka Nazarczuk

46: Weberson Santiago

47: Arnold Reisse

48: Christina Christidou

49: Lukas Siegmon

50: Jakob Philippsen **51:** Stephan Lorenz

52: Andrea Alemanno

53: Stefan Sonnberger

54: Jakob Philippsen **55:** Marco Armbruster

56: Aina Theede

Card Back:

Robert Nippoldt



Scan the QR Code for more information about the illustrators or visit us here:

https://pegasus.de/en/i-am-done



A silly card game for 2-5 chaotic players ages 8+ by Marco Teubner

CONTENTS

Approx. 72 playing cards, 1 pack of cards

WHAT'S IT ALL ABOUT?

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

The game consists of 72 cards. Possibly. If you've already discovered the "Holy hand grenade", then there might only be 71 cards left. The "Pink Elephant" may never be seen again, in which case there would only be 70 cards left. Anyway, let's just say there were once 72 cards.

What's the game all about? Quite simply, whoever is first to have the phrase "I AM DONE" in front of themselves wins the game. Well, maybe not if you're a kingmaker or it's precisely 9:34 pm...





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GAME SETUP

Who wants to spend ages setting up a game? That's just annoying! So, just shuffle all the cards and place them in the middle of the table as a face-down draw pile. That's it, you can start.

GAME PLAY

Someone starts. You play 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 into the discard pile.

Again:

Either Draw 1 card or Play 1 card

If there are any questions or uncertainties about how or when a card is played, the owner of the game always gets to decide. Is that fair? Nope. But who ever said that life is fair?

KEYWORDS

If you draw a card that says "INSTANT" at the top, you are not allowed to follow the aforementioned rule. You must play this card immediately after drawing it, as an exception. Yes, we know, we just stressed that you can either draw a card or play a card. But card text always takes precedence over anything in the rule book, got it?

Fortunately, if the text on any cards contradicts each other, there is a number at the bottom right of each card: the higher numbered card takes precedence.

Some cards say "ANYTIME" at the top; these are for the very impatient. You can play such a card at any time and don't have to wait until it's your turn again. These cards also have a star in the top corner to make them easier to find in your hand.

If you play a card that says "PLAY AREA" at the bottom, you do not place this card on the discard pile. Instead, it is placed in a play area in front of you – or perhaps in front of another player, if the card says so.

There are other keywords, but you can figure these out for vourselves.

END OF THE GAME

You know this already: The first player to have the phrase "I AM DONE" in their play area wins the game - unless a card explicitly says otherwise. All clear, right?

CREDITS

Game design: Marco Teubner | Illustrations: see page 4 Graphic design: Jens Wiese | Realization: Thygra Spiele English Translation: Vanessa & Jason Abel

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