

BLIND BUSINESS



RULEBOOK

RICKY TOWN IS ROCKING!



There's festivity in the air! Ricky is also in the air—he's the 10-foot tall donkey-shaped piñata that is the mascot and symbol of the town. The mayor has announced a contest to take down Ricky, and the whole town is invited to participate.

No one person can break Ricky open by themselves, so you'll have to gather the best teammates from the four districts of town, each bringing their own abilities to the challenge. Snatch the right people from the hands of your competitors and gather the best team of piñata-poppers. But watch out—you never know who could be walking to the other teams until it's too late. Hurry up and pop Ricky before anyone else can and you'll win all the candy inside, the Big Trophy, and never-ending prestige!

Put on your blindfolds like you mean business, swing away with your friends, and have the best (and silliest) piñata party of the year!

Blind Business is a card game for 2-5 players which plays in 15-30 minutes. In this game, you are trying to make deals with the other players to either get 5-in-a-row or score the most points and win the game!

COMPONENTS



50 cards

(1-11 and a Flex Player in each of 4 colors plus 2 Wild Coach cards)



**1 Trophy A /
Active player B card**



**10 player
aid cards**
(2 per player)



4 OK cards



1 rulebook



★ SETUP

Randomly select a player to go first, who receives the Active Player card and places it in front of them. Leave the OK cards to one side. Give each player 2 player aid cards (return the unused ones to the box). Shuffle the deck of 50 cards. Depending on the player count, a certain number of cards will then be randomly removed from the game without looking at them. Then the game will be played over a set number of rounds, again based on the number of players:

Number of Players	Number of cards Removed	Number of Rounds Played
2	18	6
3	8	5
4	2	4
5	0	3

Make a deck of all the remaining cards and deal 4 cards to each player. Each player may look at their hand to see what they start the game with, but must then shuffle their hand and display it facing **away from them** such that all players can see their hand, but they cannot see their own hand.



PLAYING THE GAME

★ Let's pop that piñata!

On their turn, the active player (**the “asker”**) will look at all the cards in their opponents' hands and ask for one card from any opponent (**the “receiver”**) by tapping it. The receiver can either **accept** or **reject** the offer by saying “yes” or “no”:

→ If the **receiver rejects** the offer, the **receiver** gains the card the **asker** requested and puts it in front of them to score. The **asker** then chooses **any** of the remaining three cards in the **receiver's** hand and puts it in front of them to score at the end of the game.

→ If the **receiver accepts** the offer, they then ask for a card in return from the **asker's** hand by tapping it. The **asker** can then **accept** or **reject** this offer:

↻ If the **asker accepts** (so both players accepted the offers), each player gains the card they requested and places it in front of them to score at the end of the game.

↻ If the **asker rejects** the offer, each player gains the card the other player requested: the **asker** from their own hand, and the **receiver** from their own hand.

Any cards gained by a player are placed face up in front of them, in rows sorted by color, for end of game scoring.

After this sequence concludes, all players draw cards from the deck without looking at them and add them to their hands so that all players have 4 cards again.

Play continues in clockwise order, with the player to the left of the previous **asker** taking the Active Player card and becoming the new **asker**.

★ WINNING THE GAME

There are two ways of winning Ricky Town's biggest trophy: The Big Trophy:

- ✓ By striking a **Perfect Swing**, or
- ✓ By **Best Technique**.



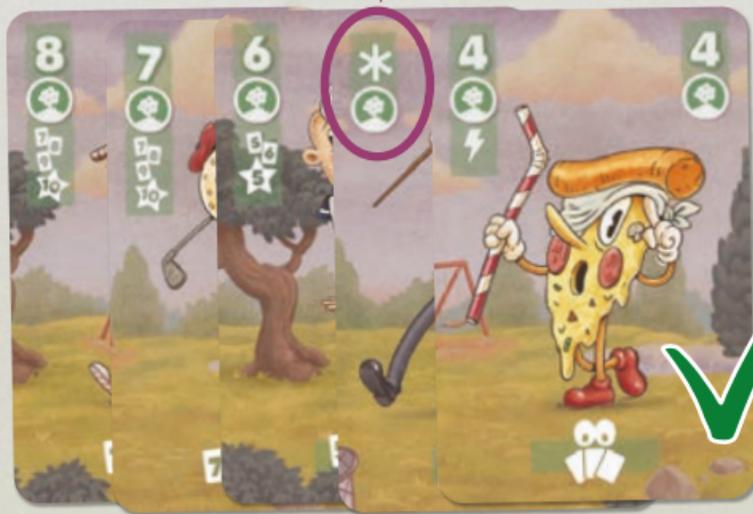
PERFECT SWING

★ Sudden Victory: 5-in-a-Row

During any player's turn, after cards have been gained and any powers applied (see below), if a player now has 5 numbers in a row of the same color (for example, if a player has 4, 5, 6, 7, and 8 of **Playground**), that player wins the game immediately and the game is over!

The Flex Player card of each color can help achieve this: see the Unique Card Powers below. If two players gain 5-in-a-row simultaneously, they share the victory. If nobody gains 5-in-a-row during the game, keep playing until the end of the game as described below.

THE FLEX PLAYER



BEST TECHNIQUE

★ End of the Game - Scoring

The game ends immediately when there are no cards left in the deck (the number of rounds changes based on player count, see the table on page 4). This means that after the final turn, the players who gained cards during that turn will refill their hands to 4 cards, the deck will be empty, and the players proceed to scoring.

Players score points for all of the cards in their scoring area (**not** for the cards in their hand). For each color, a player multiplies the **number of cards** they have of that color **times** their **highest-value** card of that color (*Wild Coach* and *Flex Player* cards don't have any value). For example, if you have 4 **Playground** cards and your highest-numbered **Playground** card is an 11, you get 44 points for that color. Add up your score for all 4 colors, and the player with the most points is the winner!

Feel free to download the Devir companion app on your mobile device for a handy scoring aid (Android and iPhone versions available). It is free!



DEVIR
COMPANION





$11 \times 4 = 44$ points



$5 \times 3 = 15$ points



$3 \times 2 = 6$ points



$4 \times 2 = 8$ points



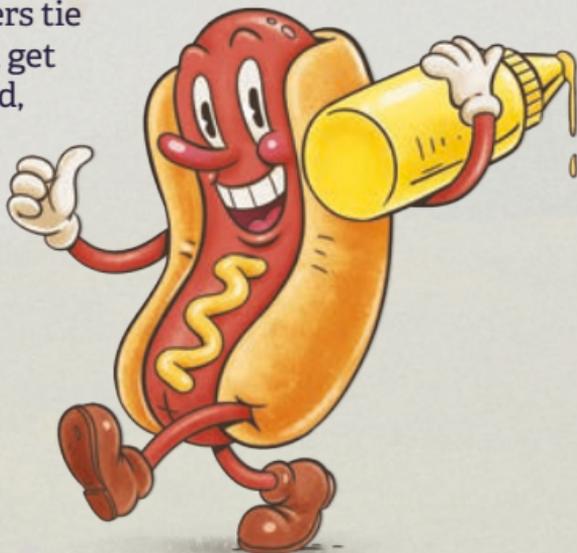
TOTAL POINTS: $44 + 15 + 6 + 8 = 73$ points

SPECIAL COLOR POWERS

Ricky Town's Four Districts

While you can play the game in “family mode” with just the rules above, we recommend playing with Special Color Powers. **When the end of the game is triggered, before counting points as above, players check the following Color Powers in order.** Wild Coach cards do count as the color they were assigned to, but number 1 cards count as only 1 card when deciding who has the most of a color.

If players tie for the most or second-most **Playground** or **Boardwalk** cards, **both** players get the lower reward (so 2 players tying for first in **Boardwalk** both get the second-place reward, which in a 2-3 player game is nothing and in a 4-5 player game is 10 points each. If 2 players tie for second, they both get the third place reward, which is nothing.)





Playground

2/3 players: whoever has the most **Playground** cards at the end of the game can look at their final hand and add 1 card from their hand to their scoring area. This ability is checked before the other card powers, and if it causes someone to have 5-in-a-row, they win the game at this point.

4/5 players: in addition to the power above, whoever has the second-most **Playground** cards at the end of the game gets +10 points.



Boardwalk

2/3 players: whoever has the most **Boardwalk** cards at the end of the game gets +10 points.

4/5 players: whoever has the most **Boardwalk** cards at the end of the game gets +20 points and the second-most gets +10 points.



Central Station



Downtown

For each set of 1 **Central Station** and 1 **Downtown** card you have, you get +7 points. For example, if you have 4 **Central Station** and 2 **Downtown** cards, you would get 14 extra points as you have 2 sets of Central Station and Downtown cards.

UNIQUE CARD POWERS

Team Players

Whenever you **gain** a card, place it in your scoring area. It will then have a specific **mandatory** effect depending on what value it has. These powers are the same for every color.



WILD COACH: Can count as a numberless card of any color. When gained, it must either be put in the row of a color you already have 1 or more cards of, or placed alone and it can then be placed with a new color when your first card of that color is gained. The Wild Coach is considered a numberless card with no color.



1 - TWINS: When multiplying the highest card value for this color, the 1 counts as 2 cards of its color. For example, if you have a 1 and a 10 in a color, that would be $10 \times 3 = 30$ points, as the 1 counts as 2 cards.



2 - THE POSITIVE TYPE: When you gain a 2, you immediately take an OK card. At any later point in the game, you can discard this OK card when you ask for a card (before the other player says yes or no) to force the other player to **accept**. If you discard the 2 card later in the game, you still keep the OK card.



3 - THE GRIFTER: When you gain a 3, after all players draw so that everyone has 4 cards in their hand, you may choose to switch hands with any player. The players gaining new hands must shuffle their new hands before holding them up. If both players gain a 3 in the same deal, the active player switches hands first, then the other player.



4 - PEEK-A-BOO: When you gain a 4, after drawing, you may look at your hand and then shuffle it.



5 AND 6 - THE LOVERS: During scoring, if you have both the 5 and 6 of the same color, you get +5 points. Note that you get +5 points total for having both Lovers, not +5 points for each card.



7, 8 AND 9 - RANDOM PASSERS-BY: During scoring, if you have all of the 7, 8, and 9 of the same color, you get +10 points. Note that you get +10 points total for having all 3, not +10 points for each card.



10 - THE RIGHT TOOL: When you gain a 10, if you have **the most total cards** in your scoring area (ties do not count), you **must** discard any 1 card of your choice from your scoring area. Compare the number of cards after both players gain their card from this deal, but before anyone discards cards due to a 10 or 11. If you must discard a card, this occurs before the 5-in-a-row is checked.



11 - THE NATURAL: When you gain an 11, if you have **the most or are tied for the most total cards** in your scoring area, you must discard any 1 card of your choice from your scoring area. Compare the number of cards after both players gain their card from this deal, but before anyone discards cards due to a 10 or 11. If you must discard a card, this occurs before the 5-in-a-row is checked.



FLEX PLAYER: Can count as any number in its color **exclusively for the purpose of getting 5-in-a-row**. You don't need to assign it to a specific number when gained—it counts as whatever number you need to get 5-in-a-row and win, and otherwise is just a regular card of its color. For example, if you have the **Central Station** 5, 6, 8, 9, and Flex, you win the game immediately as the Flex counts as the 7. Outside of going for 5-in-a-row, the Flex Player is considered a numberless card of its color.



STRATEGY TIPS

- ★ Say yes to deals when you want something in the other player's hand; say no when you think what you have in your hand may be better than what is in their hand.
- ★ If you can get a high card of a color, try to get lots of that color regardless of their values.
- ★ If you get a Flex Player card, getting OK cards can help you secure a run of 5-in-a-row to win the game.
- ★ Near the end of the game, avoid asking for cards from players who have a lot of cards in their scoring area, as they are more likely to win.
- ★ *Blind Business* can be played with no public communication or with table talk and bluffing as players ask for cards; feel free to try both and see what your group prefers!



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