

GITMO GAME INSTRUCTIONS

(2-6 players - paper and pencil needed for scoring)

“A Unique **Challenging Multiple Strategy** Card Game that Plays like a Board Game”
and where winners and losers can change places in a split second”

(if you think the instructions are too long, you should check out the
6 full pages of 8 pt. rules for the monopoly game)



Gitmo Instructions

NOTE: There is a bonus 5th game that can be played with the 24 Traitor cards only, and might be fun to play BEFORE you play the rest of the games. Since the 24 traitor names (used for all the games) are disguised, it would be fun to have each person try to figure out who the traitor is that the 'disguised' name actually refers to. Some are fairly obvious, but others need more 'untangling.' Go through the 24 traitor names one by one and if a person guesses their real name correctly, they get that card. The person with the most correct answers (revealed in the downloadable checklist forms used in the Escaped Game) is a pretty clever person and should be honored in some way.

CARD DECKS:

The Basic Deck (Gold logo on back of cards) contains 58 cards - 24 Patriot cards, 24 Traitor cards and 10 Bonus cards (1 Trump, 1 Gitmo, 1 Alliance and 1 Whistleblower as well as 6 "Draw A Cards". The Special Ops deck (Gold and Green logo) has 41 cards. **BOTH DECKS ARE USED IN THIS GAME. There are 5 additional blank cards to be used as suggested herein.**

OBJECT OF THE GAME:

To be the player who collects the most Patriot cards, regardless of the point value shown on the card. (Steve says, "if you git mo patriot cards than everyone else, you win the game".) All Patriot and Traitor cards are numbered 1 - 12 and these numbers are used to build runs, but are **NOT used in scoring**. In other words, the #'s 1 - 12 have no point

value for winning the game. Instead, **all Patriot cards** are worth one positive point and all Traitor cards are ‘negative’ 1 point. Players should try to accumulate runs of Patriot cards and try to send as many Traitors to Gitmo as they can*. Players total and record their points at the end of each **HAND (when the deck runs out)**, subtracting the number of Traitor cards from the number of Patriot cards and adding in or subtracting any ‘bonus’ or SO cards they have accumulated. **When all players have had one turn to deal a hand, the ROUND ends** and the points from each hand are totaled to determine the winner of the round. Players can agree to play any number of *ROUNDS* before a final *GAME* winner is determined (player with highest overall point total). * *Gitmo is the short name for the U.S. Prison at Guantanamo Bay.*

DEALING:

(Set aside the Special Ops deck, face down to be used as a DRAW pile by players who receive a 'Draw-A-Card' during the hand.) After shuffling the Basic Deck (**58 cards**), dealer deals one card at a time, *face up*, to each player beginning on his/her left. All cards are dealt face up on the table and remain face up on the table throughout play. The number of cards dealt to each player is determined by the number of players at the table:

2 – 3 Players get 4 cards each, 4 players get 3 cards each, and 5- 6 Players get 2 cards each.

When playing with only 2 – 3 players, it is suggested that you remove 2 or 3 of the ‘draw’ cards from the Basic deck and play with only 3 or 4 ‘draw-a-cards’ instead of all 6.

When dealing is complete, dealer should allow **any player who receives a 'Draw-A-Card' to remove the card and follow its directions**, and then replace that card with another card from the deck **before play can begin** (*Complete directions for all Bonus or SO cards are in the next section*). Likewise, if a player receives a Whistle Blower or Alliance card, they can set it aside and get a replacement card. If a Trump or Gitmo card is in the initial deal, player can move either of them onto another card in their hand so as to create a vacant spot that can then be filled before play begins. After all players have only patriot and/or traitor cards in their hand, the rest of the deck is placed face up directly in front of the player to the left of the dealer who begins playing (see **Playing** below). As play progresses, the deck is moved and placed in front of each player to the left in turn. (This reminds players whose turn it is in case play is interrupted.)

During a hand, **vacant spots** may be created when the current Player takes/steals cards or runs from opponents. These will be replenished **BY THE DEALER, only when the current player ‘resigns’ (announces that he/she has no more moves)**. At this time, the **dealer** will fill in all of the vacant spots, one card to each player, beginning with player to the left and progressing around the table until all spots have been re-filled, at which time deck is placed in front of the next player who begins his/her turn.

NOTE: No player can move any card at any time, even in their own hand, except when it is their turn to play.

The following items are OPTIONAL:

Players can choose whether or not to use the “a card laid is a card played” rule;

Players can also choose whether or not to ‘help’ opponents who may be missing a play;

If the last card in the deck is used by the dealer to refill a vacant spot, the player who was next can take a final turn if player has any moves, and when he/she is finished, the hand is over.

PLAYING:

Play begins with the player to the left of the dealer, who will attempt to build **RUNS**** using his/her own hand, plus the card that is face up on top of the deck, and any cards that are eligible to be taken from other players (see **ELIGIBLE CARDS*****). Player can also discard undesirable cards from his/her OWN hand or the card on top of the deck by placing them into the hands of other players. Player is NOT allowed to move cards from one player's hand to another player's hand. No one else can make any moves until it is their turn.

It is advisable for Player to survey all the cards on the table before playing their hand. (Experienced players will develop various strategies to help them win.)

Player can begin in one of the following ways, in any order desired:

1) **Players can SWITCH 'eligible cards' in their own HAND** from one row/run to another as long as they are placed in numerical order –*I.E., if a Player is dealt a 9 and 10, Player could, during his/her turn only, place the 9 below the 10, building a 2-card RUN in one row, and leaving a vacant spot in the other row, which is immediately refilled from the top card on the deck.*

This then opens up additional opportunities to play and also presents a new card on top of the deck which may then be entered into play. (During your turn, it is wise to use as many cards from the deck as possible because this may lead to a valuable bonus card still remaining in the deck. Also, if you are in a position to 'use up' the deck, the game will end and no opponent will have a chance to steal your cards!)

2) **In addition to filling his/her own newly vacated spots** from the deck, **Player can continue removing cards from the top of the deck at any time during his/her turn** as long as the card is used to fill his/her own vacant spot or can be placed either in one of his/her own RUNS, or placed in the run of an opponent. **Players can build from the TOP or the BOTTOM** of their rows to build longer RUNS. *(In our example, player needs an 8 or 11, or a run beginning with an 8 going down or an 11 going up, for his first run [or both an 8 AND 11, if both are available]. If player filled the vacant spot with a 12, for example, he/she then needs an 11 or a 1 [or both] to add to the 12 he just drew - 11 goes down **BELOW** the 12, the 1 goes up **ABOVE** the 12 - same principle as Solitaire).*

3) **Another possible move is to TAKE cards** from other players or 'get rid of' Traitor cards by placing them onto the runs of opponents (if they fit). (As expertise develops, one may even choose to strategically 'give away' a Patriot card.) Player can take **any whole run** (of any length, whether it runs from bottom to top OR top to bottom) or any single card from an opponent that is by itself, as long as it can be used to enhance a card or run in player's own hand. **Players may remove the bottom card of any run but may not remove one from the middle or top of a run, nor can they remove just a partial run from any opponent's run.** *(In our example, to play on the 12, player can search opponent's hands for an 11 or a 1 or a run beginning with an 11 going down or a 1 going up, **but can not break up any run by removing one card or a card from the middle** of opponent's run. And, he/she can also continue taking cards from the top of the deck that can be used appropriately, until there are no more moves.)*

4) **As player exposes cards on the deck, one by one, and comes across a card he/she cannot use,** player may 'discard' it, if it fits, into an opponent's run in order to expose another card on the deck beneath it. **Player should attempt to 'get rid of' as many traitor cards as possible** from the deck and their own hand (including a whole run) by 'discarding' them to an opponent when they fit the opponent's run. Player continues making moves until Player no longer has any possible plays. Once a Player has no further moves, their turn ends. Dealer fills vacant spots all around, and play moves to the next player on the left.

NOTE: If all players take a turn and no player is able to make a move, dealer shall put the top deck card onto the bottom of the deck, revealing a new card, and play moves to the next player.

****WHAT IS A 'RUN'** - Any number of cards placed in numerical order going either up or down. A run (row) can be a combination of patriot and traitor cards, or you can play another version of the game where all runs must be patriot cards only or traitor cards only (playing this way makes the game more difficult and it will last longer) . A run can continue on, repeating the cards over and over, and it is even possible for one player to accumulate one long run that contains all 24 of the Patriot cards or all 24 of the Traitor cards, or even all 48 cards in the deck. **(It is possible for the first or second player in any hand to get**

lucky and win the hand before players 3 or 4 even get a turn, so that's why it's important to give each person a chance to deal in the total GAME, so all players get the same opportunity to be the first player and maybe 'get lucky' and accumulate a lot of points.)

*** **WHAT ARE 'ELIGIBLE' CARDS** — Any single card can be taken, or the bottom card on any run, or an entire run either from top down, or bottom up. No other cards can be taken from someone's run. The only 'Bonus' card that can be taken is the "Gitmo" card (see Gitmo card rules below). Player may choose at any time to take a card or an open run (*one with no "Trump" card*) from another player as long as he has a place to use it (*it cannot be placed on a vacant spot – only the top deck card can be used to fill a vacant spot and then only by the current player during his/her turn*).

USE OF BONUS AND SPECIAL OPS CARDS:

If any Bonus card or 'Draw A Card' appears at the top of the deck during a Player's turn, it belongs to that Player.

The Trump card is a "save" card and protects any run upon which it is placed, meaning no opponent can ever take a run that is protected by a Trump card. The Trump card can be moved from run to run *by the player only when it is his/her turn, except when dealt the card during the initial deal for that hand*. In that case, Player receiving this card can immediately place it onto either a Patriot or Traitor card, which it then protects, and request an additional card from the dealer to replace the empty spot. *It cannot be moved again until it is that player's turn to play. A player can 'lift up' the Trump card on one of his own runs, in his own hand only, to add additional cards to the run at any time.*

The Jesus Saves Card is also a "save" card that protects the run from being stolen by an opponent. *However, there are several differences* - OTHER players CAN ADD either Patriot or Traitor cards into this run (where eligible chronologically), but they may not remove any cards or take the run. This card DOES NOT send any traitors in this run to Gitmo (I guess you could say God is giving these particular traitors one more chance to repent and be saved, but you still have to count the traitor cards as a negative 1 point each). BUT THEN, this card also gives the receiver a blessing of 12 additional points at the end of the hand (for being so forgiving?).

The Gitmo, Justice and Tribunal cards (G, J and T cards) can be placed on any run, like the Trump card, and these cards all send the Traitor cards in that run directly to Gitmo *at the end of the hand*, thus the negative Traitor cards in that run are **NOT counted** against the positive Patriot cards when scoring.

While the Trump card and the run it protects can never be taken (or added to) by another player, the **G, J and T cards CAN be taken** (or added to) by the current player. However, player can only take one of these cards *if it is in a run that contains at least 2 other cards and those cards must fit into one of player's runs*. Thus, the G, J or T card **GOES WITH the run and may be stolen** by numerous players over the course of a hand. A player can, during their turn, 'discard' any unwanted traitor cards into another player's hand, including into a G, J or T run, as long as it fits chronologically into that run. If a player is able to take an opponent's run that has a G, J or T card on it, that card goes with the run. During a Player's turn, the G, J and T cards can be switched back and forth between a Player's own runs to send the most Traitors possible to Gitmo at the end of the hand. If a player, during his/her turn, wishes to move an entire run in their hand INTO an opponent's run with a G, J or T card, only an **entire run can be moved** to the new run and it must fit into the new run.

The Whistleblower card, if received at initial dealing or later during play, is immediately set aside, by player who receives it, and dealer replaces it with another card. At the end of the hand player can

add the extra 10 points from this card into their score for that hand.

The “Alliance” card can also be ‘set aside’ when received by a player who can then **request a replacement card** from the dealer. It can be brought back into play when needed, to be used as a wild card to replace any other card in a run. I.E., A player who has an “Alliance” card, but needs a 4, for example, to continue building a run, **can use the “Alliance” card in place of the 4** and continue building the run.

However, once the “Alliance” card is **placed within a run as a wild card**, it cannot be removed from that run, but becomes part of the run and thus can be taken along with that run by an opponent.

Draw-A-Cards: The deck also contains **6** of these. **When player gets one**, they must draw a card from the Special Ops deck, read it aloud and do what it instructs before resuming any possible plays they still have.

Special Ops Cards: Any players who are dealt a ‘draw a card’ **before play begins**, must wait until all cards are dealt to all players. Then, beginning with the player in order from the left, **those who have a ‘draw a card’** must draw one from the special ops deck, **read the drawn card aloud**, and then follow the directions on the SO card. **The resulting empty spot** is then filled, by the dealer, with another card from the deck.

Playing with Partners: Partners help each other build their RUNS and during either partner’s turn, they can switch their cards, runs or even the “Trump” card back and forth as needed. Players can still fill their own vacant spots during their turn, but not their partner’s vacant spots. Partners combine their total points at the end of each HAND and at the end of the ROUND. At the end of each ROUND, if there are multiple tables, the winning partners move UP to the next table, the losing partners remain at the present table, and all of them pair up with different partners for the next ROUND.

AGAIN WE STRONGLY SUGGEST THAT YOU WATCH THE VIDEO [Click here to watch](#)