

# 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)**

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**(2-6 players, ages 8 +)**



## Gitmo Instructions

### CARD DECKS:

The Basic Deck (**Gold logo on back of cards**) contains **58** cards - **24** Patriot cards, **24** Traitor cards and **8** 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 **42** cards. **BOTH DECKS ARE USED IN THIS GAME.**

### 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 BONUS or '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*). After all players have only patriot and/or traitor cards in their hand, the rest of the deck is placed 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.) Dealer can choose to place the deck face up or face down. Face up allows all players to view the next card available on the deck as play progresses. Some players prefer to keep it a 'surprise'. using the # on the cards (1 - 12)

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. If dealt a Trump or Gitmo card in the initial dealing, that card can be moved onto another card so the dealer can fill in the vacant spot it created. If dealt a Whistle-blower or Alliance card, it can be set aside immediately (like a Get out of Jail Free card), and replaced by the dealer with the next card off the deck.*

*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. **Once all Bonus and SO cards have been dealt with, playing can begin.***

## 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\*\*\***). 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. \_

*This enables player to refill this vacant spot using the card from the top of the deck, which then opens up additional opportunities to play. I.E. if the top deck card is a 12, Player places it in the vacant spot, this exposes another card which Player may be able to use, and so on. (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 on top 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] –and 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).*

**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 **single card from the bottom** of any run held by an opponent, or **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 NOT take just one card or a partial run from the top or middle of 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 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 appropriately 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 all patriot cards, all traitor cards, or a combination of both. 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 of the cards in the deck. This is called a “GITMO RAID” (*or whatever you want to call it*).

**\*\*\* WHAT ARE 'ELIGIBLE' CARDS** — Any single card or the bottom card on any run can be taken, or an entire run either from top down, or bottom up. 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*).

### 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.*

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. (Game includes 2 Gitmo cards - one in Basic Deck and another in the SO Deck - they function identically.)

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 cards in one of their own runs INTO an opponent's run with a G, J or T card, **only the bottom card or 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 an extra 10 points 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.

**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.

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