

Overview

“ito” is a cooperative card game where you link number cards in your hand to a hint related to a shared category, trying to arrange the cards on the table in numerical order. To compare hints, you will need to discuss with your fellow players.

Will you be able to understand the intentions of your friends, while enjoying the exchange of different ideas and sense of values?

Cooperate with your friends to thread your thoughts together correctly, and win!

Contents



Setup



- 1 Each player chooses a color and takes the **three Player Cards** of that color. The rest are returned to the box.
- 2 Shuffle the **Category Cards** to create a deck.
- 3 Shuffle the **Number Cards** to create a deck.
- 4 Place the **Zero Card** in the middle of the table leaving space for players to lay their Number Cards in the Playing Space.
- 5 Deal a **Number Card** to each player. Players may look at their own card, but should not reveal their card to any other players.
- 6 Draw the top card of the **Category Deck** and as a group choose which of the categories (front or back of the card) to play this round.

There are 3 types of **Category Cards**, each with a **different colored background**. These Category Cards can be added or removed from the game depending on the group you are playing with.

- Family:** Play with the whole family from the youngest to the most senior.
- Everyone:** Designed for the majority of groups.
- Action:** Adds physical movement, singing, and sound effects to the game.

Gameplay

This is a cooperative game, so all players will need to work together to **put the cards in their hands in numerical order in the Playing Space**. If they manage to do so correctly, everybody wins!

1

Draw and show the top card of the deck. One player should read the front and back categories. As a group, choose which category to play. Place the chosen category side up within view of all players.



3

The objective is for all players to arrange the cards in a row starting from the Zero card, in numerical order lowest to highest.

Closer to the Zero card means a lower number. When you play a card in the row, place one of your **Player Cards** face up under the **Number Card** to mark it as yours.



2

Every player must provide an example related to the chosen category which hints towards the number they hold in their hand. This can be done freely among the players without a strict turn order. When you have your hint, play the card into the Playing Space, placing it either next to the zero (if you played first), immediately to the right of the previous card played, or inbetween two cards that have been played creating a thread with no breaks.

You may not include numbers, values or quantities in your hint — and, of course, you can't show your card or reveal its value!

4

Discuss as a group where each card belongs in the thread, **changing the order of a card if needed**.

When everyone has agreed on the order of the cards, the resolution phase begins. Starting from 0, reveal each card one by one.

If all the cards are in correct numerical order, lowest to highest, you win!



Example using the category "Size of animals":

100 Big

The strongest whale in the pod

A whale calf

A person who is taller than ordinary, who would stand out amongst other people on the street

A newborn puppy

1 Small

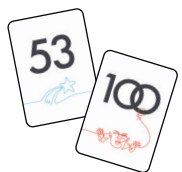
Rules and hints for the conversation:

- Every player's hints will be personal and subjective. That's fine.
- You can use qualifiers. (for example: "very", or "somewhat")
- You can continue to change the order of cards right up until the resolution phase.
- You can change your hint at any time and as often as you want.
- If you can't think of a proper hint, you can ask for advice.

Challenge Mode!

If you win the game, let's make it more challenging! Return the Player Cards to their owners and shuffle all the Number Cards back into the deck. Then set up again for a new game. This time, one player will receive **two Number Cards instead of one**, so they will have to think of two hints related to their numbers. When you win, continue adding an additional Number Card each game. Play continues until all players have played two Number Cards from their hand and the group has successfully created a thread.

If you win when all players have two cards in hand, you can continue with Extreme Mode! Continue adding new cards, one at a time, but you will no longer use Player Cards to mark your Number Cards, so you have to be very careful about which card you play and where!



into

人数
2-10

时间
10min

人数
8+

Type of game : Cooperative, conversation, numbers, party
Suggested for 3 or more players

CREDITS

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