

SODALITE GAMES

WHATEVER



8+



2-6



15'

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Art by Saye Moghadasi*

Whatever

WHATEVER is a fast-paced, family-friendly card game packed with risk-taking and the best bluffing you can muster. Draw a secret card, convince others to bid on it (or not bid on it) because it's good (or maybe bad), build your Row of points and special cards, and be the first to reach 10 or more points to win!

Perfect for those game nights when everyone says they will play WHATEVER.

Components



96 Cards (6 sets)



6 Bid Cards



36 Tokens

*Why are the tokens different colors?
House Rules! Invent your own, and
get ideas from our website*



Setup

- Shuffle all the cards (except the 6 Bid cards) together and place the deck **face-down** within reach of all players.
- Give **6 tokens of one color** and the respective Bid card to each player.
- Keep your tokens and Bid card in your player area.
- Place any remaining tokens and Bid cards back in the box.

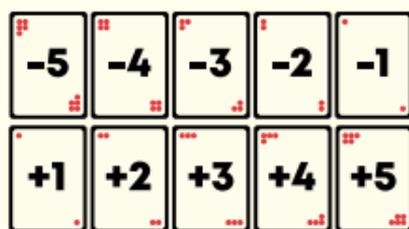
Gameplay

▶ Your Row

- Each player builds a face-up Row of cards in front of them.
- All the cards in **your Row** must be **visible** to all other players.
- When you **win** a card, place it at the end of **your Row** of cards, in the rightmost position.
- To win the game, have **10 or more points OR 3 *Whatever cards*** in your Row.

► The Cards

1. Point cards
(positive or negative values)



2. Special cards
(have special effects on other card(s) in your Row)



Copies the card to its immediate left



Discards itself and the card to its immediate left

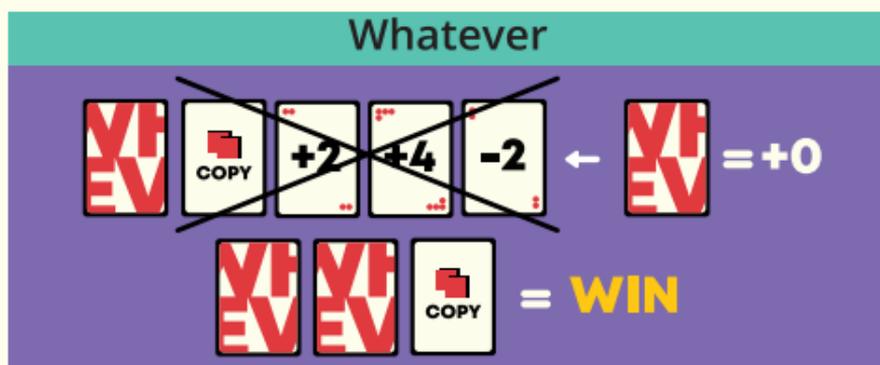


Converts the total of all cards to its left from positive to negative, or vice versa

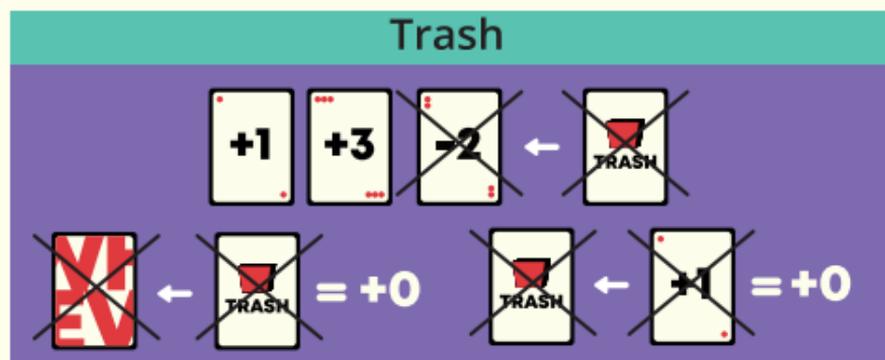


Discards every card in your row, except for itself and any other Whatever cards

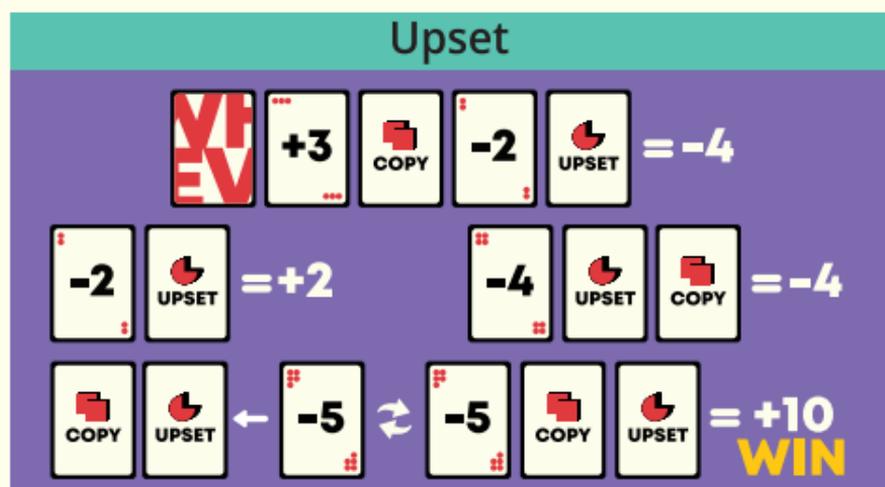
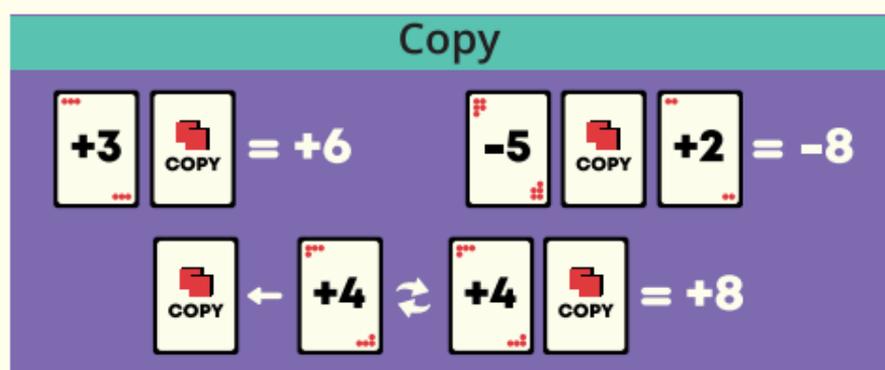
● If, by chance or through strategy, you end up with 3 **Whatever** cards in your Row (including Copy cards that copy **Whatever** cards) you win immediately! It's time to appreciate all that "bad" luck you had.



- If a Trash card is ever the leftmost (or first card) in your Row, it must move to the right of the next card placed in your Row, as soon as one is placed. When this occurs, the Trash card takes effect immediately.



- If a Copy or Upset card is ever the leftmost (or first card) in your Row, move the next available Point card in your Row to the leftmost position.



On Your Turn

▶ Draw a Card

On your turn, you are the Auctioneer. Carefully draw a card, making sure you are the only one to see what it is. If another player accidentally sees it, you **MUST** discard it and draw a new one.

▶ Bid

The Auctioneer starts the bidding with an opening bid or a pass. To bid, the Auctioneer moves the number of tokens they're willing to pay towards the center of the table and declares their bid out loud.

In clockwise order, each player may bid for that card or pass. To bid, move your bid tokens towards the center of the table just like the Auctioneer. Each bid must be higher than the previous bidder and you cannot bid more tokens than you actually have. Players can continue to bid on their turn with their remaining tokens, or pass.

If a player passes, they can no longer bid on that card. They move all of their bid tokens back to their supply, turn their Bid card to the inactive side, and bidding continues around the table until all but one player has passed. This player wins the card and pays the tokens they bid to the Auctioneer. If the Auctioneer is the winning player, they pay their tokens to the center of the table. After paying, the winning player places the card in the rightmost space in their Row.

Note: If everyone else passes, the Auctioneer gets the card for free, even if they also passed!

Exchange

At the end of the Auctioneer's turn, they may choose to discard one Point card from anywhere in their Row. If they discard a negative Point card, they must PAY tokens according to the card's value into the middle (i.e. to discard a -5, pay 5). If they discard a positive Point card, they TAKE tokens according to the card's value from the middle (i.e. to discard a +3, take 3). There must be enough tokens in the middle to exchange, or else they cannot discard that positive Point card. When exchanging, it is important to note that an Upset card only changes the **total** value of the cards to its left.

If, in an unusual turn of events, all of the tokens end up in the center or with one individual, evenly redistribute the tokens among all players to continue play.

After completing your turn, the player to your left takes their turn and is now the Auctioneer.



How to Win

The winner is the first player with 10 or more points OR 3 or more **Whatever** cards in their Row.