

# OLSEN

## A Norwegian Card Game

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## Summary

The aim of the game is to ditch all the cards in your hand before anybody else. Each time you do this, the particular game ends and each player still holding cards has to total up their value and add that score to any previous score. The game continues, with players building up an ever increasing score. As soon as any player hits 100 points or more, they are out. The winner is the last person standing.

## Quick Rules

- Everyone is dealt 7 cards
- One card is placed face up – to start the game.
- First turn only, everyone must put down a card of the same “suit” as this face-up card or pick-up. They can put down an “eight” or an “ace” but these cards lose all special powers on this First Turn.
- After the first turn, players:
  - Must put down the same “number” or same “suit” to continue.
  - If you have more than one card of the same “number” you can use this to change the suit.
  - **ACES:** - Poison Pill - If you put down an ACE – everyone else has to pick up one card and miss a turn. So you get to go again.
  - **EIGHTS:** - Change Suits - You can put down an EIGHT and then dictate to the next player what “suit” you want. They HAVE to put down a card from this “suit” or pick-up. However, if they have another card of same value, they can use this to change “suit” to something else entirely. Typically something the wielder of the EIGHT doesn’t want. Important note: you can NEVER put down an 8 on another 8. Never.
- **Pick-up:** If you are unable to put down a card, then you must pick up (up to three cards) until you can. If you still can’t put down after picking up three cards, your turn ends.

## OLSEN ONE CARD

When you have only one card left (or can win on your next turn because you have several cards of the same number), then you MUST declare “Olsen One Card”. If you fail to do this before the next person’s turn you are penalised by having to pick up 10 cards.

SCORING	GAMBLING
If left with cards in your hand, total them up as follows: <ul style="list-style-type: none"><li>• 1-9 CARDS = 5 points each</li><li>• 10 &amp; COURT CARDS = 10 points each</li><li>• ACES = 20 points each</li><li>• EIGHTS = 50 points each</li></ul>	<b>Buy In:</b> 50 pence (\$1 USD) a game. Players buy in creating a pot. Whoever is the last player standing (under 100 points) grabs the pot. <b>Crash &amp; Burn:</b> dangerous but fun. Each player has to pay into the pot a cash value equal to their final score, in pence (or cents).