

Gotrovo R21

RUNof21 Card Game Instruction Manual

Model: R21
Brand: Gotrovo

INTRODUCTION TO RUNof21

The RUNof21 Card Game is a fast-paced, engaging game designed for families and kids aged 6 and up. The objective is to be the first player to successfully lay down a sequence of cards that totals 21. This game combines elements of strategy, luck, and quick thinking, making it an exciting experience for 2 to 5 players. The deck includes standard number cards and special holographic action cards that add unique twists to gameplay.



Image: The RUNof21 game box is shown with several colorful game cards fanned out above it, including number cards and special action cards like "Change Direction", "Magic Number", and "Steal Card". A stack of cards and a few loose cards are also visible in the foreground.

GAME COMPONENTS

- **90 Game Cards:** Comprising number cards (1-21) and special action cards.
- **14 Holographic Cards:** Special cards with unique effects, adding visual appeal and strategic depth.
- **Instruction Leaflet:** Detailed rules for gameplay.

The cards are made from durable cardstock, designed for repeated play.



Image: A full spread of all 90 RUNof21 cards laid out in rows, showcasing the vibrant designs of number cards from 1 to 21, along with the special "Change Direction", "Magic Number", and "Steal Card" action cards. The game box is visible in the top right corner.

SETUP

1. **Shuffle the Deck:** Thoroughly shuffle all 90 cards to ensure a random distribution.
2. **Deal Cards:**
 - For 2-3 players: Deal 7 cards to each player.
 - For 4-5 players: Deal 5 cards to each player.
3. **Form the Draw Pile:** Place the remaining cards face down in the center of the playing area to form the draw pile.
4. **Start the Discard Pile:** Turn over the top card from the draw pile and place it face up next to the draw pile. This forms the discard pile. If the first card is an action card, place it back in the middle of the deck and draw another card.

5. **Choose First Player:** The youngest player goes first, or players can decide on another method.

OPERATING (HOW TO PLAY)

The goal of RUNof21 is to be the first player to create a "run" of cards that totals exactly 21. Players take turns drawing and discarding cards, aiming to build their sequence.

Gameplay Turn Sequence:

1. **Draw a Card:** At the beginning of your turn, draw one card from either the draw pile or the top card of the discard pile.
2. **Play a Card (Optional):** You may play one card from your hand onto the discard pile.
 - **Number Cards:** Play a number card to build your sequence towards 21. Cards must be played in ascending order (e.g., 1, 2, 3...). You can only play a card if it continues your current sequence or starts a new one.
 - **Action Cards:** Play an action card to affect other players or change the game dynamics.
 - *Change Direction:* Reverses the order of play.
 - *Magic Number:* Allows you to change the value of a number card already played on the table (e.g., change a 5 to a 10).
 - *Steal Card:* Allows you to take a card from another player's hand.
3. **Discard a Card:** At the end of your turn, you must discard one card from your hand onto the discard pile, unless you have successfully completed a run of 21.

Winning the Game:

The first player to successfully lay down a sequence of cards that totals exactly 21 wins the round. This means your last played card must complete the sum of 21. For example, if you have played cards totaling 18, and you play a '3' card, you win.



Image: A visual guide titled "HOW TO PLAY" with three key steps: 1. Compete to build a run of 1-21, 2. First to place a 21 wins!, 3. A game of skill & luck. Below this, there are four smaller images demonstrating gameplay, including a hand holding cards, cards laid out on a table, and hands holding action cards.



Image: A close-up of a player's hand placing a "21" card onto a sequence of cards on a table, with the text "FIRST TO LAY NUMBER 21 WINS!" prominently displayed. Other cards like "4", "RUN 21", "20", "6", and "1" are visible on the table.



Image: A family of four (two adults and two children) gathered around a table, laughing and engaged in playing the RUNof21 card game. A speech bubble graphic with "FUN FOR EVERYONE" is overlaid on the image.

MAINTENANCE

- **Storage:** Always store the cards in their original box or a suitable card game case to prevent damage and loss.
- **Cleaning:** If cards become dirty, gently wipe them with a dry, soft cloth. Avoid using water or cleaning solutions, as this can damage the cardstock.
- **Handling:** Handle cards with clean, dry hands to prevent smudges and wear. Avoid bending or creasing the cards.
- **Avoid Liquids:** Keep the game away from liquids to prevent warping or staining of the cards.

TROUBLESHOOTING

Common Issues and Solutions:

Issue	Solution
Confusing Rules	Reread the "Operating (How to Play)" section carefully. Play a few practice rounds without keeping score to get familiar with the flow. Focus on the core objective: building a run to 21.
Missing Cards	Ensure all 90 cards are present before starting a game. If cards are consistently missing, check the storage box thoroughly. Contact Gotrovo customer support if components are genuinely missing from a new set.
Cards Sticking Together	This can happen with new decks. Gently fan the cards out and shuffle them thoroughly. If humidity is an issue, store the game in a dry environment.

SPECIFICATIONS

Feature	Detail
Product Name	RUNof21 Card Game
Brand	Gotrovo
Model Number	R21
ASIN	B08PKPYCZF
Number of Players	2-5
Recommended Age	6 years and up
Product Dimensions	9 x 12 x 2 cm (3.5 x 4.7 x 0.8 inches)
Product Weight	130 g (0.29 lbs)
Material Type	Cardstock
Color	Multicolor
Batteries Required	No

WARRANTY AND SUPPORT

For any questions, concerns, or support regarding your RUNof21 Card Game, please contact Gotrovo customer service. While specific warranty details are not provided in this manual, Gotrovo is committed to customer satisfaction.

Please visit the official Gotrovo website or refer to the product packaging for the most up-to-date contact information.

