

The Card Game

Game Rules

Version 27.28

Play Tip

AHRBOL is more fun when you don't take the rules too literally.

If it makes sense, it counts.

Speed and fun matter more than perfection.

Quick Start Guide (ABC Game)

This is the fastest way to start playing AHRBOL and learn the game as you play. Start playing immediately by following these steps.



Setup

- Use the letter dice
- Do not use the sand timer
- The oldest player becomes the first Round Leader
- The Round Leader always plays too
- Place 30 cards face up in a 6 × 5 grid → this is the play area
- Place the remaining cards face down in a draw pile



Objective

Be the first player to spot something in the play area that starts with one of the four letters shown on the letter dice.
This can be anything clearly recognizable in the play area, such as an animal, an object or a person. A letter shown on a card in the play area also counts as an answer.

Gameplay

- The Round Leader rolls the letter dice
- All players play simultaneously, including the Round Leader
- Look for something in the play area that starts with one of the four letters

Example

Did the letter dice show **A**, **G**, **M** and **T**?
→ Find something that starts with **A**, **G**, **M** or **T**

Found Something?

Shout ***"AHRBOL!"*** as quickly as possible.

- If multiple players shout at the same time, only the player who shouted first may answer
- That player points to it and names it

Correct Answer?

The other players decide together.

- If in doubt → discuss
- Disagreement? → the Round Leader decides

If the Round Leader gave the answer, the other players decide without the Round Leader.

Incorrect Answer?

- That player is out for the rest of the round
- The other players continue immediately
- The next player to shout ***"AHRBOL!"*** may answer

If All Players Are Out

If all players are out before anyone scores a point:

- no point is awarded
- all players rejoin for a new round
- the current Round Leader remains Round Leader
- the play area remains unchanged
- the Round Leader rolls the letter dice again and a new round begins

Correct Answer

- Take the card
- You score 1 point
- You become the new Round Leader

If Nobody Finds Anything

The Round Leader rolls the letter dice again.

Next Turn

- Immediately replace the empty space with the top card from the draw pile
- There must always be 30 cards in the play area
- Start the next turn immediately

Winning

The first player to score 5 points wins the game.

Components

- Game rules
- 96 playing cards divided into 6 colours:
  (The card border colour indicates the card colour.)

white
green
yellow
blue
purple
red



- 1 six-sided letter dice (D6)
  with four letters on each side
- 1 sand timer (30 seconds)



General Setup

- The oldest player becomes the first Round Leader
- The Round Leader always plays too
- Choose one of the five game variants, or play the AHRBOL Olympiad

General Game Definitions

Round

A round ends when:

- a player scores a point, or
- a winner is determined

Turn

A round can contain several turns.
A turn is a single gameplay sequence within a round.
Turns work differently depending on the game variant, for example:

- a sand timer turn
- a player turn
- a search turn

New Round

After a point has been awarded, a new round begins unless stated otherwise.

Round Leader

The Round Leader guides the game, but always plays too.
If the Round Leader is eliminated as a player, they continue to perform all Round Leader duties, such as handling the sand timer and letter dice, until a new Round Leader is appointed.

Decisions in Case of Doubt (Jury Rule)

When players need to decide whether an answer is correct, the other players decide together.

- If there is disagreement, the Round Leader decides
- If the Round Leader gave the answer, the other players decide without the Round Leader

Valid Answers

A valid answer is something clearly recognizable in the play area, such as:

- an object
- an animal
- a person
- a clearly recognizable part of any of these

Abstract concepts or interpretations that are not clearly recognizable are not allowed. A letter shown on a card in the play area also counts as an answer.

Simultaneous Shouts

If multiple players shout ***"AHRBOL!"*** at the same time and it is unclear who shouted first:

- play the turn again immediately

Clearly Recognizable

An answer is only valid if all players can clearly recognize the object in the play area.

Objective & Overview of the 5 Game Variants

AHRBOL - The Card Game includes five different visual search game variants in one box, set in a constantly changing world full of objects spread across 96 cards.

Choose which game variant you want to play today:

- play a single game variant, or
- take on the **AHRBOL** Olympiad and play all five game variants

Each game variant has its own objective and its own way to win, but all five game variants revolve around:

- observation
- speed
- memory
- word recognition



Game Variants

The ABC Game

Challenge: ●●○○○

Be the first to spot something in the play area that starts with one of the letters shown on the letter dice.

Find the Pairs

Challenge: ●●○○○

Be the first player to collect 5 pairs.

The Speed Game

Challenge: ●●●○○

Be the first player to spot something in the play area that starts with one of the letters shown on the letter dice before the sand timer runs out.

Word Chain

Challenge: ●●●●○

Be the last player remaining by saying a valid word before time runs out each turn.

Memory - Guess the Object

Challenge: ●●●●●

Guess the chosen object before all remaining chances are used up.

When playing game variants 1 to 4 individually, players may agree to change the number of points needed to win. In the AHRBOL Olympiad, game variants 1 to 4 are always played to 5 points.

AHRBOL Olympiad

In the **AHRBOL Olympiad**, each game variant is worth 1 Olympiad point. For game variants 1 to 4, the first player to score 5 points wins that game variant and scores 1 Olympiad point.

For game variant 5, the winner of the game variant scores 1 Olympiad point. After all five game variants have been played, the player with the most Olympiad points wins the **AHRBOL Olympiad**. A maximum of 5 Olympiad points can be scored in total.

Tie in the AHRBOL Olympiad

If two or more players share the highest Olympiad score after all five game variants, only those tied players play one deciding round of the ABC Game. The winner of that round wins the **AHRBOL Olympiad**. No additional Olympiad point is awarded.

That player earns the title:

AHRBOL Supreme Champion of the Day



Create your own 'AHRBOL® Supreme Champion of the Day!' certificate at **ahrbol.com**

The ABC Game

Challenge: ●●○○○

This game is fully explained in the **Quick Start Guide** (ABC Game) at the beginning of these rules.

Find the Pairs

Challenge: ●●○○○



Setup

- Do not use the letter dice
- Do not use the sand timer
- The oldest player becomes the first Round Leader
- The Round Leader always plays too
- The Round Leader places 30 cards face down in a 6 × 5 grid → this is the play area
- Place the remaining cards face down in a draw pile
- This game is played in turns
- The player to the left of the Round Leader starts
- Play proceeds clockwise

Objective

Be the first player to collect 5 pairs.

A pair is made up of two cards with the same border colour.

Gameplay

During your turn:

- flip over two cards from the play area

No Matching Pair

If the cards do not have the same border colour:

- turn both cards face down again
- the next player takes their turn

Matching Pair

If the cards have the same border colour:

- take the pair
- the pair counts as 1 point

This ends the round.

A new round then begins.

- Fill the empty spaces with two new face-down cards
- The same player continues playing

Next Round

The player whose turn it is flips over two cards.

Winning

The first player to score 5 points wins the game.

The Speed Game

Challenge: ●●●○○





Setup

- Use the letter dice
- Use the sand timer
- The oldest player becomes the first Round Leader
- The Round Leader always plays too
- The Round Leader deals all cards evenly among the players
- Remove any extra cards
- Each player keeps their cards in a face-down pile
- Players may not look at their cards

Objective

Be the first player to spot something in the play area that starts with one of the four letters shown on the letter dice before the sand timer runs out. This can be anything clearly recognizable in the play area, such as an animal, an object or a person. A letter shown on a card in the play area also counts as an answer.

Gameplay

- The Round Leader rolls the letter dice and flips the sand timer at the same time
- All players, including the Round Leader, play simultaneously

All players turn over the top card of their pile at the same time and place it face up on the table. Together, these cards form a new play area each turn.

Example
If you roll **A**, **G**, **M** and **T**:

→ Players must find something in the play area that starts with one of those letters, not just on their own revealed card.

If Nobody Finds Anything

If the sand timer runs out and nobody finds anything in the play area that starts with one of the letters:

- the Round Leader immediately flips the sand timer again
- all players place a new card on top of the existing cards at the same time
- the cards remain in place and stack to form a new play area each turn
- Do not roll the letter dice again

Continue until a player finds something in the play area that starts with one of the letters before time runs out.

Found Something?

Shout ***"AHRBOL!"***

- If multiple players shout ***"AHRBOL!"*** at the same time, only the player who shouted first may answer
- That player points to it and names it
- The other players decide together whether the answer is correct
- If in doubt → discuss
- Disagreement? → the Round Leader decides
- If the Round Leader gave the answer, the other players decide without the Round Leader

Incorrect Answer

- That player may not answer again for the rest of the round
- That player rejoins the game at the start of the next round
- The other players continue playing
- The Round Leader resets the sand timer and starts a new full 30-second period
- The next player to shout ***"AHRBOL!"*** may answer

If All Players Are Out

If all players are out before anyone scores a point:

- no point is awarded
- all players rejoin for a new round
- the current Round Leader remains Round Leader
- the cards already on the table remain in place
- the Round Leader rolls the letter dice again and starts the sand timer with a full 30 seconds
- all players place a new card on top of the cards already on the table

Correct Answer

- That player becomes the new Round Leader
- That player scores 1 point
- That player places all cards from the table underneath their pile
- A new round starts

No Cards Left

If a player has no cards left while at least one other player still has cards:

- that player is out for the rest of this game variant and cannot rejoin

If none of the players still in the game variant has any cards left:

- collect all cards from the table
- shuffle them
- deal them evenly among the players who have not previously been eliminated from the game variant
- previously eliminated players do not rejoin
- all scores remain unchanged
- the current Round Leader remains Round Leader
- a new round begins

Winning

The first player to score 5 points wins the game.

Word Chain

Challenge: ●●●●○



Setup

- Do not use the letter dice
- Use the sand timer
- The oldest player becomes the first Round Leader
- The Round Leader always plays too
- The Round Leader places 30 cards face up in a 6 × 5 grid → this is the play area
- Place the remaining cards face down in a draw pile



Objective

Be the last player remaining.

Gameplay

- The Round Leader points to something in the play area and names it
- Play proceeds clockwise
- The player to the left of the Round Leader starts
- At the start of every player's turn, the Round Leader starts the sand timer, giving the player a full 30 seconds

Before the sand timer runs out, that player must:

- find something in the play area
- point to it
- name it

The word must begin with the last letter of the previously spoken word. The same item in the play area may only be used once in the same word chain. This also applies to the item chosen by the Round Leader to start the chain.

Example

ca**t** → **t**ra**m** → **m**ouse

Answer in Time

If a player gives a valid answer before the sand timer runs out:

- that player's turn ends
- the next player still in the round immediately continues the word chain from that word

- the next player starts a new turn with a full 30 seconds

Invalid Answer

If a player gives an invalid answer:

- the answer does not count
- the same player may continue searching while the sand timer is running
- if the player does not give a valid answer before the sand timer runs out, apply ***"No Answer in Time"***

No Answer in Time

If a player does not give a valid answer before the sand timer runs out:

- that player is out for the rest of the round
- play continues without that player
- the turn order remains the same

The next player continues the word chain from the last valid word. The Round Leader restarts the sand timer, giving that player a full 30 seconds. Before the sand timer runs out, that player must:

- find something in the play area
- point to it **AND** name it

Continue until only one player remains.

- That player wins the round
- That player scores 1 point
- That player becomes the new Round Leader

A new round then begins.

Next Round

- Return all cards from the play area to the draw pile
- The new Round Leader shuffles the cards
- The new Round Leader creates a new play area
- The new Round Leader points to something new and names it
- Start a new word chain

Winning

The first player to score 5 points wins the game. For larger groups, players may decide together to reduce the number of points needed to win.

Memory - Guess the Object

Challenge: ●●●●●

Setup

- Do not use the letter dice
- Do not use the sand timer
- The oldest player becomes the first Round Leader
- The Round Leader plays against the other players by listening to and answering their questions
- The Round Leader places 30 cards face up in a 6 × 5 grid
  → this is the play area



- Take 25 cards from the draw pile and place them face down beside the play area. → This is the remaining chances pile
- The Round Leader secretly chooses one object in the play area and remembers it

Objective

Guess the chosen object before the remaining chances pile runs out.

Gameplay

- Players take turns asking the Round Leader yes/no questions
- Questions about the position of the chosen object are not allowed
- Play proceeds clockwise
- The player to the left of the Round Leader starts

Question Rules

As long as the answer is **"yes"**, the same player may continue asking questions. If the answer is **"no"**:

- Remove 1 card from the remaining chances pile
- If the remaining chances pile is now empty, apply ***"Out of Chances"*** immediately

- Otherwise, the turn immediately passes to the next player

Guessing

During their turn, a player may:

- point to something in the play area
- name it

A player may only guess once per turn.

Incorrect Guess

- Remove 1 card from the remaining chances pile
- If the remaining chances pile is now empty, apply ***"Out of Chances"*** immediately
- Otherwise, the turn immediately passes to the next player

Correct Guess

The player wins the game.

Out of Chances

If the remaining chances pile is empty:

- The Round Leader reveals the chosen object
- The Round Leader wins

The other players may challenge an answer if they believe the Round Leader answered a question incorrectly. In that case, the player who discovered the error becomes the new Round Leader and the game restarts.

Winning

The player who guesses the object before the remaining chances pile runs out wins the game.

If nobody guesses the object before the remaining chances pile runs out, the Round Leader wins the game.

Optional Rule for Young Children

The play area may be made smaller, for example:

- 4 × 3
- 2 × 2



Credits & Information

Game Inventor: Arne Lauwers

Ages 7+

2-6 players

15-60 minutes

Visit ***www.ahrbol.com*** for the latest game rules, additional language versions and useful game information. Thanks to feedback from players, **AHRBOL** continues to evolve.

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