

# Gotta Go!

Age: ab 8 Jahre

Players: 3-10 Spieler

Duration: 10-15 Minuten

Author: Chu-Lan Kao

Illustrations and Design: Du Peishu TU, Cai Hongwen

Layout and Design: Idgie Lo

This rule book is available for download at [www.smiling-monster.de](http://www.smiling-monster.de).

## Overview

A ragtag group of strange people gathers in an all-you-can-eat diner. Each one wants to gobble down as much food as possible and leave first, so the others have to pay the bill.

Each card shows one of seven different meals and one of seven different drinks. Players try to get as many different meals and drinks as possible and leave before the others do by playing one of the few "Gotta Go" cards. Once all "Gotta Go" cards have been played a game turn ends and players who are still sitting at the table have to pay the bill. Those who left in time score points – unless they had a dish or drink twice.

Who will have the most and widest variety of meals and drinks - and can still manage to leave before the others?

"Gotta Go!" is a fast paced game, where you need your wits and reflexes to get a full stomach.

## Material

54 Cards:

5 x "Gotta Go!"

49 x meals/drinks (one meal and one drink per card)

## Winning!

Several rounds are played until at least one of the players reaches 75 points or more. The player with the highest score wins. In case of a tie all of the tied players win.

## Preparing a round

### For 3 to 6 players

1. Take one "Gotta Go!" card less than there are players. Put the remaining "Gotta Go!" cards back in the box, they will not be needed this time.
2. Shuffle the 49 meal/drink cards and deal 3 to each player. Players take the cards they received face down, as a stack, into one of their hands. Players must not look at the cards, yet.
3. Shuffle the remaining meal/drink cards and the "Gotta Go!" cards thoroughly and place them into a pile in the center area of the table and within reach of the players. Do not make a stack!  
Leave some space in front of each player, where they can put down the cards that they collect during the round.
4. Choose a player who gives the starting signal for the round.

### For 7 to 10 players

Preparations are the same as for 3 to 6 players, except that only 5 "Gotta Go!" cards are used and each player is dealt 2 instead of 3 cards.

### Sequence of play

You may use only your left or your right hand to pick up cards or to place cards back to the pile in the table center. A player may pick up only 1 card at a time.

The player who gives the starting signal counts aloud from 3 to 1 – on “1” the round begins and all players act simultaneously.

1. As long as you have one or more cards in your hand you must draw and look at the top-most card from your stack. You may have at most 1 card at a time in your hand. Once you have looked at a card, you must decide whether to keep it or discard it:
  - a) If you want to keep the card, put it face-up in front of you.
  - b) If you do not want to keep the card, then put it face-down to the pile in the center area of the table.
2. Once you have used all cards in your hand, you can take cards from the pile in the center area of the table or put cards back to the pile:
  - a) Take a card from the pile in the center area of the table: You may take only 1 card at a time. Look at the card that you took and decide whether to keep or discard:
    - If it is a dish/beverage card, then either keep it or discard it – just the same as when drawing cards from your stack at start of the round.
    - If it is a “Gotta Go!” card and you want to keep it, then say aloud “Gotta Go!” and put the card in front of you. Your round ends and you do not draw further cards from the pile.  
If you do not want to keep it, then put the “Gotta Go!” card face-down back to the pile. You can continue to look for dishes and beverages. Hopefully you will find another “Gotta Go!” card later on.
  - b) Put a card back to the pile: You can put cards that you keep in front of you back to the pile in the center area. To do so, take the card and put it to the pile face-down. You may take only 1 card at a time.

### End of round and scoring

Once all “Gotta Go!” cards are found and used the round ends immediately. Players without a “Gotta Go!” card must not put back cards to the pile then. Now scores are calculated and written down::

1. Players, who do not have a “Gotta Go!” card score as many negative points as the number of cards that they collected in front of them.
2. Players, who have a “Gotta Go!” card, but also have a meal or beverage more than once, score 1 negative point. *If you want to be sure, then players can also check meals and beverages of the player to their left.*
3. Players, who have a “Gotta Go!” card and do not have any duplicate meal or beverage score the squared number of meal/beverage cards that they collected. The “Gotta Go!” card is not counted for that purpose:

Cards	1	2	3	4	5	6	7
Score	1	4	9	16	25	36	49

Scores are added to the point totals from previous rounds. If none of the players has reached 75 or more points, start another round.

### Next round, end of game and winning

The game ends, if at least one player scores 75 or more points at end of a round. The player with the most points wins. In case of a tie all the tied players win.

Players may agree on a higher or lower total score for a longer or shorter game.

### Variant „Dine attentively“:

Seasoned players may agree to use the “Dine attentively” variant in which players cannot put back cards from their own area to the pile in the center area.

If you pick-up and look at a card from the center area, you must decide to either put it into your own area in front of you or put it back to the pile. Once you place a card into your own area, you cannot put it back to the pile. Stay concentrated and focused to enjoy each meal and beverage only once – do not bite off more than you can chew!

## **Gotta go for two players**

### **Preparation**

1. Take 3 of the 5 “Gotta Go!” cards and place the remaining 2 cards back to the box, they are not used in the 2 player variant.
2. Shuffle the meal/beverage cards thoroughly and draw 12 cards. Arrange them in 4 stacks with 3 cards each. Each player gets two of the stacks and places them in front of him, one to his right and the other to his left. Players may not look at the cards that they received, yet.
3. The remaining meal/beverage cards and the 3 “Gotta Go!” cards are shuffled and then put face-down into a pile in the center area of the table.
4. Leave some space to the left and right of each player, where they can keep cards that they collect using their left respectively right hand.
5. Choose a player who gives the starting signal for the round.

### **Sequence of play**

In a two player game, you use both hands to pick-up and look at cards. But be aware that you must use the area to the left of you to store cards that you pick-up with your left hand. You must not use the area to your right. And if you pick-up a card with your right hand, then you must use the area to the right of you to store that card, if you want to keep it. The area to your left is off-limits.

The player who gives the starting signal counts aloud from 3 to 1 – on “1” the round begins and the players act simultaneously with both their hands.

First, you must use the cards in your left and right stack. You may draw and look at only one card at a time with each hand. You must use your left hand to draw cards from the stack on your left and you must use your right hand to draw cards from the stack on your right. It is not allowed to use your left hand to draw from the right stack or your right hand to draw from the left stack.

Just as in the base game, you must either keep or discard a card that you draw.

As soon as you have used up both your stacks, you can start to draw cards from the center pile or put cards back to the pile. With either hand, you may take at most one card at a time to look at it. If you pick up a card with one hand and want to keep it, you must put it to the corresponding area, that is, left hand goes to left area and right hand goes to right area.

### **End of game and scoring**

Cards in a player's left and right area are scored separately. Totals are calculated and the game ends, when one of the players reaches 100 or more points. In case of a tie another round is played to determine the winner.

*The Author would like to thank: Xiao Gong, Cang Muyu, 200, Tang Niu, Zhi Fan, Kid, Hei Xiong, Ice, Yan De, Huli, VoCannon, the Taiwan Board Game Design Group, Renxing Kongjian and the board game shops Akmi Games and Diceman.*