

Instructions

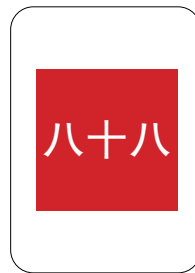
Whilst Arabic numbers (1,2,3...) are widely used in Chinese speaking countries, Chinese number characters are still well worth learning. They'll help you to learn bigger numbers as well as the days of the week and the months of the year.

Once you've played Líng 零 (which means zero), you'll recognise and be able to pronounce all the number characters from 0-10 and will have practiced all the four main tones of Mandarin Chinese.

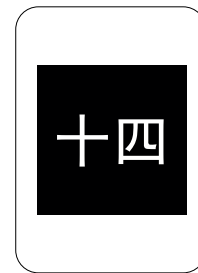
Deck contents:



88 number cards



18 lucky cards



4 unlucky cards

2-5 players

Aim:

The object of the game is to get rid of all the cards in your stack by building counting piles in numerical order from 0-10 in the middle of the table. The first player to get rid of all the cards in their stack is the winner.

Setup:

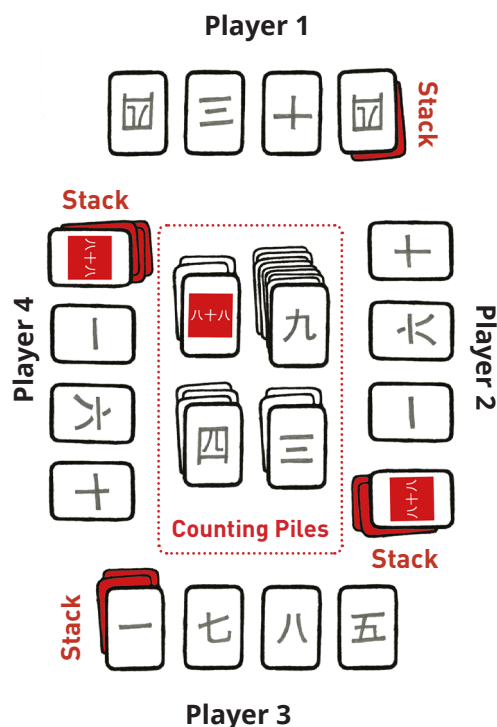
1. Shuffle all the cards and decide who is going to be the dealer. For a long game, deal each player a stack of 8 cards facedown on the table in front of them. For a shorter game, deal fewer cards.
2. Turn the top card on each stack face up.

Rules

3. Lucky cards can be used like wild cards to represent any number from 0-10.
4. If a player is dealt an unlucky card or turns over an unlucky card in their stack, the dealer deals them 2 extra cards facedown. The player then adds these cards to the bottom of their stack, discards the unlucky card and it is the next player's turn.
5. Newly dealt top cards must always be played before the cards underneath can be used.
6. SAY IT TO PLAY IT: players MUST pronounce numbers in Mandarin and can refer to the pronunciation guide for help.

How to play:

1. The player to the left of the dealer goes first. The dealer deals this player three cards face up.
2. If they have a 0 (零) or a lucky card which can be used to represent a 0 (零), they start a counting pile in the middle of the table.
3. If they have another 0 (零) or lucky card, the player can start another counting pile. There can be up to four counting piles in the middle of the table at any time.
4. The first player's turn is not over yet. Each counting pile is going to count numerically from 0 (零) to 10 (十) so if the first player has a 1 (一) or a lucky card, they can now place this on top of a 0 (零) card. If they have a 2 (二) or a lucky card, they can then place this on top of a 1 (一) and so on. When the first player can't play any more cards, their turn is over.
5. The dealer then deals three cards to the next player and their turn begins.
6. This player continues to build on the counting piles, using the top card on their stack or the cards they are dealt. When they're no longer able to play any more cards, the dealer deals three cards to the next player.
7. The dealer repeats this process, dealing three new cards on top of any remaining cards. The newly dealt top cards must always be played before the cards underneath can be used.



8. When a counting pile reaches 10 (十), that pile is removed so a new counting pile can be started. The game ends when a player has no cards left in their stack (they don't need to get rid of all the cards they've been dealt during the game). They are the winner and can shout líng!

	character	pinyin	pinyin hints join together the pronunciation of the coloured letters and you'll begin to produce the correct sounds in Mandarin
0	零	líng	late/mowing
1	一	yī	ye/tea
2	二	èr	are
3	三	sān	see/ant
4	四	sì	see/huh
5	五	wǔ	swoon/moo
6	六	liù	late/cleo
7	七	qī	cheese/tea
8	八	bā	bore/are
9	九	jiǔ	jeep/cleo
10	十	shí	shirt/huh