

# HiLO



8+



2-6



20 min

*A fun card game with highs and lows, created by Eilif Svensson and Knut Strømfors for 2-6 players, ages 8+.*



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104 playing cards, numbered from -1 to 11 in eight colours.



## OBJECT OF THE GAME

HiLO can have you flying high, although you'd rather keep your cards low. The game is played in several rounds and is over when a player reaches 100 points. Each player tries to replace the high cards in their piles with lower ones or even to remove entire rows. The player with the fewest points at the end of the game wins.



## SETUP

The tallest player shuffles all the cards thoroughly and deals **nine** to each player face down.

**Careful!** The players should not see the faces of the cards!

The players place their nine cards in three rows of three in front of them. The remaining cards are placed **face down in a draw pile** in the centre of the table. The top card is flipped over and placed face up beside the draw pile to begin the **discard pile**.

Each player now uncovers any two cards in his or her layout. The player whose two open cards add up to the highest sum begins. If two or more players' cards have the same sum, the youngest of them begins.



## HOW TO PLAY

The first player begins and play continues to the left. Each turn is made up of one action. During his or her turn, each player must choose one of the following **two actions**. Passing is not allowed.

**A)** He or she takes the **top card from the (face up) discard pile**.

**B)** He or she takes the **top card from the (face down) draw pile**.



**A) Taking a card from the (face up) discard pile**

If the player takes the top card from the **discard pile**, he or she **must** trade it for one of the cards in his or her layout. The card being replaced can be face up or face down, it doesn't matter. The card originally drawn from the discard pile is placed face up in the player's layout, and the traded card is discarded.

**Example:** Lucas draws the red 3 from the discard pile and replaces the blue 9. The blue 9 is then discarded.



**Example:** Nina draws the yellow 4 from the discard pile and replaces the card face down in the centre of the top row. This card is then placed face up on the discard pile.

**B) Taking a card from the (face down) draw pile**

If the player draws the top card from the face down **draw pile**, he or she looks at the card and then must choose one of the following:

- As described above under point **A)**, the player can trade any face up or face down card in his or her layout with the card from the draw pile. The player lays the traded card face up on the discard pile. Then the card drawn from the draw pile is placed face up in the player's layout.
- The player can place the drawn card directly onto the discard pile, face up.

**IMPORTANT:** The player **must** then proceed to turn over one of the face-down cards in his or her layout.

**Example:** Marie draws a card from the draw pile. She doesn't want to place the drawn orange 7 in her layout, so she places the card face up on the discard pile. She then turns over one of the face-down cards, and she's happy to see that it was lower than the one she just discarded...





# HILO

A player gets a HILO each time he or she turns over or lays the third card of the same colour as the other two in a row – horizontally, vertically or diagonally. The player **can** then remove the entire row from his or her layout and discard the three cards of the same colour on the discard pile. The player then has three fewer cards in his or her layout.

**IMPORTANT:** The three cards have to be discarded with the card of the lowest value on top. The lowest card is thus the top card on the discard pile.



**Example:** When Lucas removes the red row, the red 2 has to be on the top of the discard pile.

**Example:** Nina removes the yellow cards in the left column. The yellow 1 is then the top card on the discard pile.



If a player removes three cards of the same colour lying diagonally, he or she must push the two separated parts of his or her layout together, either vertically or horizontally, so that there are either two columns or two rows of three cards each. If this results in a HILO once more, these 3 cards are also removed.

**Example:** Marie discards the three yellow cards lying diagonally in her layout. She can now either slide the blue 4, red 2, and the face down card to the left or down. She has to choose one of these two options.



**Special case:** If at the end of a turn a player has more than one row, column or diagonal of cards of all the same colour in his or her layout, then he or she must decide which three cards to discard. Only one row, column or diagonal can be removed per turn.





## FINISHING A ROUND

After a **player** has turned over **all of the cards** in his or her layout (or if that player has no more cards in his or her layout at the end of his or her turn), then **all of the other players** have exactly **one more turn**. Then all of the players turn over the rest of the cards in their layouts. Should this create a HILO, the cards are removed as described before.

Every player adds together the value of all of the cards in his or her layout.

**IMPORTANT!** If the player responsible for ending the round does **not** have the **lowest** sum in this round, then he or she has to double his or her points unless the sum is a negative number. He or she must double the sum even if another player has the same sum.

The results of each round are recorded. If no player has more than 99 points, another round begins. All of the cards are reshuffled, and the next round is prepared as described above.

***Example:** At the end of the third round, Marie has 48 points, Lucas 59 and Nina 32. Nina is in the lead, but since no one has more than 99 points, the fourth round begins.*

	Marie	Lucas	Nina
Round 1	7	26	9
Round 2	18	14	11
<b>Total</b>	<b>25</b>	<b>40</b>	<b>20</b>
Round 3	23	19	12
<b>Total</b>	<b>48</b>	<b>59</b>	<b>32</b>
Round 4			
<b>Total</b>			



## END OF A GAME

The game ends when at least one player has more than 99 total points (total from all rounds) at the end of a round. The player with the fewest total points wins. If two or more players have the same low total, it's a tie.



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