

Octa – ‘The Game of 8’



Objective of the Game

Create a run of eight or more cards (an Octa) and make sure you have at least 28 cards total in runs laid out on the table.

A run is a sequence of number cards in ascending order of the same suit (♥, ♠, ♦ of ♣).

The Ace may be used as either low or high:

- ♦A – ♦2 – ♦3
- ♦9 – ♦10 – ♦A

Game Materials

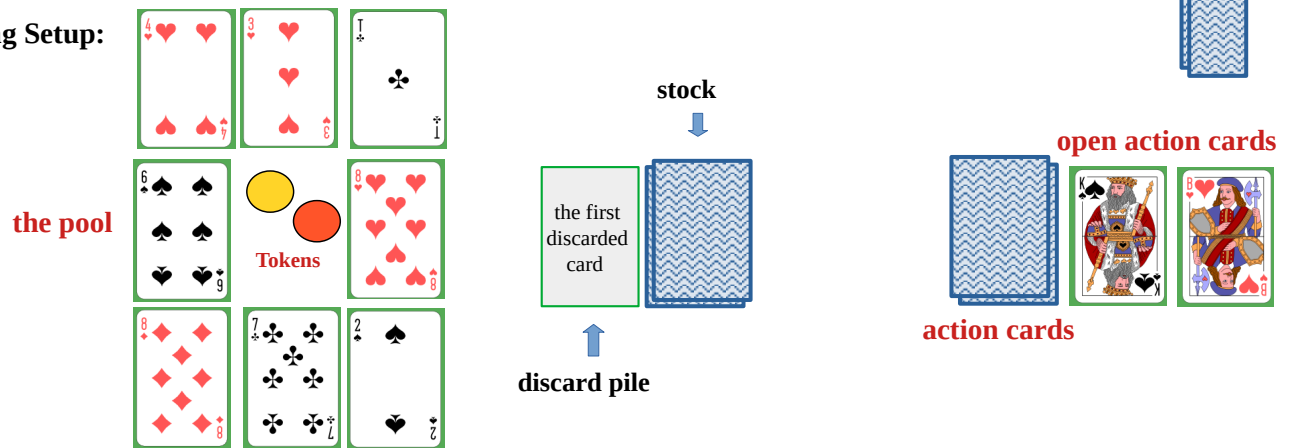
- 2 standard decks of cards (without jokers) and 2 tokens (in different colors)



Setup

1. Remove all Jacks, Queens, and Kings (these are the action cards).
2. Shuffle the number cards and the action cards separately.
3. Place the pot in the center: a rectangle of 8 face-up cards (with the two tokens in the open central space).
4. Place the face-down stack of number cards next to it: the draw pile.
5. Action cards:
 - Set aside 8 action cards face down (these will be reintroduced later in the game).
 - Place the remaining stack of 16 action cards face down.
 - Turn the top two cards face up next to it: the **face-up action cards**.
6. Each player draws 8 cards into their hand, and determine randomly who goes first.

Starting Setup:



Turn (Overview)

Each turn consists of 5 steps, played in a fixed order. Step 5 is not always mandatory. Steps 3 and 4 are only performed if you choose to do so or meet the requirements.

1. Draw a card from the stock into your hand.
2. Flip an action card (and use it if applicable).
3. Choose one of options A, B, or C.
4. Exchange cards with the pool (optional).
5. Discard a card to the discard pile.

👉 You may add cards to runs on the table at any time during your turn.



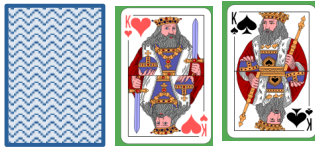
Step 1. Draw a card from the stock into your hand.



Step 2. Action Card

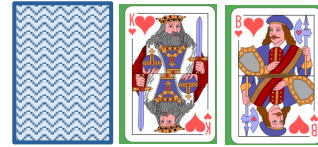
Draw a card from the action card pile and place it on top of one of the two face-up action cards. You may perform the action of the **new** action card if the two face-up cards are now of the same suit.

👉 You are never required to perform an action.



open action cards

The ♥ Jack is the new action card and was placed on the ♠ King. Now there are two cards of the same color. The action of the Jack may now be played.



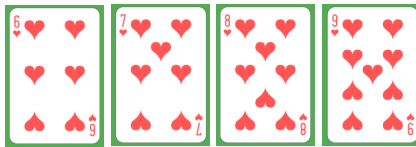
new action card



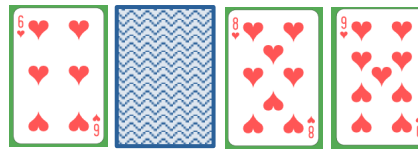
Jack

- Replace a card in a run with a face-down card from the stock.
- This card does not count toward the length of the run.
- At least one face-up card must remain in the run.
- Both players may later replace the face-down card with the correct card and take it into their hand.

Example: replace one of these cards with a face-down card from the stock:



Run of four cards.



After the Jack's action: run of three cards.

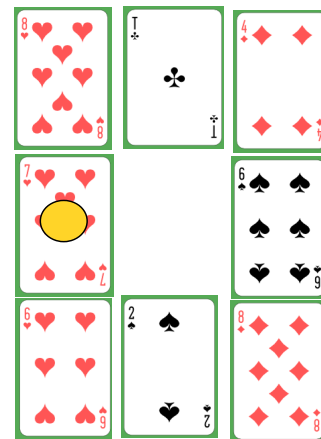
Later, the face-down card can be replaced with ♥7. The player who adds the ♥7 takes the face-down card into their hand.



Queen

- Take two cards of the same suit from the pool into your hand.
- Refill empty spaces with cards from **the stock**.
- Runs in the pool that contain a token are **protected**.

Here you can take ♦4 and ♦8 or ♠6 and ♠2 from the pool.



King

- Draw 2 cards from the stock into your hand
or
- Take 2 cards from the discard pile
You may look at them before taking them into your hand, but you may not change their order



No More Action Cards

- Leave only the two face-up action cards on the table.
- Shuffle the remaining 14 action cards together with the 8 set-aside action cards.
- These form a new stack of 22 action cards (*repeat these steps if necessary*).



Step 3. Choose one of the three options

You may play only one option in Step 3 per turn.

Option A – Create a New Run

- Place the cards from your hand as a new run on the table in front of you.
- You may place a token on it.
- Runs on the table of the same suit may not be combined into a single run.

👉 Token Rule:

- If there is a token on your run, you may choose Option B (taking cards from the pool) on your next turn
- A run with a token is not protected against the Jack, but you may always add cards to it.

Option B – Take Cards from the Pool

Condition:

- You placed a token on a previous turn.

Action:

- Take a consecutive row of 3 cards from the pool.
- You must immediately play at least one of these cards onto the table as part of a new run and/or as an extension of your own run.
- Then return the token to the center of the pool.

Refill the pool:

- First with cards from the discard pile.
- Then (if necessary) from the stock.
- Always from left to right and from top to bottom.

Option C – Take a Run from the Pool

- Only if there is a run in the pool with your token on it (see Step 4: exchanging with the pool)
- Place the run from the pool on the table in front of you and return the token to the pool
- Refill the pool as in Option B



Step 4. Exchange with the Pool (once per turn)

- Exchange a card from the pool with a card from your hand.

Conditions:

- The card you place in the pool must be positioned next to a card of the same suit that is one rank higher or lower (horizontally or vertically).

Run in the Pool

If a run is created in the pool through exchanging, you may place your token on it.

Example: Take the ♣ Ace from the pool into your hand and replace it with ♥2.

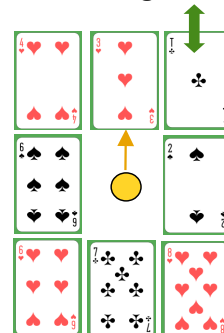
Now the run ♥2 ♥3 ♥4 is in the pool. Place your token on ♥3.

The cards in a run must be in order in the pool.

A run with a token is protected against the Queen's action, and a card from this run can no longer be taken by the opponent.

This means that the other player may still replace the ♠6 with ♥5, but cannot claim the run ♥2 - ♥3 ♥4 if ♥2 - ♥3 ♥4 has already been claimed with a token.

Exchange ♣ Ace for ♥2





Step 5. Discard

Place one card on the discard pile. This is not required if you have fewer than 8 cards.

Hand limit

Maximum of 8 cards. If you have more → place the excess cards one by one on the discard pile.



End of the Game

You win as soon as you have an **Octa** and at least **28 cards** on the table in total.

Example: *An Octa of 9 cards + two runs of 6 cards + one run of 4 cards and one run of 3 cards*



If the Stock Runs Out

- Shuffle the discard pile together with all runs of 3 cards.
- Continue playing.
- If the stock runs out again and there is still no winner → the last player completes their turn.
- Count the cards in your runs.
- The player with the most cards on the table is the winner.

Action Cards in Brief – Optional to Use

- Draw a card from the action card pile and place it on one of the two face-up action cards.
- Play the action of the newly revealed card if the two face-up action cards are now of the same suit.

Jack

- Replace one card in a run with a face-down card from the stock.
- This may also be done in your own run.
- Whoever has the matching card may replace the face-down card and take it into their hand.

Queen

- Take 2 cards of the same suit from the pool into your hand

King

- Draw 2 cards from the stock or take 2 cards from the discard pile (do not change their order)