

LUNTE



A sizzling card game by Bruce Whitehill

HAVE A BLAST!

Benny Burns likes it really loud. Only if you have a big blast at the annual pyromaniac competition can you get a look at Benny's legendary collection of safes. Only those who set off the bombs with the longest fuses stand a chance of winning. So it's not a surprise that all the crooks gathered for LUNTE try to control the big bang to their own end. And to prevent the competition from doing better, players sometimes drench the burning fuses with water. Get ready for a blast—the fuse is lit!

GAME MATERIALS

110 game cards



back side



31 X



32 X



20 X



11 X

= 94 fuse cards



15 X

water cards



1 X

cutting card

OBJECT OF THE GAME

Secure the highest-value fuse cards by setting off **two bombs** at the right moment. And use water cards to water down the other players' chances of creating a big bang. As soon as the cutting card cuts all the fuses and ends the game, the player who has accumulated the **most valuable set** of fuse cards wins.

SET UP

Shuffle the fuse cards and **deal out four** of them to each player. Take these cards into your hand, along with **one water card**. Shuffle the remaining **fuse and water cards** together. Use (approximately) 25 of these cards to form a small face-down card stack. (Don't count these cards, but follow **BENNY'S TIP**.)

BENNY'S TIP: Set the cutting card vertically so that the bomb is at the top. There is a marking line near the bottom. Pile cards up in front of the cutting card until they reach that line. Now you've got a card stack that consists of approximately 25 cards.



Now **shuffle** the **cutting card** into this small card stack. After that, put all remaining cards on top, thus forming the face-down **draw pile**.

COURSE OF THE GAME

The last person to have lit a match begins. Play proceeds in clockwise order.

On your turn, you either

- play one card from your hand
- or
- set off a bomb.

PLAYING A CARD

Choose whether to play a fuse card (A) or a water card (B) (provided you have both types in your hand).

(A) Playing a fuse card

Put one fuse card from your hand in the middle of the table. That's where the one or two **rows of fuse cards** are that previous players have laid out. These card rows are called **burning lines**.

- If there is **no card** in the middle of the table, the card you play ignites the **first burning line**.
- If there is already **one burning line**, you may either add your fuse card to this line or **start a second burning line** (next to the other).
- If there are **two burning lines**, you choose which one of them you want to add your card to.



Cover the **card value** of the previous card with the card you play on this burning line! Only the line of the burned fuse (and the rest of the fuse still burning) always remain **visible**.

(B) Playing a water card

Play a water card on a burning line and immediately **remove all fuse cards** of this line from the game, **leaving any water card(s) in place**. Then place your water card on the other water cards there, if there are any, or use it to begin a new burning line.

A water card can also

- be used to start a new burning line. (However, there may never be more than two rows of cards.)
- be put directly on one (or more) already-laid-out water card(s).



SETTING OFF A BOMB

Only **twice** during the game may you set off a bomb. (If you have already set off two bombs, you still have to play one card on each of your later turns.)

BENNY'S TIP: LUNTE is supposed to be a fast-paced game. By carrying out your turns quickly, you make it harder for your opponents to keep track and make good decisions.

In order to set off a bomb, you take a card from your hand and slam it **face down** (with the explosion side facing up) **onto one of the laid-out burning lines**. Then collect all the cards of this line and put them as a pile **face up** in front of you. Place the (hand) card you have used to set off the bomb on top of this **bomb pile, face down**. Keep your two **bomb piles** in front of you during the game, clearly **separated** from one another.

After you have either played a card or set off a bomb, take cards from the draw pile to refill your card hand to 5 cards.

ENDING AND WINNING THE GAME

The game ends **immediately** as soon as

- the **cutting card** is taken from the draw pile
- or
- all players have **set off two bombs**.

Add up the values of all the **face-up** cards of your **bomb piles**. The face-down card on top of each pile (the one that set off the bomb) **is not included in the count!**

Subtract the **values of your hand cards** from this total. (The result can also be negative)

If you are the player with the highest total, you have created the loudest bang. Benny Burns is delighted and declares you the safe-breaker of the day and winner of the game.

Scoring example:

| | |
|--------------|------|
| | = 85 |
| 1. bomb pile | + |
| | = 60 |
| 2. bomb pile | - |
| | = 55 |
| hand cards | = 90 |

