



- **MATERIAL**
- 6 Ronus cards
- SET UP

At the start of the game, shuffle the 6 cards and place them face down in the centre of the table

# **HOW IT WORKS**

Now, when a player completes a firework (i.e. he puts a <5» value card down to finish a sequence), he reveals one of the Bonus cards (still face down) instead of adding a blue token, and he immediately puts the card to use. The card is then returned to the game box.

### DESCRIPTION OF THE CARDS:

#### Additional clue (x2 cards)



The current player add a blue token to the lid for free.

Important information:

- if all the tokens are already available, the advantage is lost.
- this bonus applies to the regular rules of the basic game.

# Recycling (x2 cards)



The current player takes a card from the discarded pile, puts in back in the pack and shuffles.

## Important information:

- the current player chooses the card that he wants to return to the pile but he shows it to his teammates before putting it back in the pack and shuffling.
- if there are no cards left in the pile (so it is the last turn of the game), the current player immediately starts a new turn but he does not return the card to the pack.

## Super clue (x1 card)



The current player can immediately give a complete description of any of another partner's cards: he points to the selected card and announces the colour AND the value of the card.

#### Important information:

- Sharing the super clue is free, it does not cost the player a token.

#### Short fuse (x1 card)



The current player can immediately and voluntarily add to the lid 0, 1 or 2 red tokens and add just as many blue token(s).

## Important information:

- The game is lost with 3 red tokens. The player can only take a maximum of 2 tokens.