

# How to Play I've Got an Appointment

Players 2 – 8

## Beginner Game

**SETUP:** Deck of color coded cards (68 cards) Season/Month: Winter(Dec –Feb) Blue; Spring(Mar – May) Yellow ; Summer(Jun – Aug) Green; Fall(Sept – Nov) Orange. One set for each color: Days of Week – Sunday thru Saturday; Time 9:00 A.M. thru 3:00 P.M.

**OBJECT:** To be the first player to have a 3 card combination, one each (Season/Month; Day of Week; Time) of the same color.

**PLAY:** Dealer deals 5 cards from left to right; one card at a time to each player then places one card face up next to draw pile. Player to the left of dealer starts game by drawing from either draw pile or top card from discard pile. Player then discards one card. Players continue until a player gets a combination as stated above -3 cards. The first player to get the above combination is the winner. They declare "I've Got an Appointment!".

**STRATEGY:** The Season/Month cards are hard to get so try to build on them when you get one.

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## Junior Game *Decks: "MAIL" Card (15 cards, to be shuffled in with Main deck) Good News Bad News (40 cards)*

**PLAY:** Same as Beginner Game with "MAIL" card.

**Cards with "MAIL":** Each player that draws or was dealt a "MAIL" card must pick up his mail first in their turn by first declaring "MAIL CALL" then discard card to the main discard pile face up and then draw a card from the main deck to replenish your hand to maintain five cards then pick up a "GOOD NEWS/BAD NEWS" card and follows the directions. A discarded "MAIL" card cannot be picked up by next player. And when you are replenishing your hand and that card completes an appointment, you have to wait until your next turn because your turn has ended when you replenish your hand.

**Cards with "LOSE"** means that if player has the card that is listed on lose card; he discards that card in the main discard pile and discards the "GOOD NEWS/BAD NEWS" card in the "GOOD NEWS/BAD NEWS" discard pile and picks up a card from the Main deck replenishing his hand. This ends player's turn unless a "MAIL" card is drawn and process starts again. See *Cards with "MAIL"* paragraph above. Remember that the "MAIL" card has to be played first because it can cause you to lose an appointment you already have in your hand with that "MAIL" card. **Example:** Player's hand is five cards, AM/blue; **June/green; PM/green; Thursday/green;** PM/yellow. Player has an appointment in his hand already, see bold. Each player on their turn must draw a card before declaring an appointment. In this example the card he draws is a "MAIL" card stating "Lose Wednesday thru Friday". Player then discards Thursday causing him to lose his appointment. If player had another day card Wednesday, Thursday or Friday, he could have discarded it and still declared his appointment, but in this example he loses his appointment.

**Cards with "ASK FOR"** mean that a player can ask any other opponent for a card; but only one opponent can be asked in a given turn and only for one card. If the opponent doesn't have the card being asked for, player discards the "GOOD NEWS/BAD NEWS" card and "MAIL" card and replenishes their hand. Turn ends unless another "MAIL" card is drawn and process starts again. See *Cards with "MAIL"* paragraph above. If opponent has the card, then player gives a card of his choice from his hand to the opponent in exchange for the card being asked for.

If at this point you get an appointment from the "ASK FOR" exchange card you can declare the appointment.

**Rules for ASKING** – "ASK for SEASON" is just that. If I ask for Summer I could get the JUNE JULY or AUGUST season/month card. However; "ASK FOR" a time card or day card means a player has to ask for a specific color/season card. For a TIME request ask AM, PM or NOON any color/season. To request a WEEKDAY ask for the day(s) on the card any color/season. For a WEEKEND day indicated on the card, ask for any color/season unless "WEEKEND" is indicated, then player has a choice of the two days. **EXAMPLE ASK:** *Do you have a Fall PM card?* If you want to ask for a Tuesday or Thursday card, you ask – *Do you have a Blue Tuesday or Thursday card?* Each weekday card gives a player two options for a given card. When asking for a weekend card you ask - *Do you have a Yellow Saturday or Sunday card?* Or *Do you have a Yellow Weekend card?* This gives a player a chance to get a weekend card without asking for a specific day unless specific on the ASK FOR card. **Example:** Card: "Let go shopping." If your ASK FOR card is a Saturday" then you must say *"Do you have a Green Saturday card?"*

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**DELUXE GAME** – Appointment Deck (16 cards) is added to game on the side. Game plays the same as junior game but when player makes an appointment game is not over but a round is won. Player picks the APPOINTMENT card from the APPOINTMENT deck that matches the appointment made, places it face up in front of them and no one can make the same appointment again in the game. A noon card can be used for either AM or PM appointment cards. All cards from all players are reshuffled and next round starts. Game is over when all the appointment cards are won and player with the most appointments win the game.

**STRATEGY:** As the game progresses, more of the cards become less important. Watch for them and discard them first to gain a better hand. Some may even be good duplicates so you won't have to lose a valued card of the same type in an ASK FOR or LOSE.