

DONK!®

Rulebook

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GOAL

Get rid of all your cards!

Last player is Donk → “HEE-HAW!”

COMPONENTS

53-card deck:

- 1x **Joker**
- 4x **Sweep**
- 4x each number from 1-12

SETUP

1. Shuffle and deal all cards face down, clockwise.
2. **First game:** Whoever has the **orange DONK!** starts with it: as a **single card** or, with **more than one, a set**.
3. **From game two on:** The Donk shuffles, deals and starts with **any card or set**.

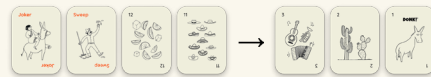


ROUND PLAY

1. Always play a **higher card value**: **single on single, set on set (pairs, three of a kind, four of a kind)**.
2. If you cannot or prefer not to play → say “**Skip**” and put your hand face down. Sit out until the **next round**.
3. Once **everyone** has skipped → **clear the pile**. The last player to play a card starts a **new round**.

CARD RANKING

Joker > **Sweep** > 12, 11, 10 ... → ... 3, 2, 1



POWER CARDS

- **Joker:** beats **everything** (even sets); clear the **pile**.
- **Sweep:** beats **everything** (even sets) except the **Joker**; clear the **pile**. It **must not be your last card**. If it is, you are the **Donk**!

CALLS WHEN PLAYING

- 1 **DONK!** → shout “Donk!”
- 5 **LOWER!** → shout “Lower!”; **only the next player** must play a **value below 5** (this rule does not apply to **Joker/Sweep**).
- If another player shouts “Donk!” or “Lower!” before you do: **take back your card(s)**, miss your turn, but stay in the round. The next player takes their turn.



TITLES

First to have no cards left? You win!

1. **Rey / Reina** → You rule!

2. **Príncipe / Princesa** → So close!

Second last: **Bufón** → Oh dear!

Last: **Donk** → “HEE-HAW!”

CARD EXCHANGE BEFORE THE NEXT GAME

Rey ↔ Donk: Rey’s two worst cards for Donk’s two best.

Príncipe ↔ Bufón: Príncipe’s worst card for Bufón’s best.

Important: **Joker** is never traded!

Best: **Sweep**, 12, 11...

Worst: 1, 2, 3, etc.



THE FUN RULES

- **The Donk:** Every **DONK!** card played → the Donk shouts “HEE-HAW!”. If the Donk plays a **DONK!** card, they shout “Donk!” first, then “HEE-HAW!”.
- **The Straight:** At least 3 consecutive numbers; forces the **next** number in the sequence.
- **Donk’s Delight:** Donk 3 times in a row? The Donk and Rey / Reina do not exchange cards this time.
- **The Jester:** **Joker** as your last card → tell a joke before the next game.
- **Wealth Tax:** Have all 4 **Sweeps**? → Play them all on your 1st turn.
- **The Furnace:** A set of three 6s is played → all players immediately discard their Sweeps.



EXAMPLE ROUND

1. Whoever has the orange **DONK!** opens the first game with this card.
2. The next player plays **4**.
3. Then **9**.
4. **Sweep** is played: it would clear the pile, but...
5. **Joker** beats **Sweep** and clears the pile; the Joker player starts again.
6. They play **1** but **forget to say** “Donk!”; someone calls first → the 1 “Donk!” returns to their hand and their turn is skipped.
7. Next game: **a pair of 7s**.
8. Then: **a pair of 10s**; the other players skip.
9. Clear the pile; whoever played the 10s **opens the next round**.



QUICK GLOSSARY

Round: until the **pile** is cleared.
Pile: face-up cards in the middle.
Skip: sit out until a **new round**.
Set: pair, three of a kind, four of a kind.

SET GUIDE



→ Pair



→ Three of a kind



→ Four of a kind



THANK YOU

To Ryan, Greg, Rob, Gray, Anton, Lauren, Jess, Matthew, Mikhail, Dane, Henni, Jann, Marek, Celina, Pierre and so many more: you’re amazing!

A special thank-you to Charley for the initial spark.

THE ILLUSTRATOR



Gemma is an illustrator and designer. With pencil in hand, she loves creating imaginary worlds.

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THE FOUNDERS



We’re **Rieke & Roux**, two keen card players. We’re delighted to see **DONK!** in your hands.

Thank you from the heart for welcoming our game into your circle. May every round bring you as much warmth, fun and togetherness as it brings us.

To health, happiness & joy!

— R&R —