



# International Amateur Radio Union Region 1

---

## **HAVE FUN, GO 'HAM'! – build your amateur radio station *card game***

'HAM' is a popular term for an amateur radio operator. This game is designed to attract youngsters to this great hobby, and thus contribute to the expansion of the society of radio amateurs of all ages worldwide.

Number of players: 2-4  
Suggested age: 6-99  
Playing time: approx. 15 minutes

### Content:

- 24 QSO cards
- 4 x 6 HAM STATION ITEM cards
- 8 DISASTER cards
- 6 HELPFUL SCIENTIST cards

The goal of the game is to be the first player to construct your own amateur radio station by collecting all six items (6 HAM STATION ITEM cards of the same color: blue, red, yellow, or green) necessary to make your debut as a HAM operator, such as your:

- (1) license,
- (2) radio,
- (3) antenna,
- (4) morse keyer,
- (5) earphones,
- (6) power cord.

A HAM STATION ITEM of matching color can be purchased from fellow players for 3 QSO cards. The opponent cannot refuse to sell his HAM STATION ITEM to you in case you have previously announced your choice for building your station of that specific color. Players cannot buy a HAM STATION ITEM that is not of their own color.

If you draw a DISASTER card, you must place 3 of your cards of your choice onto the common deck together with the DISASTER card. However, if you have previously drawn a HELPFUL SCIENTIST card, it can neutralize the DISASTER card and in this case you only need to put the HELPFUL SCIENTIST card together with the DISASTER card onto the common deck.

The course of the game:

Shuffle the cards and place them facing down in a pile in the middle of the table.

The youngest player draws a card and places it facing up in front of himself. Play moves clockwise around the table and the next player takes his turn. If a player starts to build a station, he must declare to the fellow players which station he is going to build (i.e., of what color).

If a player decides to buy a HAM STATION ITEM from another player, he can do so only when it is his turn. In this case he does not draw another card from the deck, but he just puts his 3 QSL cards onto the common deck and takes the purchased card from the other player. Only one card can be purchased per turn. Then the next player takes his turn.

Cards that are returned to the common deck must be collected separately, and when the original deck is used up, one player takes all the collected cards, shuffles them, and puts them down again facing down to make a new deck.

The winner is the first person to construct his own radio station, collecting all six HAM STATION ITEM cards of the same color.

Enjoy the game!

Have fun, go 'HAM'!