KARMA KING

What Goes Around...Comes Around!

2-6 | 8-99

INSTRUCTIONS

GOAL:

Get rid of all of your cards so you are not the last player left with any cards.

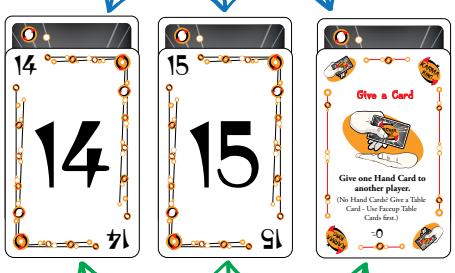
DECK:

The game includes cards numbered 1 through 16 (3 of each number) and 8 different kinds of Karma Cards.

DEAL:

Open and shuffle both decks together.

Deal **3 Facedown Table Cards** to each player. Players cannot look at these cards.



Then deal 6 cards to each player. Players look at these 6 cards and choose **3 Faceup Table Cards** to place on top of their **Facedown Table Cards.**

The remaining 3 cards are their **Hand Cards.**

Place the rest of the cards in the middle of the table to create the draw pile.

ORDER OF PLAY:

1st Hand Cards

You must play all of your Hand Cards before playing any of your Table Cards. Be sure to always keep a minimum of 3 Hand Cards, until the draw pile is gone.

2nd Faceup Table Cards

Once the draw pile and your Hand Cards are gone, you can play your Faceup Table Cards. All Faceup Table Cards must be played before any Facedown Table Cards.

3rd Facedown Table Cards

Without looking, flip a card onto the discard pile and see if it's a playable card. If it is, play continues. If it's not, then the discard pile becomes your new Hand Cards.

PLAY:

A. The player to the dealer's left goes first by playing a **Hand Card** to start the discard pile.

B. Complete your turn by replenishing your **Hand Cards** from the draw pile. You must always keep a minimum of 3 cards in your hand until the draw pile is gone.

C. Play continues in a clockwise rotation. Each player must play a number card that is equal to or higher than the last card played OR a Karma Card. Always remember to follow the ORDER OF PLAY.

D. If you do not have a playable card you must pick up the entire discard pile. These cards become more **Hand Cards**. This completes your turn.

*Players with 3 or more **Hand Cards** do not draw at the end of their turn.*

E. Play continues until only one player has cards. That player loses and all other players win!

GAME CHANGERS

PLAYING MULTIPLES:

You can play 2 or more identical cards at the same time. All cards must be from the same location (**Hand Cards** OR **Faceup Table Cards**). The order of play still applies.

CLEARING THE PILE WITH TRIPLES:

Remove the entire discard pile from the game when 3 identical cards are played in a row. The cards can be played by 1 player or 2-3 players in turn. Whoever plays the 3rd identical card removes the discard pile and plays again!

KARMA CARDS:

Karma Cards are like wild cards and can be played on any card.
Rules for PLAYING MULTIPLES and CLEARING THE PILE WITH TRIPLES also apply to identical Karma Cards.

Karma Card Symbols:

🗑 = If a Karma Card has this symbol it can only be played one time. Once played it is removed from the game.

=0 = If a Karma Card has this symbol, then it has a value of zero, and any card can be played on top of it.

CREATE YOUR KARMA

Before starting the game decide what you want this Karma Card to be.

🗑 This card is removed from the game.

Can't decide? Before you write on it, play a few games with these ideas, then create your own.

1) Reverse the direction of play.

2) Everyone leaves ALL their cards and moves one seat to the left.

Think your Karma Card is great? Share it!

#CreateYourKarma

EXCHANGE HANDS

Exchange your **Hand Cards** with any player.

🗑 This card is removed from the game.

Play continues to the next player as normal.

*You must make an exchange, even if you don't have any Hand Cards. Be strategic; try to exchange with a player who is out of **Hand Cards**, so you receive nothing. You can even exchange hands with a player who has gone out, bringing them back into the game.*

CHANGE YOUR SEAT

Leave all your cards and trade places with a player of your choice. Play continues to the next position as normal.

🗑 This card is removed from the game.

You can even trade places with a player who has already gone out. This brings them back into the game and puts you out (for the moment)!

CONTINUE------>

CLEAR THE PILE

Remove the entire discard pile from play 🗑 (including this card) and play another card. *Remember the ORDER OF PLAY.*

LOSE A TURN

This Karma Card allows you to pick any player to lose their next turn. Play continues to the next player as normal. The next player plays on this card as if it were a zero.

7 TO 11

This Karma Card requires the next player to play a card that is between 7 and 11 OR play a Karma Card.

PASS TO THE RIGHT

This Karma Card requires ALL players to pass their **Hand Cards** to the right. Play continues to the next player as normal.

🗑 This card is removed from the game.

*No **Hand Cards**? Pass nothing, but you can still receive something. All players are included, even those who have already gone out, which may bring them back into the game.*

GIVE A CARD

This Karma Card allows you to give one of your cards to any player. *You must follow the ORDER OF PLAY when choosing the card.* The card becomes a **Hand Card** for the recipient. Play continues to the next player as normal.

You can even give the card to a player who has already gone out, bringing them back into the game!

FAQs

Q: How do I decide which cards to make my Faceup Table Cards?
A: Select cards that are easier to play such as your highest numbered cards or Karma Cards.

Q: We keep going back and forth and don't seem to be getting rid of our cards, what are we doing wrong?
A: Check two things: 1) Make sure you're removing any Karma Cards with the Trash Can symbol after they've been played (*Create Your Karma, Exchange Hands, Clear the Pile, Pass to the Right and Change Your Seat*). 2) Make sure you're removing the discard pile from play after 3 or more identical cards have been played in a row.

Q: I forgot to draw from the draw pile in order to keep a minimum of 3 Hand Cards, what do I do?
A: If you forget to draw on your turn, you must wait until your next turn and play using the cards you currently have in your hand. After your turn has completed, draw the number of cards you need to bring your Hand Cards back up to a minimum of 3.

Q: Can I choose to pick up the pile even if I have a playable card?
A: Yes, this can be a strategic way to play.

Q: Can I play this game with more than 6 players?
A: Yes, you combine two decks and play with up to 12 players!