

# KARMA

What Goes Around... Comes Around!

AGES: 8+ PLAYERS: 2 to 6 CONTENTS: 60 Cards and Instructions



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## THE GAME PLAY

**THE GOAL:** To get rid of all of your cards.

**THE DECK:** There are 3 of each card in the game—number cards that range from 1 to 16 and 4 different Karma Cards.

**THE DEAL:** Open and shuffle both decks together.

1. Deal 3 Face-down Table Cards to each player. Players cannot look at these cards.

2. Deal 6 cards to each player. Players look at these cards and choose 3 Faceup Table Cards.

3. The remaining cards will be their 3 Hand Cards.

### THE PLAY:

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

**B.** Complete your turn by picking up a card from the draw pile. All players must keep 3 cards in their hand until the draw pile is gone.

*Note: At any time, if a player has 3 or more cards in their hand they do not draw at the end of their turn.*

**C.** In a clockwise rotation, each player must play a card that is equal to or higher than the last played card OR play a Karma Card.

**D.** If you don't have a card that is equal to or higher than the last played card OR a Karma Card, you must pick up the entire discard pile. Add the discard pile to your Hand Cards and your turn is over.

**E.** Once the draw pile is gone AND you run out of Hand Cards, you may begin playing your Table Cards. All Faceup Table Cards **MUST** be played first. Once all Faceup Table Cards are gone, you can begin playing the Facedown Table Cards, but no peeking! Choose a card at random and hope it's equal to or higher than the last played card, if it's not then you must pick up the discard pile.

**F.** The last player with cards loses and all other players win!

## GAME CHANGERS

### PLAYING DOUBLES & TRIPLES:

You may play 2 or 3 identical cards at the same time during your turn. When 3 identical cards are played in a row, the **entire discard pile is removed** from play for the rest of the game. The 3 identical cards can be played by one player OR multiple players in turn. The player who plays the 3rd identical card removes the discard pile and gets to play again starting a new discard pile.

*Note: You can only play identical cards from the SAME location—i.e., you can play 2 or 3 identical cards from your Hand Cards OR your Faceup Table Cards, but never cards from both locations at the same time.*

### KARMA CARDS:

There are 4 different types of Karma Cards, which are like wild cards and can be played at any time. Rules for doubles & triples also apply to Karma Cards.



#### GIVE THE PILE TO A FRIEND

This Karma Card allows you to give the entire discard pile to any player. You can even bring someone who has previously gone out back into the game. **This Karma Card can only be used once, be sure to remove it from the pile before giving the pile to your friend.**

#### FIVE OR BELOW

This Karma Card requires the next player to play a card that is 5 or less OR a Karma Card.



#### PLAY A TABLE CARD

This Karma Card allows you to play a Table Card early. You still must play all Faceup Table Cards before you play your Facedown Table Cards. If you have a Play a Table Card in your hand, but you're out of Table Cards, you may play another card from your hand instead.

*Note: When playing this card, the card you play next can be any number. Also, if you have identical Table Cards you may play them at the same time. For example, if you have two 7s as your Faceup Table Cards, you may choose to play them both.*



#### BOTTOMS UP

When this Karma Card is played, take the card at the bottom of the discard pile and move it to the top. The next player must play on this new top card. If the bottom of the discard pile is another BOTTOMS UP or a PLAY A TABLE CARD, its value is zero and the next player can play any card.



CONTINUE----->

## 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 the *Give a Pile to a Friend* Karma Card after it has been played. 2) Make sure you're removing the discard pile from play after 3 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:** Another player used the *Give a Pile to a Friend* card on me and my turn was next. Do I still get to take my turn or did I lose it?

**A:** You still take your turn. Play continues to the left as normal—regardless of whether that player was the one to receive the pile.

**Q:** I played the *Play a Table Card*, and the next card I played was another *Play a Table Card*, what do I do?

**A:** Play another Table Card. If you're out of Table Cards, simply play one of your Hand Cards.

**Q:** If I play two *Play a Table Cards* at once, do I get to play two different Table Cards?

**A:** No, if you play them at once you only get to play one Table Card (unless the Table Cards are identical).

**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. It makes a great party game.

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