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 discard pile and 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, or 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 at any time, Rules for doubles & triples also apply to Karma Cards.

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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 Card. 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.

BOTTOMS UP: When this Karma Card is played, 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 count this card.

FAQS:

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

Q: What if I get rid of all of my cards and get a discard pile?
A: If you forget to draw from the draw pile in order to keep a minimum of 3 Hand Cards, what do I do?

Q: If I forget to draw from the draw pile, you must wait until your next turn and play 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 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: If I play the Play a Table Card, and the next player played it was also a 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.

Words, Words, Simply Fun! A game you can play with any number of players. Simply Words, Simply Fun! Be the first to get rid of all of your cards by making words. Each turn, start your word with the last played card. Just like the name, Word Round uses 4 or more words! It’s the word game... Where the END is just the BEGINNING.

Five Crowns®: The game isn’t over ‘til ‘10 comes goin’! This fast-paced, match-making style game is a quick favorite for avid and casual card players alike. A matching word card keeps your hand full and nobody can stop!

Five Crowns® Junior: Kid-style fun! Match all 5 cards in your hand to win a treasure chest. The player with the most treasure wins the game. The wild card rotates just like in the original Five Crowns game.

SET®: The Family Game of Visual Perception®. This classic game has won over 35 Best Game Award® Race to find the most SET®! Challenge, fast, fun and exercise your brain while playing a game. It’s triple matching men who anybody can play... but nobody can stop!

SET® Junior: For any first SET® game! With this two-sided game board kids can start to play as young as 5! Match tiles to create SET®’s on side 1. Race to create SET®’s on side 2. Earn points for each winning SET®! Ages: 5 to adult • Players: 1 or more

SET® Dice: A game for one! SET® CUBED, a casual strategic game, is the winner of Best Game Award® SCRAMBLE SET® is fast-paced fun, just like your favorite card game. CROSSWORD SET® increases the challenge – be the first to link all four of your dice like a crossword puzzle. Rob, Conn, WA Ages: 8 to adult • Players: 1 to 6

Quiddler®: The HIT® Word Game®! Winner of over 20 Best Game Awards! The challenge is to combine all the cards in your hand into words. The number of card deals changes each round. For the Fun of Words.

Quiddler® Junior: FUN with words! A perfect game for wordy word wizards and early readers alike. Each card consists of a kid-sized word and colorful picture. Point chips make scoring fun. Ages: 8 to adult • Players: 1 to 8

Xactika®: Xactika® is a fast-paced game for all ages. The player with the most treasure wins the game. The wild card rotates just like in the original Five Crowns game.

Ready for more FUN? Play anywhere, anytime! Travel size cards • 10 to adult