

1 Standard Deck of Cards

2-3 Sets of 30 markers

1-Game board

#### Starting the game

To start each player cuts the deck the player with the lower number deals first. Starting with the player to their left the dealer deals out 6 cards and then flips the top card.

# Game play

#### Taking turns

A player start by playing a card from their hand. They multiply the card they laid with the card on the top of the discard pile and claim that spot on the board. They then draw 1 card from the top of the deck and it is the next persons turn. If a player forgets to draw a card they will continue the rest of the game short that card.

If all of the spaces with that number have already been taken the player does not get to place a marker and it becomes the next players turn.

Kings-When you play a king you may remove one of your opponents' markers from the board and claim it for your own. However, it can not be used on a double space.

Queens-Skip the next players turn.

Jacks- Are wild however they cannot count as a double.

A-10 count as their face value.

When a King, Queen or Jack is played it is place below the top card on the discard pile so the next player has a number to multiply for their turn.

## Double Spaces

The Darker spaces are doubles spaces that have a different set of rules.

- A doubles space can only be claimed when you play a matching number on the top of the deck (Jacks do not count.)
- unlike the other spaces a double space can be stolen! If the other player plays that same double, they may
  steal the doubles space and claim it as their own.

### Winning the game



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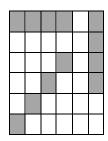
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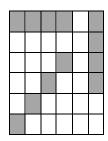
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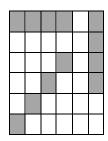
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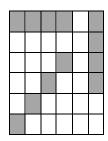
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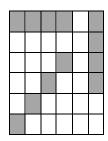
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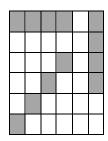
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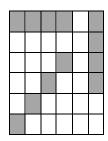
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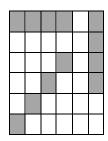
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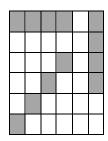
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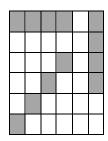
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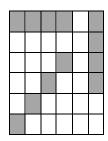
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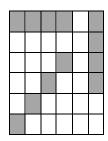
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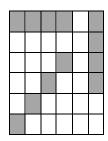
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