



**Game by:** Brian Bollinger

**Number of Players:** 2+

- Supplies:**
- 3 sets of Base Cards
  - 1 set of Colors Cards
  - 1 set of Shapes Cards
  - Card A-38 as Skip a turn
  - Card A-39 as Reverse direction of game play
  - Card A-40 as Trade hands
  - Card A-41 as Trade a card
  - Card A-43 as Add a card to your hand
  - Blank Card - we drew a dice on it and used it as Roll one of the dice
  - The Colors dice
  - The Shapes dice
  - The 8-sided dice

**Game summary:** Players compete to be the first to collect 5 cards of the same kind (color or shape) from 1 of the 2 6-sided dice showing on the table. (either the Colors dice or the Shapes dice)

**The set up:** Shuffle all the Base cards together and deal 5 cards to each player. Place the remaining cards in a pile face down - this will be the draw pile.

**Who goes first?:** Roll the 8-sided die. The person that rolls the highest goes first. In the event of a tie, the players that tied do not go first. The next highest roller goes first.

The player that goes first now rolls the Colors dice and the Shapes dice to determine what players are going to try to match during game play.

Example: If the following appeared on the dice...



Players would try to collect either 5 green cards of any shape or 5 pentagons of any color.

If the Stars/Guns logo appeared then it would act as a wild for collecting cards.

Example: If the following appeared on the dice...



Players would try to collect either 5 yellow cards of any shape or 5 cards of any shape, color doesn't matter, but all 5 cards have to be the same shape.

**A Turn:** On a player's turn they have the option of 1 of the following 3 actions:

- 1) A player may draw the top card from the draw pile and then discard 1 card from his hand, face up, in the discard pile.
- 2) A player may draw the top card from the discard pile and then discard 1 card from her hand, face up, back onto the discard pile.
- 3) A player may choose to roll the 8-sided die. The following actions are taken based on the roll:
  - 1-5 The player loses their turn.
  - 6 The player may trade any 1 card from their hand for a card chosen at random from any other player's hand.
  - 7 The player may trade hands with any other player.
  - 8 The player may roll 1 of the 2 dice, either the Colors dice or the Shapes dice.

**Winning the Game:** The first player to collect 5 of a kind that match 1 of the 2 dice wins.

**General Notes:**

If all the cards from the draw pile are used up, simply shuffle all the cards in the discard pile, place them face down, and they becomes the draw pile.

Specifics on certain cards:



Skips the next persons turn.



Reverses the direction of play.



Trade hands with any player.



Trade 1 card with any player. If player A is playing this card then player A take a card and gives it to player B (who does not put it in their hand yet) then player B holds up their hand and player A takes a card at random. (player B may now add the card player A gave them to their hand)



Add a card to your hand. If player A uses this card then player A would place this card in front of them (and keep it there to denote being able to have 6 cards). Player A would then draw 2 more cards (so he has 7) then discard a card as in normal play - leaving his hand with 6 cards. Player A will now have 6 cards in his hand until the end of the game OR until somebody forces him to trade hands.

Example: If player B trades hands with player A and player A has a 6 card hand, player B now gets the 6 card hand (along with the "Add a card" card to keep in front them) and player A now has a normal 5 card hand.



We took one of the blank cards and drew a dice on it. If someone played this card they could roll either the Shapes dice or the Colors dice.

Here are a couple of examples:



is equal to any of these cards:



or this card is equal to any of these cards:



And these two are wilds among wilds. They both equal any card in the deck!



**Wild Cards:** All of the cards from the shapes deck and the colors deck are wild cards.

If the card is a colors card then it can represent any shape of the color shown. Example: If the card is a red color card (5 small red circles) then that card can represent any red shape - square, circle, star, cross, or a pentagon.

Any shapes card can represent any color of that shape. Example: If the card is a star shapes card it can represent a star that is blue, orange, red, green, or yellow.

If the card is the all shapes card or all colors card then it can represent any shape of any color - a wild among wild cards.