



2-6 PLAYERS **25ISH MINUTES**

Components

54 cards, and these rules.

How to Win

Have the fewest points after 3 rounds.

Prep the Game

1. Give the scorekeeper **pen & paper**.
2. Give the first dealer all the **cards**.

Set Up the Round

1. The dealer shuffles the deck. They then deal each player...
 - **8 cards** in a **2-3 player game**;
 - **7 cards** in a **4-5 player game**, or;
 - **6 cards** in a **6 player game**.
2. Place the rest of the deck in the middle of the table.
3. Flip the top card of the deck to start **the pile**. If it's a , ignore its effects.

Play happens in turns. Start with the player to the dealer's left and keep taking turns to their left.



Get Rid of Your Cards

Play a card from your hand to **the pile** to beat the card on top. If you can't, draw cards till you can.

Most cards have a *type* (, , or ) and a *value* (from **0-7**).

What Beats What

Beat **the pile** with either the standard -- rules, a higher value card of the same type, or a **Fire Alarm** ():

 beats all  and lower-value .

 beats all  and lower-value .

 beats all  and lower-value .

 beats all cards except other .

On Your Turn

Play a card from your hand to **the pile** that beats (not ties) its top card.

Have more than one copy of this card?

Play them all at once!

Can't beat the pile?

Draw from the deck until you can!

Note: you can't *choose* to draw. You *must* play a card if you can.

IF THE DECK RUNS OUT

Shuffle all but the top card of **the pile** to replenish it.

Keep taking turns until someone plays the last card from their hand.

Fire Alarms (🔥)

A 🔥 beats all cards *except* other 🔥.

When a 🔥 is played, everyone takes a random card from the player on their  left,  right, or  both sides (left-side first), as shown on the card.

Add these to your hand as you get them.

Then, whoever played the 🔥 draws 2 cards from the deck to their hand, then gives *any 2 cards* from their hand to others: either both to the same player, or 1 each to 2 different players.

On the next player's turn, they can play any card to **the pile** *except another* 🔥.

If the last card played for the round is a 🔥, ignore its effects and end the round.

Scoring the Round

Whoever ran out of cards scores a perfect 0 for the round.

Everyone else adds up the values on the cards still in their hand to get their score.

SCORING FIRE ALARMS

Have 1 or more 🔥 in your hand?

Double your score for the round.

Or, have *only* 🔥 left in your hand?

Score 10 points per 🔥. You *really* shouldn't hold onto those things.



Ending the Round

AFTER ROUNDS 1 AND 2

Shuffle up for another round. The player who ended this round becomes dealer.

AFTER ROUND 3

Whoever has the **fewest points wins!**

Is there a tie? Players either share the victory, or play actual  -  -  to find a winner.



Variants

NO WILD WINS

No one can end the round with a 🔥. If your last card is a 🔥, draw cards until you draw something else you can play.

TIES KEEP IT GOING

If 2 or more players are tied for the win after 3 rounds, all players play another round. Keep playing rounds until there's an outright winner.