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- 31 **Six-Topping Cards** (multiple icons per card)
- 31 **One-Topping Cards** (one icon per card)

9 Slabs o' Butter



One-Topping Cards

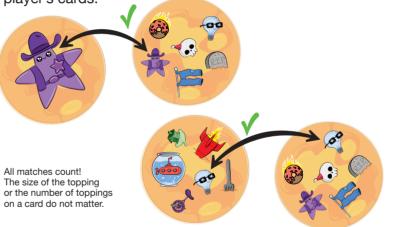


Six-Topping Cards



OVERVIEW

Your goal is to be the first player to get rid of all the cards in front of you. You'll do this by matching a topping on any of your cards with the same topping on another player's cards.



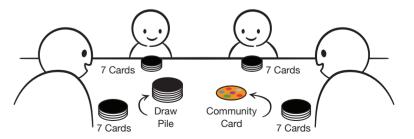
Every time you make a match, you'll get rid of those cards in front of you and get closer to winning the round — when you win a round, you earn a Slab o' Butter. Once you earn 2 Slabs o' Butter, you win the game!

SETUP

Keeping both decks separate, deal 2 of the **One-Topping Cards** to each player face down, then set any remaining
One-Topping Cards aside — you won't use them for
this round.

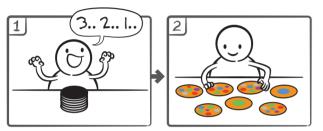
Next, deal 5 of the **Six-Topping Cards** face down to each player so that everyone has 7 cards in front of them (2 of the One-Topping Cards and 5 of the Six-Topping Cards).

Place any remaining Six-Topping Cards face down in the center of the table to form a Draw Pile. Then, flip the top card from the Draw Pile face up in the middle of the table — this is the Community Card.



PLAYING THE GAME

To start the game, all players count down from 3 together, then flip their 7 cards face up at the same time and spread them out so they're all visible to everyone at the table.



The moment the cards are flipped, you are looking for matches. If one of the toppings on ANY of your cards is the same as ANY topping on any card in front of another player OR any topping on the Community Card, **call out which topping you're matching** and place your card on top of the matching card.

After placing your card on top of a matching card, you've removed it from the cards in front of you and are closer to winning.

AND everyone plays simultaneously — there are no turns!

Stacks of Cards:

Every time a card is correctly placed on top of another card, it becomes a permanent stack and cannot be separated. For the rest of the round, the stack will move around as if it is a single card. In other words, if you have a stack in front of you and find a match, **move the whole stack** onto the top of the matching card (to form a larger stack).

Any card can become a stack, but you can only match toppings with the top card in that stack.

While You're Playing:

- The size of the toppings do not need to be the same when you match them.
- Your cards must remain visible on the table at all times. You can't cover them with your hands!
- You can't match your own cards with the cards in front of you.
- Don't throw or toss cards onto matching cards place them so they stay in a stack.

If any cards slide off, you have to straighten the pile you messed up before you can continue playing. The other players can keep going without you, though!

Can't Match Anything?

If you can't match any of your cards, you can take a card from the Draw Pile (if there are cards left in it) and turn it over in front of you.

BE CAREFUL! Drawing a new card gives you more toppings to find matches with, but you're a little farther away from getting rid of all your cards and winning the game.

Don't draw too quickly — there's usually a match you just didn't notice!

Running Out of Cards

The moment anyone runs out of cards in front of them, that player shouts "Anarchy Pancakes!" and they win the round. That player gets 1 Slab o' Butter to keep.

To start the next round, collect all the cards (even the ones you set aside), separate both decks again, and deal 7 cards to each player as normal.

WINNING

The first player to earn 2 Slabs o' Butter wins the game!



READING IS THE WORST WAY TO LEARN HOW TO PLAY A GAME.

INSTEAD, WATCH OUR INSTRUCTIONAL VIDEO:

www.ANARCHYPANCAKES.COM/HOW

OR SCAN THIS -

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