

Regal⁺⁺
TM

SPOONS AND A SPORKTM

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OVERVIEW

IN THIS DECK

52 Playing Cards (4 Suits, Ace through King)

100 Scoring Cards (50 Spoons Cards, 38 Spork Cards, 12 Trophy Cards)

Number of Players: 3-12

OBJECTIVE

Collect Four-of-a-Kind first. Avoid Spork Cards which equal negative points. Player with the most points wins.



Four-of-a-Kind





ALTERNATE PLAY IDEAS

Sporks Galore - Replace a Spoons Card with an additional Spork Card

Fun Runs - Go for a Straight instead of a Four-of-a-Kind

Classic Spoons - No Spork Cards needed. Deal 1 fewer Spoons Card than the number of players in a round. The player that ends up without a card in each round is eliminated, and each round plays with 1 less player.

1. The Dealer is selected at random and rotates clockwise each round.
2. Deal 4 Playing Cards to each player.
3. The Dealer identifies the appropriate number of Spoons Scoring Cards and Spork Scoring Cards (according to the chart below) and mixes them face-down so no one knows which card is which, including the Dealer. The Dealer places these Scoring Cards face-down in the center of the table. They can be in a pile or spread out as desired.
4. Number of rounds, as well as the number of Spoons and Spork Scoring Cards are determined by the number of players:

Number of players	Number of rounds	  Spoons Scoring Cards in each round	  Spork Scoring Cards in each round
		3	12
4	12	3	1
5	10	3	2
6	12	4	2
7	7	4	3
8	8	5	3



GAMEPLAY

1. To start the round, the dealer places the undealt Playing Cards to their right, creating a Draw Pile.



Draw
Pile

2. The Dealer then takes the top card and adds that card to their hand.



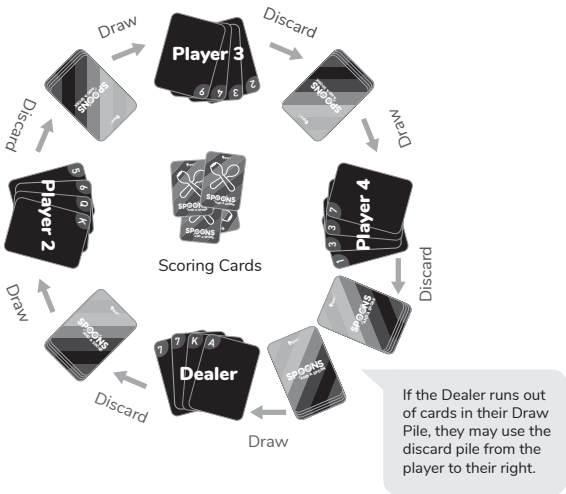
3. The Dealer discards 1 of the 5 cards in their hand face down into a pile to their left before they can draw a new card.



The cards discarded to the left of each player become the Draw Pile for the player to their left.

- Each player simultaneously continues to draw and discard cards one at a time, drawing from the Draw Pile to their right and discarding to the Draw Pile to their left.

This continues clockwise until someone at the table has achieved Four-of-a-Kind.



- The first player to reach Four-of-a-Kind can then discreetly or indiscreetly **grab a scoring card**, initiating the “Grabbing Spoons” phase (next page)

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GRABBING SPOONS

1. Once a Scoring Card has been touched by the first player to reach Four-of-a-Kind, all players can then pick up a Scoring Card regardless if they have reached Four-of-a-Kind.
2. The goal is to grab a Spoons Card and not a Spork Card.
3. Should a player pick up a Spork Card, they can put it back down and pick up a new Scoring Card before all Scoring Cards have been picked by other players.



First-to-four
bonus:
+2 points



Spoons Card
+1 point



Spork Card
-2 points

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SCORING

1. To keep track of the score, **players keep all Scoring Cards** at the end of each round. New Scoring Cards are dealt into the center for every round.
2. The player who gets Four-of-a-Kind first receives a **First-to-Four bonus of +2 points**, represented by the Trophy Card.
3. If the player who gets Four-of-a-Kind first ends up with a Spork Card, their Spork Card will cancel out their First-to-Four bonus, resulting in a net 0 points for that round.
4. At the end of the game, each player counts their Spoons and Spork cards, scoring **-2 for each Spork card** and **+1 for each Spoons card**.
5. Once all rounds have been played, tally up the scores by counting all Scoring Cards. The player with the highest cumulative score wins.