

Aim of the game

The first player to discard all of the cards in their hand wins a round (like in 'Uno™'). The winner of the round collects points using the numbers on the word cards and points from action cards from the remaining players. The first player to reach 100 points, collected across multiple rounds, wins! See page 2 for a scoring example and 3 for a table of card types.

For a quicker game, the first player to discard all the cards from their hand wins the game.

How to play – long game

- 1 Shuffle the deck. One of the players deals 5 cards to each player and makes a pick-up pile with the rest. They turn over the top card of the pick-up pile to start a discard pile. If the top card is an action card, they return it to the bottom of the deck and turn over the new top card.
- 2 Player 1 (to the left of the dealer) goes first. Player 1 discards if they can – to discard, they must match a card from their hand to the colour or the number of the card at top of the discard pile. For example, if the top card is a green '7' card, they must play a green card or any card featuring the number 7.



- a If they play a word card, they read the word as they discard it. The player's turn ends when they discard a card.
 - b If a player has a Wild card, they may play it on any card.
 - c If a player doesn't have a match for the top of the discard pile, or a Wild card, they take a card from the pick-up pile. Their turn ends when they pick up this card.
- 3 If a player draws the Exploding card – **KA-BLAM!** – they are out of the round.
 - a For the two-player game, the other player wins that round.
 - b For 3–6 players, the other players continue the round until someone discards all their cards.
 - 4 If no one has discarded all their cards by the time the pick-up pile has been run down, the discard pile is shuffled and play resumes.
 - 5 The winner of a round is the first player to discard all their cards (or avoid explosion in the two-player game). The round winner receives points based on the cards remaining in the other players' hands, including anyone 'exploded' by the Exploding card. Action cards are worth 10 points each.
 - 6 Players track the points at the end of each round by adding up the number value of each card, plus the points from action cards. The first player to 100 points in the long game wins.



Scoring example

	Lin Li	Helena
Round 1	<p>Lost</p> <p>Cards remaining in hand</p> <p>$11 + 11 + 11 + 10 = 43$</p>	<p>Won</p> <p>First to discard all cards so gets points from other players' cards</p> <p>43</p>
Round 2	<p>Won</p> <p>30</p>	<p>Lost</p> <p>Cards remaining in hand</p> <p>$10 + 9 + 7 + 4 = 30$</p>
Round 3	<p>Lost</p> <p>Cards remaining in hand</p> <p>$9 + 9 + 8 + 10 = 36$</p>	<p>Won</p> <p>Round 1 + Round 3 = 79</p> <p>43 + 36 = 79</p>
Round 4	<p>Lost</p> <p>Cards remaining in hand</p> <p>$7 + 7 + 8 = 22$</p>	<p>Won</p> <p>Game ends when first player gets 100+ points</p> <p>Round 1 + Round 3 + Round 4 = 101!</p> <p>43 + 36 + 22 = 101!</p>

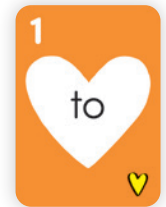
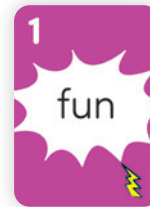
How to play – short game

For a shorter game, follow steps 1–5 of the long game, but end the game when a player discards all their cards. There is no need to score this version of the game – the player who discards their cards first wins! In the two-player short game, if a player draws the Exploding card, the other player is the winner.



Word cards

Word cards feature decodable text and are grouped into sets by colour. There are 6 colour sets. Within each set, the cards are numbered 1–11. When scoring the long version of the game, a word card is worth the number on the top-left of the card. Word cards can be played on a card that matches the colour or number of card on the top of the discard pile.



Action cards

An action card (apart from the wild) may only be played on a matching colour or a matching action card. All action cards are worth **10 points** at the end of the game. An action card cannot start the discard pile.

Miss a turn

Value:
10 points



- When you play this card, the next player in line to play must miss their turn.
- Can be played on a matching colour.
- When playing with 3–6 players, another player (not the person 'missed') can place another 'miss a turn' card on top of this card.

Pick up 2 cards

Value:
10 points



- When you play this card, the next person in line to play must draw 2 cards and miss their turn.
- When playing with 3–6 players, another player (not the person who 'picked up 2') can place another 'Pick up 2' card on top of this card.

Reverse play

Value:
10 points



- When you play this card when playing with 3–6 players, the direction of play is reversed. In a two-player game, the other player skips a turn.
- Can be played on a matching colour.
- Once play is reversed, the next person can place another 'Reverse play' on top of this card.

Wild card

Value:
10 points



- You can play this on any card.
- When you do, you may change the colour being played to any colour. The next player must discard a card that matches the colour you pick, play another Wild card, or draw a new card.
- A Wild card can be played on another Wild card.

Exploding card

Value:
10 points



- When you draw this card, all players shout **KA-BLAM!**
- If you draw this card from the deck, your round (long game) or game (short game) is over.
- For 3–6 players, the remaining players continue gameplay. Do not put the Exploding card back into the deck.

Aim of the game

The player who collects the most pairs of word cards wins. Do not use the action cards. Collect pairs of word cards, using the numbers on the top corner of the word cards as the pair. The numbers go from 1-11 within a colour, and there are 6 colour sets in a box. For example, there are 6 cards numbered '1' in the pack. Players aim to get 2 '1' cards of any colours to make a pair.



How to play

- 1 Shuffle the deck. One player deals 5 cards to each player and makes a pick-up pile with the rest.
- 2 Player 1 (to the left of the dealer) goes first. They ask the next player (Player 2, or dealer in two-player game) if they have a card number that matches a number in their hand. For example, Player 1 has a card with a number '5' in the top left corner, and they ask Player 2 if they have a '5' card.



- a If Player 2 has a card that matches Player 1's request, they say 'yes'. They read the word on the card out loud and give it to Player 1.

Player 1 reads the word on the card they received. They place that card and the card from their hand in a pair on the table, word-side-up. They read the words on both cards as they play their pair. Then, they draw a card from the pick-up pile. Their turn ends.

- b If Player 2 does not have a card that matches Player 1's request, Player 2 says '**GO FOX!**' and Player 1 draws a card from the pick-up pile. Their turn ends.
 - c If a player has a pair in their hand at the start of their turn, they may play this after asking another player for a card. A player can only put down one pair per turn. When they have put down their pair, they draw a card from the pick-up pile and their turn ends.
- 3 Play continues until the pick-up pile runs out. The winner is the player with the most pairs of cards at the end of the game.



Game ③ **READ AND GRAB** Instructions

2-6
players

Aim of the game

The player who collects the most sets of word cards wins. In this version of the game, sets are made of cards with the same number, across different coloured cards.

Do not use action cards.

There are 6 cards in each set, each featuring the same number in the top-left corner. For example, there are 6 cards that have '1' on them – these are a 'set'. There are 11 number sets in the pack.



How to play

- 1 The cards are shuffled and placed word-side-down in the middle of the table.
- 2 Player 1 turns over a card, reads the word out loud and places it word-side-up in front of them.
- 3 Player 2 turns over a card, reads the word out loud and places it word-side-up in front of them. If their card has the same number as Player 1's card they can 'grab' Player 1's card (or incomplete set)! Then they must read the card(s) they grabbed before they place it/them in their set.
- 4 The next player can grab any incomplete set from another player, if it matches the card they draw on their turn. Players take turns to read word cards and grab corresponding incomplete sets.
- 5 When a player has a full set, they turn these over in a pile, word-side-down. The complete set can no longer be grabbed by other players.
- 6 Play until there are no cards left in the middle. Players count how many sets of cards they have collected. The player with the most complete sets is the winner!

