

PICKLEBALL SLAM

2 Players: Singles

3 – 6 Players: Competitive Play

**Goal: Win a round to collect a token.
Collect 3 tokens to win the game.**

Welcome to The Kitchen! Pickleball Slam is a card game that is played in phases:



The **DRAW** phase (drawing and discarding to build a strong hand with a mix of Number and Twist cards).



The **PLAY** phase (playing the cards from your hand to try and win the round).

Players collect tokens for each round they win! But before we get started, let's take a moment to familiarize ourselves with the cards in the deck.

There are three different types of cards in the game:

PHASE CARDS

Play the phase cards strategically to move the round to your advantage.



NUMBER CARDS

During the **PLAY** phase, follow the actions on the number cards. When a number card is played, the next number card played must be equal or one higher.



TWIST CARDS

These are like normal number cards but with a twist! Follow the directions on each card when played.



DRAW TWO - Play this card and draw two cards.

SWITCH - Switch all your cards with a player of your choice. 🎲 Selected player must be holding cards.

SHAKE & BAKE - Select a player to play a card. If they play a "5," they win the round, or else you win the round. 🎲 Selected player must be holding cards.

TARGET & RESET - Challenge a player to a one-on-one duel and remove all other players from the round. In the duel, you and the selected player play only against each other. 🎲 The selected player must be holding cards and may respond with ANY numbered card.

POACH - Any player holding a **POACH** card may play it to end the **TARGET** and allow all players back into the round.

Now that you know a thing or two about what these cards can do, let's set up the game.

SETUP

First, find and remove a **DRAW** card (red color) from the deck and place it face-up on the center of the table. Shuffle all the other cards, then deal five cards face-down to each player.

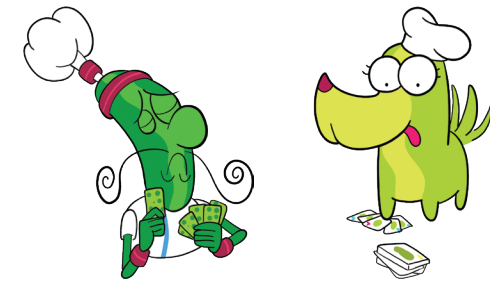
Place the remaining cards face-down next to the red face-up **DRAW** card on the table. Finally, create a token pile somewhere to the side of the play area.



Note: If a player is dealt two or more **DRAW** cards, they may exchange duplicates with cards from the stack of face-down cards.

HOW TO PLAY

Everyone can pick up and look at the cards in their hand. This starts the **DRAW** phase.



HOW TO PLAY (continued)

The player to the left of the dealer starts the round by drawing a card from the stack of face-down cards and can choose to keep it and discard another card from their hand or discard the card drawn. *Discard the card you don't want face-down in front of you so that each player eventually will have their own individual discard pile.*

Play continues clockwise with each player exchanging cards they don't want for ones they do.



The goal of the DRAW phase is to build the strongest hand before the PLAY phase is triggered!

The PLAY phase is triggered when either someone draws a green PLAY card or whenever someone who already has a green PLAY card in their hand chooses to discard it face up during their turn (to start the PLAY phase and let everyone try to win the round).



In either case, the green PLAY card gets placed face-up on top of the red DRAW card that was face-up at the start of the game.

Play continues clockwise with each player playing their card face-up on top of the previous card played and following the instructions on the card.



Note: Do NOT replenish your hand after playing a card unless a TWIST card specifically tells you to do so.

Players that cannot complete the action on the card or run out of cards must pass and are out of the round unless play returns to the DRAW phase.

Play continues until either:



Someone plays a red DRAW card that immediately ends the PLAY phase and returns everyone to the DRAW phase, or



Someone plays a card that cannot be beaten/played. That person is the **WINNER OF THE ROUND** and collects 1 token from the pile set aside at the start of the game.

If you return to the DRAW phase after already engaging in a PLAY phase, you may find that some players have a different number of cards in their hands. New cards are not dealt until the start of a new round.

Note: If you run out of cards during gameplay, collect all discarded cards, and shuffle them to create a new Draw pile.

The winner of the round collects ALL cards and sets up a new round.

HOW TO WIN

The first player to win 3 tokens (rounds) is crowned the Pickleball Slam Champion!

2 on 2 "Doubles" Rules

Looking for more ways to play? Play as two teams of two!

In Doubles Play, two-player teams compete against each other to win each round.

Follow the same rules as before, except:

Teammates should sit side-by-side (preferably across the table from their opponents)

During the DRAW phase, all players take turns drawing and discarding cards (i.e. not just 1 per team). But during the PLAY phase, each team must respond with only ONE card representing their team.

Note: Teammates may not show or communicate their cards. Teammates may say terms such as "Got it," "Mine," or "Yours!"

If the round returns to the DRAW phase, each player must draw or return cards to the stack of face-down cards to ensure they have five cards in hand.

HOW TO WIN

The first team to collect 3 tokens is the Pickleball Slam Doubles Champions!



Go to www.pballgoods.com to watch the Learn to Play video.