



## Card Game

### Contents

**1 Carabiner Clip**

**108 Cards as follows:**

**24 Blue cards** – 3 each 1,3,4,5; 2 each 6,7,8,9,10; 2 each Wild #

**24 Green cards** – 3 each 1,3,4,5; 2 each 6,7,8,9,10; 2 each Wild #

**24 Red cards** – 3 each 1,3,4,5; 2 each 6,7,8,9,10; 2 each Wild #

**24 Yellow cards** – 3 each 1,3,4,5; 2 each 6,7,8,9,10; 2 each Wild #

**12 Wild DOS™ cards**

### Object of the Game

Be the first player to get rid of your cards in each round by matching cards with the center row and earning points from the cards left in the other players' hands. The first player to reach 200 points wins the game.

### Setup

1. Each player draws a card; the player that draws the highest number deals (count any card with a symbol as zero).
2. The dealer shuffles and deals each player seven cards.
3. The dealer places two cards face up in the middle of the playing area to form the "Center Row." Place the deck beside the Center Row, leaving space for a discard pile.

### Let's Play

The person to the left of the dealer starts play.

On your turn, you must either **MATCH** one or both of the cards in the Center Row with cards from your hand, or **DRAW**.

# Match

You may play cards from your hand on cards in the Center Row in two ways:

**Single Match:** Play a single card that matches the number of one of the cards in the Center Row.

Example: if you have a 7 in your hand, and one of the cards in the Center Row is a 7, you may play your card regardless of the color.

**Double Match:** Play two cards that add up to one of the cards in the Center Row.

Example: if the card in the Center Row is a 7, you may play any TWO cards that add up to seven — 5+2, 3+4, 6+1 regardless of the color.

If you are able, you may make a match on each of the cards in the Center Row, but only once on each card.

# Color Match Bonus

If the card(s) you play also have the same color as the one you are matching in the Center Row, you get a Color Match Bonus for each match.

**Single Color Match:** if the card you play matches the number AND color of a card in the Center Row, at the end of your turn you may put one card from your hand face-up in the Center Row.

Example: if you have a Red 7 in your hand, and one of the cards in the Center Row is a Red 7, you get a Single Color Match Bonus when you match that card.

**Double Color Match:** if the two cards you play BOTH add up to match the number AND color of a card in the Center Row (1) all other players must draw one card and (2) at the end of your turn you may put one card from your hand face-up in the Center Row.

Example: if the card in the Center Row is a Red 7, and you play TWO red cards that add up to seven you get a Double Color Match Bonus.

# Draw

If you cannot (or do not want to) make a match, you must draw a card. If you can make a match after drawing, you may do so. If you have drawn and still cannot make a match, put one card from your hand face up in the Center Row.

# Ending Your Turn

Take all the cards you played, including the Center Row cards you played them on, and put them into the discard pile. If there are now fewer than two cards in the Center Row, refill it with cards from the deck until there are two cards in the Center Row. Next, if you earned any Color Match Bonuses that turn, don't forget to put one card from your hand face up in the Center Row for each Color Match Bonus you earned. There is no maximum limit to the number of cards in the Center Row. Therefore, on occasion, there will be more than two cards in the Center Row for a player's turn. However, there always must be at least two cards in the Center Row.

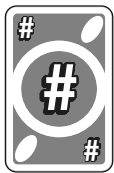
NOTE: IF THERE ARE MORE THAN TWO CARDS IN THE CENTER ROW, YOU MAY MATCH ANY OR ALL OF THEM.

# Special Cards



**Wild DOS™ card** – The Wild DOS™ card counts as a 2 of any color, making it especially useful in forming a Double Match. You decide what color the Wild DOS™ card is when you play it. If the Wild DOS™ card is face up in the Center Row, you decide what color it is when you match to it.

Example: if the Center Row has a Red 7 and you have a Red 5 and a Wild DOS™ card in your hand, you could play the combination of the Red 5 and the Wild DOS™ card on the Red 7, and designate the Wild DOS™ red to get the Double Color Match. If the 5 in your hand is NOT red, you can still combine it with the Wild DOS™ card to make a Double Match.



**Wild # card** – The Wild # card counts as any number from 1-10 in that card's color. You decide what number the Wild # card is when you play it. If the Wild # card is face up in the Center Row, you decide what number it is when you match to it.

Example: if the Center Row has a Red 7, you can designate your Wild # card a 7 and make a Single Match. If your Wild # card is red, you can make a Single Color Match as well. If you have a 3 card and a Wild # card in your hand, you can combine the two by designating the Wild # as a 4 and playing them on the 7. In this example, both the 3 card and the Wild # card must be red in order to earn a Double Color Match.

# Going Out

If you ever have EXACTLY TWO CARDS in your hand, you must shout out “DOS!” (meaning “two”). If you forget to do so and another player calls out “DOS!” before you, you must immediately draw two cards as a penalty. If this happens during your turn, do not add the penalty cards to your hand until the end of your turn.

# Ending the Round

The round ends when one player goes out by getting rid of all the cards in his or her hand. That player earns points for the cards left in the other players’ hands (*NOTE: If the player earned any Double Color Match Bonuses on the turn they went out, remember to have the other players draw cards before scoring*).

# Scoring

- All number cards (1, 3-10)..... Face Value
- Wild DOS™ ..... 20 Points
- Wild # ..... 40 Points

Record each player’s score on a separate piece of paper (not included). The winner of the previous round becomes the dealer for the next round.

# Winning the Game

The first player to reach 200 points wins the game.

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