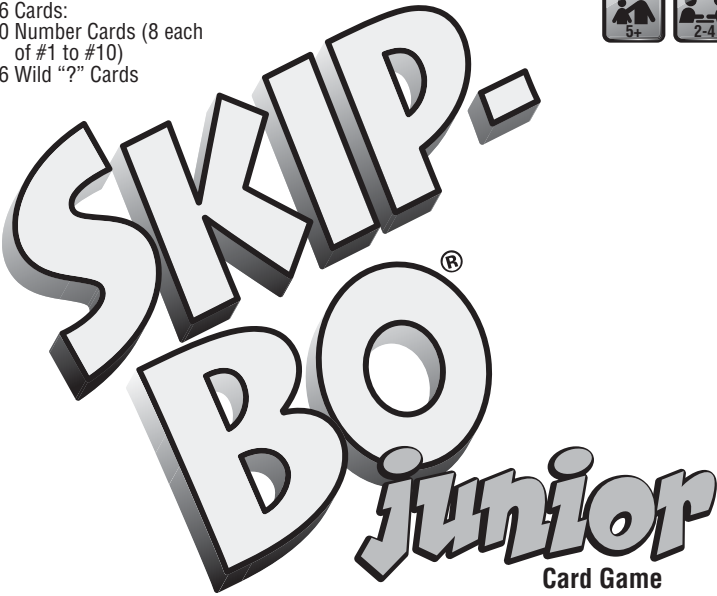


CONTENTS:
96 Cards:
80 Number Cards (8 each
of #1 to #10)
16 Wild “?” Cards



OBJECT

Get rid of the cards in your stockpile by building 4 piles in numerical sequence from #1 to #10 in the center of the playing area. The first player to get rid of all of their stockpile cards first wins!

SETUP

- The oldest player is the dealer.
- The dealer shuffles the deck and deals each player 10 cards facedown. The cards you are dealt is your stockpile. (**NOTE:** For a longer game, deal additional cards; for a shorter game, deal less.)
- Each player turns the top card of their stockpile face-up (leaving it on top of the stockpile).
- The youngest player goes first.

EXAMPLE PLAYING AREA

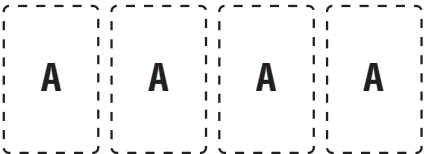


STOCKPILE



HAND
PLAYER A

**CENTER PLAYING
AREA**



BUILDING
PILES

**PLAYER B
HAND**



STOCK PILE



LET'S PLAY

- On each player's turn, the dealer deals the active player 3 cards face-up (spread out next to each other). This is your "hand."
- **NOTE:** On subsequent turns, if the active player has cards leftover from a previous turn, the dealer deals the 3 new cards directly on top of the remaining cards (forming 3 stacks).
- As you play, you will create and play on **BUILDING PILES** in the center of the play area:
- Building piles are created by playing cards in sequence from #1 to #10.
- There can be up to, but no more than, 4 active building piles in the play area. All players can play on all 4 building piles.
- A building pile can be started by playing a #1 card or a wild "?" card (a wild "?" card can be played to represent any number).
- Whenever you make a play on a building pile, the card you play must be the next higher number up from the card on the top of that pile. For example, if the top card is a 3, you can play a 4 on top of it. You can also play a wild "?" card to represent #4.
- Once a building pile reaches #10 (or a wild card representing #10), that pile has been completed and is removed so a new pile can be started.
- On your turn, try to make a play using the card from the top of your stockpile. If you play the top card, flip over the next card and try to play that card, and so on.
- You can also make plays from the cards at the top of your hand. When you play a card from your hand, the next card revealed underneath it is now playable, if any.
- During your turn, continue playing by adding cards to the building piles in numerical order until you can no longer make a play.
- When you can no longer play, it is the next player's turn (to your left).
- If the dealer runs out of fresh cards to deal, reshuffle all of the cards from the discarded building piles.
- The player who is first to get rid of all of the cards in their stockpile wins! You do not need to get rid of the cards in your hand.

WINNING THE GAME

The first player to get rid of all of their cards in their STOCKPILE wins!

