



Card Game

OBJECT

Avoid going above 21. If you do, you must pay the penalty and flip an "A-L-I-V-E" card. If you flip all "A-L-I-V-E" cards, you are eliminated. The last player left in is the winner.

SET UP

- ★ Place one set of "A-L-I-V-E" cards (color coded) in front of each player. Set aside unused "A-L-I-V-E" cards.
- ★ Shuffle the deck.
- ★ Deal out 10 cards to each player.
- ★ Place the remainder of the deck face-down in the center of the table.
- ★ Play proceeds clockwise, starting left of the dealer.

WHAT HAPPENS

- ★ Players take turns playing a card onto the discard pile.
- ★ If it is a number card, add it to the running total. If this would take the total above 21, instead of playing it, you must flip over an "A-L-I-V-E" card.
- ★ If it is a **WILD** card, follow the appropriate instructions.
- ★ If it is your last card, the hand is over. All the other players flip over an "A-L-I-V-E" card.

GAME PLAY

- ★ After a deal of any sort, play always starts to the left.
- ★ Before the first card is played, the running total of the discard pile starts at 0.
- ★ Play the card on the discard pile next to the face-down deck. If it is a number card, the number value added or subtracted is added to the current running total. If it's a **WILD** card, value to running total is determined by which special **WILD** card is played.
- ★ If you can only take the total above 21, then you do not play the card, but must flip over an "A-L-I-V-E" card. The running total is reset to 0, and the next player starts play again with a new card from their hand.
- ★ If a player plays his last card all other players must flip an "A-L-I-V-E" card. All the cards are then handed in and the whole deck is reshuffled for a new hand.
- ★ The winner of the previous hand shuffles and deals out the new hand.
- ★ If all your "A-L-I-V-E" cards are turned over, you are eliminated, and you must immediately discard any playing cards you might still hold.

An "A-L-I-V-E card" is turned over in the following circumstances:

- If you cannot play a card without taking the running total over 21.
- If you do not have a 0 card when the **BOMB** card is played.
- If you still have a card or cards when a player gets rid of their last card.

A **WILD** card is a good way of avoiding losing a life. They can be played at any time, not just when the total reaches 21.



DRAW 1: All other players must pick up 1 card from the face-down deck. Counts as 0 to the running total.



DRAW 2: All other players must pick up 2 cards from the face-down deck. Counts as 0 to the running total.



PASS ME BY: Play passes to next player in the rotation. Counts as 0 to the running total.



REVERSE: Play now proceeds in an opposite direction, left to right and vice versa. If played when only 2 players are left, it is treated as a **PASS ME BY** card. Counts as 0 to the running total.



SKIP: The next player is ignored and play proceeds to the following player. If played with only two players, the player of the card would get an immediate new turn. Counts as 0 to the running total.



=21: No matter what the total was, it is now 21. Can be played when the score is already 21, when it has no effect, but avoids a penalty.



=10: The running total is now 10.



=0: The running total is now 0.



HAND IN & RE-DEAL: All players hand their cards to the player of the card. He must shuffle all the hands, including his own, and re-deal them to the players. He does not include the face down deck or the discards. He should start dealing to his left. If new hands are unequal, bad luck. Play continues as normal, **but the running total is reset to 0**. If this card is the last card played from a player's hand the round is over.



BOMB: When played, all other players must immediately discard a 0. If they can't they must flip an **"A-L-I-V-E"** card. **Running total resets to 0**. Note: Other **WILD** cards with a value of 0 cannot be substituted.

WINNING

The last player left with an **"A-L-I-V-E"** card face up is the winner.

ALTERNATIVE SUDDEN DEATH ENDING

- ★ As soon as one player flips all **"A-L-I-V-E"** cards, the game ends. The player with the most **"A-L-I-V-E"** cards remaining is the winner.
- ★ If there is a tie, the tied players add the total value of the number cards remaining in their hand. The player with the lowest total wins.

ALTERNATIVE TEAM PLAY

FOR 4 TO 6 PLAYERS. DIVIDE INTO 2 TEAMS.

- ★ Team members sit alternately around the table.
- ★ Each team uses only one set of **"A-L-I-V-E"** cards.
- ★ All **WILD** cards operate as before: For example, when playing the **BOMB**, your team might flip several **"A-L-I-V-E"** cards, if the player(s) don't have a "0".
- ★ When any player plays his last card, the opposing team loses only one life.
- ★ Play continues as normal until a team flips all **"A-L-I-V-E"** cards.

CONTENTS

08 Cards In Total: 1 x 7, 2 x 6, 4 x 5, 8 x 4, 8 x 3, 8 x 2, 8 x 1, 8 x 0. **WILD** cards: x Bomb, 1 x Hand in and Re-deal, 3 x =0, 2 x =10, 2 x Draw 1, 2 x Draw 2, x Reverse, 6 x Skip, 5 x =21, 4 x Pass Me By, 6 sets of **"A-L-I-V-E"** cards. extra card.



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