DOS™

7+ | 2-4

Card Game

Contents

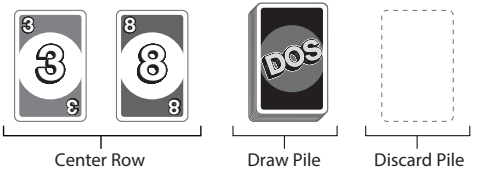
108 Cards as follows:
24 Blue cards – 3 each 1,3,4,5; 2 each 6,7,8,9,10; 2 each Wild #
24 Green cards - 3 each 1,3,4,5; 2 each 6,7,8,9,10; 2 each Wild #
24 Red cards - 3 each 1,3,4,5; 2 each 6,7,8,9,10; 2 each Wild #
24 Yellow cards - 3 each 1,3,4,5; 2 each 6,7,8,9,10; 2 each Wild #
12 Wild DOS™ cards

Object of the Game

Earn points by being the first player to get rid of all your cards in each round.

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 7 cards.
3. The dealer places 2 cards face up from the draw pile in the middle of the playing area to form the "Center Row." NOTE: DURING PLAY, THE CENTER ROW MAY INCREASE BEYOND THESE FIRST TWO CARDS. MORE ON THAT LATER…
4. 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 (1) NUMBER MATCH one or both of the cards in the Center Row with cards from your hand, or (2) DRAW a card from the Draw Pile.

Number Match

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

Single Number Match: Play a single card that matches the NUMBER of one of the cards in the Center Row REGARDLESS OF THE COLOR.

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

Double Number Match: Play two cards (and only two) 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 Single Number Match or a Double Number Match on each of the cards in the Center Row, but only one match per card.

Number & Color Match

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, you earn a bonus at the end of your turn.

> **SINGLE COLOR MATCH BONUS:** at the end of your turn you may lay 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 earn a Single Color Match Bonus when you match those cards.

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, you earn a double bonus.

> **DOUBLE COLOR MATCH BONUS:** at the end of your turn you (1) lay one card from your hand face-up in the Center Row and (2) all other players must draw one card from the Draw Pile.

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

NOTE: IF ONLY ONE OF THE TWO CARDS IS THE SAME COLOR AS THE CARDS IN THE CENTER ROW, YOU DO **NOT** EARN A DOUBLE COLOR MATCH.

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 (or do not want to) make a match, lay one card from your hand face up in the center row.

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

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Ending Your Turn

IT IS IMPORTANT TO FOLLOW THESE STEPS IN ORDER WHEN ENDING YOUR TURN.

1. Take all the cards you played, including the Center Row cards you played them on, and put them into the discard pile.

2. 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.

3. Next, if you earned any Color Match Bonuses during that turn, don't forget to add one card from your hand face up in the Center Row for each Color Match Bonus you earned.

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 may combine those cards to make a Double Color Match on the red 7. If the 5 in your hand is NOT red, you can still combine it with the Wild DOS™ card to make a Double Number 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 Number Match. If your Wild # card is red, you can make a Single Color Match as well.

If you have a blue 3 card and a yellow Wild # card in your hand, you can combine the two by designating the yellow Wild # as a 4 and playing them on the red seven making a Double Number Match. If the 3 card and the Wild # card are BOTH red, you can make a Double Color Match as well.

DOS Rule

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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