

WILD TWISTS™

PLAYING CARDS



Contents

52 Standard Playing Cards, 8 Wild Cards, 3 Reference Cards

Guide to The Wilds

A quick key to what's what when it comes to the Wild Cards!



Wild

Any card,
any value.



Black Wild

Any value, Club
or Spade.



Red Wild

Any value, Heart
or Diamond.



Wild Club

Any value Club.



Wild Heart

Any value
Heart.



Wild Spade

Any value
Spade.



Wild Diamond

Any value
Diamond.

ADD THE WILD CARDS TO YOUR FAVORITE GAMES!

You may combine these Wild Cards with a standard 52 card deck to add a fun, exciting twist to most classic card games. For example:

CANGKULAN: You may discard the Wild Card if the symbol matches with the latest discarded card on discard pile. Wild Card has the highest points, and the player is entitled to determine a card to be played for the next round.

4I: Wild Cards are worth 10 points each and can stand in for any suit they match.

CAPSA: Wild Cards can be played as a part on a set of cards (Pair, Straight, Full House, or otherwise), as long as it DOES NOT have a matching symbol with all cards others in the set. (Example: Wild Diamond CAN'T BE USED as a Pair with AS Diamond).

EXCLUSIVE GAME: WILD RACE!

Finally, here are the rules for a game you may not know but we recommend called **WILD RACE!**

Object

To win, get rid of your cards first by being quick to slap the discard pile when a Wild Card shows up.

Setup

- Shuffle **ALL** cards in the deck, including all 8 Wild Cards.
- Deal all of them out to each player evenly. If there are any left over, put them **FACE-DOWN** on the table to start a discard pile. **NOTE: ALL OTHER DISCARDS WILL BE FACE-UP.**
- Each player keeps their individual deck in front of them, face-down.

Let's Play

FLIP A CARD!

Take turns flipping 1 card **FACE-UP** from your deck to the discard pile in clockwise turn-order.

WATCH FOR WILD CARDS!

Watch the discard pile carefully and when any type of **WILD CARD** is played, you must act **QUICKLY!**

SLAP THE WILD CARD!

Players **RACE** to slap the Wild Card on the discard pile with their bare hand as soon as they see it!

DON'T BE LAST!

If you're the **LAST** player to slap the pile you must collect cards from the discard pile.

IF YOU SLAP THE WILD CARD LAST...

Depending on what Wild Card is showing, you must take cards from the discard pile and add them to your individual deck.



WILD CARD: You must take **ALL** the cards from the discard pile and add them to your hand.



BLACK WILD: Remove all black cards from the discard pile and add them to your hand (the discard pile should now have only red cards), then shuffle your deck.



RED WILD: Remove all red cards from the discard pile and add them to your hand (the discard pile should now have only black cards), then shuffle your deck.



WILD CLUB: Remove all Club cards from the discard pile, add them to your hand and shuffle your deck.



WILD HEART: Remove all Heart cards from the discard pile, add them to your hand and shuffle your deck.



WILD SPADE: Remove all Spade cards from the discard pile, add them to your hand and shuffle your deck.



WILD DIAMOND: Remove all Diamond cards from the discard pile, add them to your hand and shuffle your deck.

IMPORTANT: If you're first to slap the pile when a **WILD CARD** is **NOT** shown you must take **ALL** of the cards from the discard pile and shuffle them into your deck.

The player who lost the slap begins the next round by discarding a card from their deck to the discard pile.

WINNING

If you're the first player to discard **ALL** of the cards in your hand you **WIN!**

NOTE: If the **LAST** card discarded from your deck is a **WILD** card you do **NOT** have to race to slap the pile – you have **WON** the game!