

FUNDEX GAMES, LTD.	
FILE NAME: 檔案名稱:	8360-02-20-I_HitTheDeck.ai
PRODUCT: 產品名稱:	Hit The Deck
ITEM NUMBER: 貨號	8360-02-20
ASSEMBLED SIZE: 完成品呎吋:	3.1875"W x 3.625"H
FLAT SIZE: 印刷呎吋:	15.75"W x 7.1875"H

COLOR	
CMYK 印刷顏色	
SPOT COLORS 專色	 Black
DO NOT PRINT PANTONE 144C! (DIELINE) 專色144C只用於刀模切線 不用印刷	

AGES: 8+ **PLAYERS:** 2-6

OBJECT: To score points by playing HIT, THE and DECK cards in order, and by getting rid of all of your cards by matching the other cards by kind or color.

CONTENTS: 108 cards (3 sets of purple, green and yellow cards, each set containing 3 each of numbers 1 through 5 and Reverse cards; 6 Wild cards; 6 Search cards; 14 each of red cards HIT, THE and DECK).

SET-UP: Shuffle the deck thoroughly and deal 7 cards, one at a time and face down, to each player. Players hold their cards in their hand so that no one else can see them. The rest of the deck becomes the draw pile.

PLAY: The player to the left of the dealer begins play by starting the discard pile next to the draw pile. The player starts the discard pile by playing any number card from their hand. If the player has no number card to play or does not wish to play a card from their hand, the player must do what the **back** of the top card of the draw pile indicates (see WHEN UNABLE OR NOT WANTING TO MAKE A PLAY section of the rules). Play progresses to the left, with each player playing one card from their hand, if they can, on the discard pile.

Playable cards are determined by the top card of the discard pile. If the top card is a number card, the player can play another number card of matching number or color.

Example: If the top card of the discard pile is a yellow 3, the player may play any number 3 card or any yellow card.

There are other special cards that may be played on number cards (see SPECIAL CARDS section).

If the top card of the discard pile is a HIT card, the next player must play a THE card. Once a THE card is played, the next player must play a DECK card. There are occasions when a player chooses not to play a card in the order described above (see WHEN UNABLE OR NOT WANTING TO MAKE A PLAY section). When the DECK card is played the player must say "HIT THE DECK" and then actually hit the deck (discard pile) with the flat of one hand. The player then takes the entire discard pile and places it in a neat face-up pile directly in front of him or her. This will count as a score for the player at the end of the hand.

After the DECK card has been played, the next player starts a new discard pile with any number card from their hand (see WHEN UNABLE OR NOT WANTING TO MAKE A PLAY section).

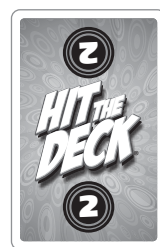
WHEN UNABLE OR NOT WANTING TO MAKE A PLAY: At the beginning of your turn, if you cannot play a card, or do not wish to play a card, then you must follow the directions of the symbol on the **back** of the top cards of the draw pile. If the card back has a number (1, 2, 3, 4 or 5) on it, you must draw that number of cards from the draw pile, and then your turn is over.

Example: You need to play a number card from your hand to start a new discard pile, but you have no number cards. If the symbol on the back of the top of the draw pile cards is a number 3, you must draw 3 cards from the draw pile and end your turn.

If the symbol on the back of the top draw pile card is an "F" you must Flip this card face up on the discard pile (to become the new top card on the discard pile), and end your turn. (Note that the "F" card stops a HIT-THE-DECK card play sequence, and changes it to something else.)

Example: If a HIT has been played, the next card to be played normally must be a THE, but if the next player has no THE (or does not wish to play it) and an "F" card is the top draw pile card, then the player Flips this card over onto the top of the discard pile, thus stopping the HIT THE DECK sequence.)

If the symbol on the back of the top draw pile card is a color dot you must draw from the draw pile, one card at a time, until you draw a card of the color indicated by the dot and then you must play it on the discard pile, and end your turn. (Note that the play of this card stops a HIT THE DECK card play sequence, and changes it to something else.)



Draw Pile
(Back of Cards)



Discard Pile

THE SPECIAL CARDS:

The special cards are explained as follows.

HIT, THE, DECK CARDS: These cards can only be played under certain circumstances. The HIT card is the easiest to play (and starts the HIT THE DECK sequence of card play). A HIT card may be played on any number card or on a Reverse card. A THE card can only be played on a HIT card. A DECK card can only be played on a THE card.

PENALTY: After playing a DECK card (thus completing the HIT THE DECK sequence), if a player fails to say "HIT THE DECK" and hit the deck with the flat of one hand, then the player must draw two card, as a penalty, and add them to his or her hand. To catch the player, you must wait until they have taken their hand off the DECK pile they just won, then you must say, "You didn't say 'HIT THE DECK'" before the next player has played a card.

SPECIAL CASE: If you are in a situation where you could play a HIT card, but also have in hand a THE and a DECK card, then you can make a special play. You must say, "HIT THE DECK" while you are playing all three cards from your hand. You then take the entire discard pile since you were the one who played the DECK card, and play continues normally. The only difference is that you got rid of three cards in one turn, instead of one. Note that, at the start of your turn, if a HIT card is the top discard, you can not play THE and DECK cards, together as a pair. You can only play the THE card in this situation.

REVERSE CARDS: A Reverse card may be played on any card of matching color, or on another Reverse card. If a player plays a Reverse card, the direction of play reverses.

Example: If the play is going to the left and a player plays a Reverse card, the next player to play will be the player on the right, and play continues to the right until another Reverse card is played, and so on.

In the two-player game, if a player plays a Reverse card, that same player gets to take another turn.

WILD CARDS: A Wild card can be used in two ways.

1: When placed on any number card or any Reverse card, the player will call out either Yellow, Green or Purple. That is the color of the card that the next player must play.

2: A Wild card may also be used to replace a card in a HIT THE DECK sequence. The Wild card can be used as a THE or a DECK after a HIT has been played, or as any of the three cards if all three are being played at the same time.

A Wild Card cannot be played after a Search card.

SEARCH CARDS: This card may be played on any number card or any Reverse card, regardless of color. If a player plays a Search card, the next player must **draw new cards (ignoring what's on their backs)** from the draw pile, one at a time, until the player draws a number card and plays it, thus ending the turn. Play continues normally with the next player. (A Wild card does not count as a number card.)

ENDING THE HAND: When one player gets rid of their last card, the hand is over, and players score as explained below. After scoring, the player to the left of the dealer becomes the new dealer for the next hand, and play continues, as explained in the PLAY section.

If the last card from the draw pile is drawn, play continues until another player is required to draw. The hand ends immediately, with no player going out, and all players score only their own DECK piles, as explained below.

SCORING: Paper and pencil are needed for scoring. The player who goes out scores a point for each DECK pile made by him or her, plus one point for each unplayed card in all opponents' hands. Each remaining player scores one point for each DECK pile they have in front of them.

WINNER: A scorekeeper keeps a running total of each player's score, from hand to hand. When one player reaches a total of 50 or more points, the game is over, and the winner is the player with the highest score.



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ITEM # 8360

8360-02-20

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