

Stick it!

RULES AND DIRECTIONS FOR PLAY

Stick it! is a fast paced game for up to 12 people (8 - 10 being ideal) that mixes quickness of mind with speed of hand and a little bit of luck. Your ability to think quickly, play fast and to be ruthless in your goal to win will take you to the top, until others gang up to hinder your efforts and crush your hopes of victory.

INCLUDED:

3 of each of the following cards

Number Cards:

0, 5, 10, 15, 20, 25, 30

Action Cards:

(3) Draw Two

(3) Draw Five

(3) Back-atcha

(1) Stick it!

(2) Double Stick it!

154 Cards total



STRATEGY

Your goal will be to get rid of all your cards before anyone else or at least to be left with a low number of points when someone else ends the hand by playing their last card. Each hand's points will be added to the previous hand's points and whenever the group is tired of play the person with the least amount of points wins.

HOW TO PLAY:

Begin by shuffling the cards in the deck to evenly distribute the various cards, then deal 7 cards to each person. The balance of the cards are placed face down and become the draw pile. The draw pile is where you can get a card if you cannot play or when draw cards are assigned to you.

Play begins once the top card on the draw pile is flipped over and placed face up (this new pile will be known as the discard pile). The person to the left of the dealer begins by placing a card on the discard pile that matches either the number or color, BUT as you will soon realize, anyone can play out of turn if they have an exact match to the card on top of the discard pile. (see, matching and playing out of turn) Speed is of upmost importance. While anyone can play out of turn their card needs to match EXACTLY (number and color or draw card and color). If the first card turned over is a draw or wild card disregard it and turn another over in its stead.

If the person whose turn it is does not put down a card before someone else matches out of turn, they are skipped and the play resumes by the person to the left of the person who last played a card on the discard pile. If a player who's turn it is to play cannot and no one matches taking the play turn from them, then they will need to draw a card from the draw pile before play resumes by the player to their left.

NUMBER OF PLAYERS

When fewer than 6 people, play with 1 "Double StickIt!" card, 1 "Back-atcha" card and 4 color suites of number cards. When 7-10 players play with 2 "Double StickIt!" cards, 2 "Back-atcha" cards and 5 color suites of number cards. When 11-12 players play with full deck of cards.



CARDS MAY BE PLAYED AS FOLLOWS:

Play by number, by draw card or by color.

When it is your turn you can play on the top discarded card a number or color that matches that card. Wild cards can also be played (wild cards consist of: Draw 5 and Back-atcha cards (but you'll want to hang on to this one until it is needed).

The fun begins as others try to beat you to the play, which they can only do when they have the exact same card (number and color). When a player matches out of turn the play then resumes by the player to the left of the last player to lay down a card.

If there are draw cards played the next player will need to draw those cards and the play continues from the player to the left of the one who draws.

ADDING ON:

As a draw two card is played, if the next player has another draw two card (the same color or not) he can play that card and the next player to his left will then be required to draw the total of all draw cards played consecutively (if four draw two cards are played, the next player will need to pick up eight cards and the play will then resume to the player to left of the player who drew the cards).

MATCHING AND PLAYING OUT OF TURN:

Anyone can play out of turn if they have the exact same color and number or exact draw card. If they do play out of turn the play continues by the player to the left of that player. If draw cards were played then that player needs to draw the total number of cards as indicated by all cards played. (If three draw 5 cards were played then the next player would need to pick up 15 cards from the pile.)

There are three cards that change the game and act independent of all other cards.

THE STICK IT! CARD:

The Stick it! card can only be played by the player who is to draw cards. This is a hard card to get rid of so pay attention. Play it when draw cards are played against you. Then once played the player can then require those cards to be drawn by any other player and that player must draw those cards after which the play continues to the player to the left of the one who drew the cards. Whomever plays this card determines the color to be played next. Only the Back-atcha card can be played on top of this card and counter it.

THE DOUBLE STICK IT! CARD:

This card can be played by any player in turn or out of turn whenever there are draw cards played. The player of this card can then require the cards to be drawn by whomever they choose AND the card number is doubled. The play then continues to the left of the person who drew the cards. Whomever plays this card determines the color to be played next. Only the Back-atcha card can be played on top of this card and counter it.

THE BACK-ATCHA CARD:

This card can be played at any time in-turn (it's wild) but is especially handy when draw cards are given to you either by laying down a draw two, five or multiples of those, or when a Stick it! card or Double Stick it! card is played against you. If played the draw cards then go back to the person who played the last draw card or Stick it! card. Only one card can be played on a Back-atcha card... another Back-atcha card. Whomever plays this card determines the color to be played next.

ENDING THE GAME:

When a player lays down his last card the hand is over and everyone then counts the total value of all cards left in their hand (the values are noted on each card). Add each subsequent hand to the last hand score and continue by shuffling the deck and dealing again to each player as before to start another hand. The player to the left of the one who was first in the previous hand is the one to start the next hand. There is only one card that can be played after a person plays their last card, the Back-atcha card. If there are draws indicated on the last card played the next person must draw and add to their total points, unless they have the Back-atcha card, at which point they can play that card and the draw cards go back to whomever played the last draw card and play resumes from there as normal until another person plays their last card without contest by a Back-atcha card. No Stick it! cards can be played after the last card regardless of if they are draw cards.

For additional help, how to play each card is written on each card.

If you have further questions see our "how to play Stick it!" video on You Tube or visit our website www.stickitcardgame.com to learn more or to download a new score card (one score card included).

