



**DEUCE™**

## For 2 to 6 Players

Deuce is a colorful card-matching game that really tests your timing and strategic ability. Play a card from your hand to match the color or number on one of your discard piles—or on any opponent's discard pile. The idea is to go “out” (play the last card from your hand) with the highest total showing on your discard piles. To do that, you must play your cards to raise the total on your discard piles, *and* to lower the totals of your opponents'. Scores are totaled at the end of each round (bonus points are awarded to the winner), and the first player to reach 100 points wins the game! Although these rules are written for a 4-player game, the rules are the same for 2, 3, 5, or 6 players. A 6-player game is best for a variety of action and options—just add two extra places for discard piles.

### OBJECT

Be the first player to score 100 points by ending rounds of play with the highest total.

### CONTENTS

1 gameboard • 52 playing cards • 1 card tray  
1 instruction sheet

PROOF OF PURCHASE  
**DEUCE**

## GAME SETUP

1. Unfold the gameboard and place it on a flat surface easily accessible to all players.
2. Place the card tray in the center of the gameboard.
3. Remove the 2 blank cards from the deck and set them aside. If necessary, you can use them later to replace lost or damaged cards.
4. Choose a player to keep score. The scorekeeper will need a pencil and paper.

## BASIC GAME PLAY

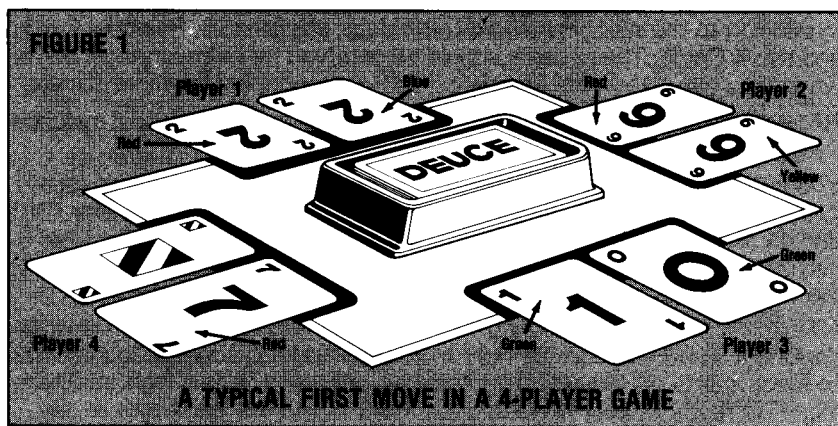
**The Deck:** The deck consists of 52 playing cards. There are four suits: red, blue, green, and yellow. Each suit contains 11 cards, 1 each with a scoring value of 0 through 10. Besides the numbered cards, there are six Rainbow Cards and two X Cards. Rainbow Cards and X Cards have scoring values of zero.

### Beginning Game Play:

1. Choose a player to deal first. The deal passes to the left at the start of each round to follow.
2. The dealer shuffles the cards and deals 6 cards, facedown, to each player. The remaining cards are placed facedown in the card tray.
3. **THE FIRST MOVE:** To begin the game, look at the cards in your hand. Then place two cards of your choice faceup, side-by-side, directly in front of you on the spaces provided on the gameboard. Each player does the same. (See Figure 1 for sample card placement). These two cards begin your discard piles, on which you—and your opponents—may play throughout the game. **NOTE:** The two cards in your discard piles must match either by color or by number, as explained in "Basic Rules And Strategies," on page 4.
4. Starting with the player to the left of the dealer and continuing clockwise; each player in turn plays a card from his or her hand. Cards can be played on either of your own discard piles (the two cards in front of you), or on any of your opponents' piles. The object is to go "out" of a round with the highest total on your *own* discard piles. For example, two 10's, for a total of 20, is the highest score you can have.

In Figure 1, Player 1 begins the game with a total of 4; Player 2 with a total of 12; Player 3 with a total of 1; and Player 4 with a total of 7.

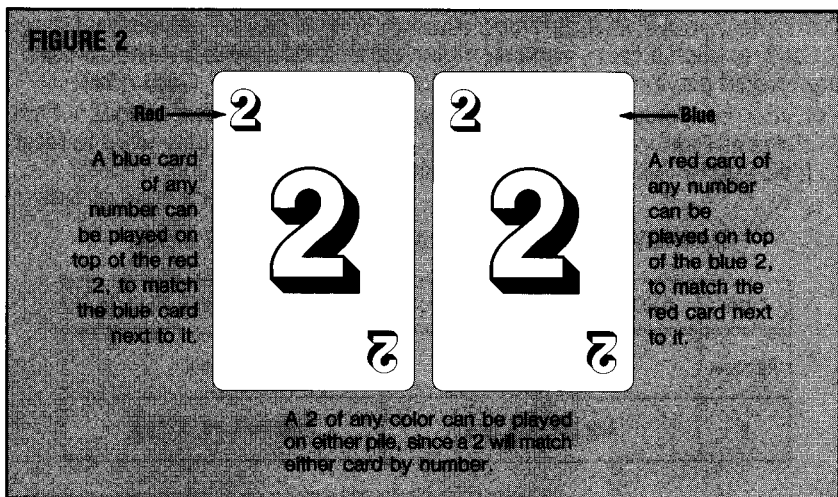
**FIGURE 1**



**A TYPICAL FIRST MOVE IN A 4-PLAYER GAME**

**BASIC RULES AND STRATEGIES:** Every card you play from your hand must match the card *next* to it, either by color or by number. For example, Player 1 has begun the game by playing a red 2 and a blue 2 (see Figure 2). In turn, Player 1 or any opponent can match either card by playing a card *next* to it (on the opposite discard pile). Possible plays in this case are shown in Figure 2.

**FIGURE 2**



In addition to the numbered cards, the deck contains six Rainbow Cards and two X Cards. These cards should be reserved for extra-strategic plays, when they can do you the most good and your opponent the most damage.

**RAINBOW CARDS:** Each Rainbow Card shows all four suit colors. It matches—and can be matched—by any card at any time.

You can play a Rainbow Card on one of your own discard piles, or on any opponent's discard pile, to match any card. By the same rule, any card can be played next to a Rainbow Card. For example, if a Rainbow Card is played on one of your discard piles, a green 2 can be played next to it, then a red 6, and so on—the initial color match isn't permanent.

A Rainbow Card has a scoring value of zero—which can bring down an opponent's score at just the right moment! It's good strategy to play one of these cards on the discard pile of an opponent with a high total who might be ready to play his or her last card to win the game.

You can play any card on top of a Rainbow Card, as long as it matches the color or number of the card next to it at the time.

**X CARDS:** Like Rainbow Cards, X Cards have scoring values of zero, and can be played on any card at any time. X Cards, however, are more hazardous than Rainbow Cards. If an X Card is played on one of your own discard piles, only a Rainbow Card will match it. Until a Rainbow Card is played next to the X Card, no play can be made on either pile. Once the Rainbow Card is played, number cards can be played according to the Rainbow Card rules, above. **EXCEPTION:** Another X Card *can* be played next to an X Card. In such a case, you can match either X Card with a Rainbow Card, then begin playing number cards according to Rainbow Card rules.

For your convenience, a Quick Reference Chart is shown below, which explains all Rainbow Card and X Card play options. You may want to refer to it as you're learning to play the game.

### RAINBOW CARD AND X CARD QUICK REFERENCE CHART

CARD	WHEN AND WHERE TO PLAY IT	WHAT CAN BE PLAYED NEXT TO IT
Rainbow	Any pile, Any turn (except on top of an X card)	Any card
X	Any pile, Any turn	Rainbow Card, X Card

## CONTINUING GAME PLAY

1. After the first move, each player has four cards. On your turn, take a card from your hand and play it either on one of your own discard piles, or on an opponent's.

2. **DRAWING FROM THE DECK:** If you can't make a play, or don't wish to make a play, you can take one or more cards from the draw pile; but you *must* play a card to end your turn. **NOTE:** If the draw pile is used up, the players remove all but the top card of each of their discard piles, and shuffle the cards to form a new draw pile.

3. **ENDING A ROUND:** The round is over when a player goes "out"—that is, when the last card is played from his or her hand. **IMPORTANT:** *You can go "out" only if the final score on your discard piles ties with, or is higher than any of the other players' final scores.* In case of a tie, the player who goes "out" wins the round. If your last play won't enable you to win the round, you *must* draw at least one card at the end of your turn, and the game will continue until the player with the highest final score (or a tying final score) can go "out."

## SCORING

The winner of the round is awarded 10 points, plus the combined values of the cards remaining in all other players' hands. Faceup cards on the discard piles are used only to determine the winner of the round; they do not count toward the winner's score.

## WINNING THE GAME

A game consists of several rounds of play. The first player to reach 100 points wins the game.