## 2,3 or 4 Players

In this version, you play with the whole pack. Make sure everyone understands the Option Cards before you start.

## Aim

Get rid of ALL your cards.

## How to Play

- If you're reading this, you're in charge!
- Shuffle the cards, then deal seven to each of you, face down.
- The rest of the pack becomes the Draw Pile. Put it where everyone can reach. All pick ups are made from here. Turn the top card face up next to the Draw Pile...
- If the face-up card is an Option Card, you may choose what it represents: Rock, Paper or Scissors.
- The player to your left must now lay a card that matches or beats the face-up card. REMEMBER! The $+2,+3$ and +4 cards also let you switch pictures. See the contents card for details.
- When you can't match or beat the last face-up card, you must take the next card in the Draw Pile. If that then means you can go, you may. If you still can't go, though, play moves on to your left...
- If the Draw Pile runs out, take the top card from the Discard Pile and put it to the side. This becomes the new Discard Pile. Turn the other cards face down to make a new Draw Pile.


## The winner is the first to get rid of all their cards.

## OPTION CARDS


+2 Card
Play a +2 Card when either of its pictures matches or beats the last card. The player of your choice must now pick up TWO extra cards. You then decide which picture your card represents; the player on your left must match or beat it.


## +3 Card

This card lets you beat Rock, Paper or Scissors. The player of your choice must pick up THREE extra cards. You then choose which picture your card represents for the next player to match or beat.


## +4 Card / Thumbs Up

No matter which picture is on show, this lets you force FOUR cards on another player... If you prefer, though, you can SPLIT the four cards between different players! After that you may choose which picture your card represents.


## Red Hand

Use this card to play again! Remember to follow it with any card that matches or beats the last picture.

