

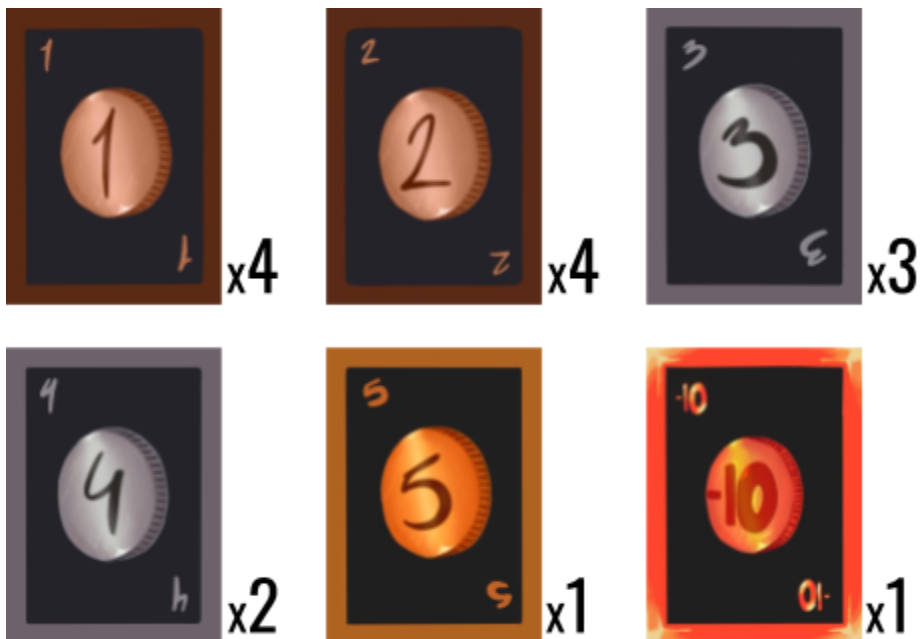


## Welcome to Stacks!

Stacks is a 15-card bluffing game. Each round of Stacks is extraordinarily quick, requiring less than 2 minutes from dealing to scoring. In Stacks, players will stretch their luck and their opponent's trust to stay in the round as long as possible and score big. Players can catch each other's lies to grab huge point bonuses, or trick others into false accusation to send them the devious -10 point card.

## Contents

15 Cards.



## Setup

- Prepare a score pad with a column for each player.
- All players begin with 0 points. Note that a player's score can be reduced below zero.
- Shuffle the deck and place it in the center of the table.

You are ready to play.

## Goal

The first player to earn 40 points wins the game.

If two players tie over 40 points, continue playing until there is a clear winner.

For a longer or shorter game, consider adjusting the amount of points required to win.

We suggest 40 points for a **30-minute** game.

## Playing the Game

Stacks is played in rounds. Each round, players will take turns playing cards to earn points.

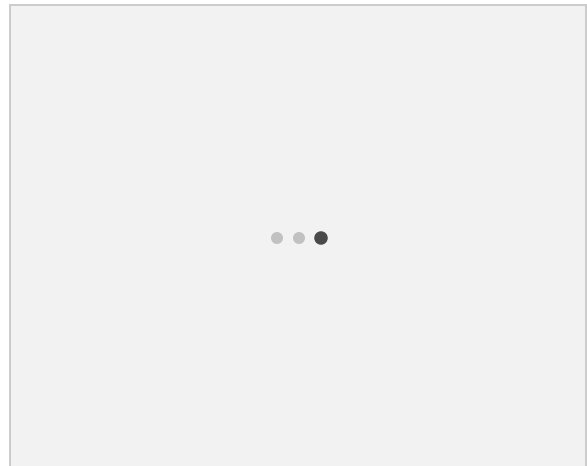
### Turn Order

Every round, the player in last place (the player with the lowest score) will take the first turn, followed by second-to-last and so on.

The player in first place always takes the last turn.

Players will continue taking turns in the same order over and over until the round ends.

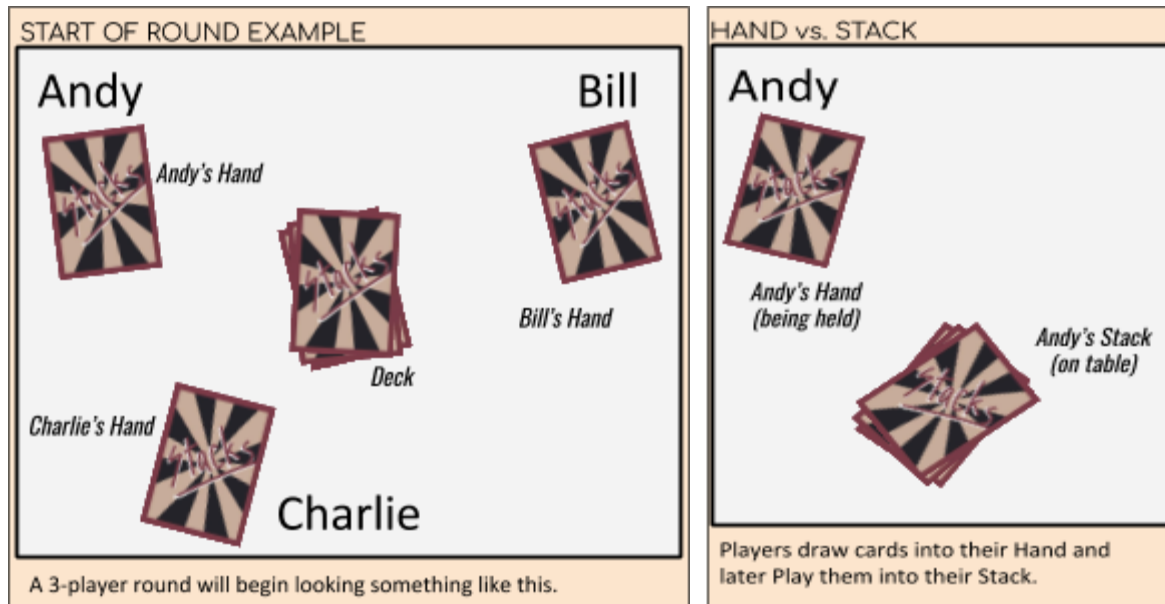
Check for changes in turn order before beginning a new round, as scores will change.



### Deal Cards

To begin the round, deal each player one card from the deck to their hand. Hands are kept secret.

Each player has a hand of cards, which they hold, and a single face-down pile of cards on the table that they will build, called their Stack.



## Stack

Players will add cards into their Stack during the round. At the end of the round, each player will add up the cards in their Stack and earn that many points. Try to add lots of cards to your Stack to earn lots of points!

## Turns

The game proceeds in turns, with all players taking many turns each round.

On your turn, do the following, in this order:

1. Draw a Card.
2. Play OR Fold.

## Draw a Card

Draw one card from the deck and add it to your hand. Keep your hand hidden at all times.

## Play or Fold

After drawing, you will choose to Play cards face down into your Stack, or give up and Fold.

After selecting and doing your chosen action, your turn will end.

Then, the next player in turn order will take their turn, repeating until the round ends (*See: End of the Round*).

## Play:

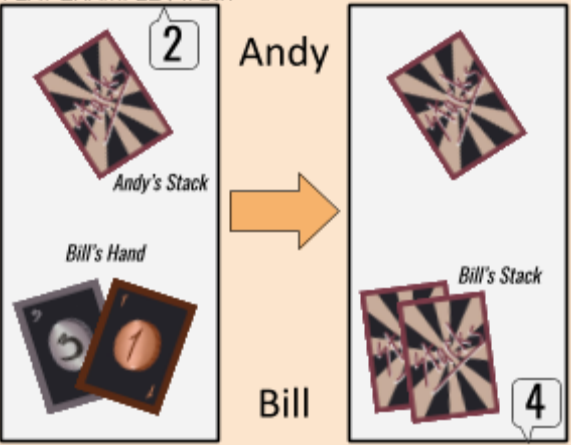
Place one or both of the cards in your hand face down on the table in a single personal pile, called your Stack. After doing so, raise the **Bid**, which is **an assertion about the total value of your Stack** (the sum of all the cards in your Stack). The Bid starts at zero each round.

**IMPORTANT: Each time you choose to Play, you MUST INCREASE the Bid, even if you have to lie.**

*A truthful Bid will protect you from having your cards taken by another player. (See: Call)*

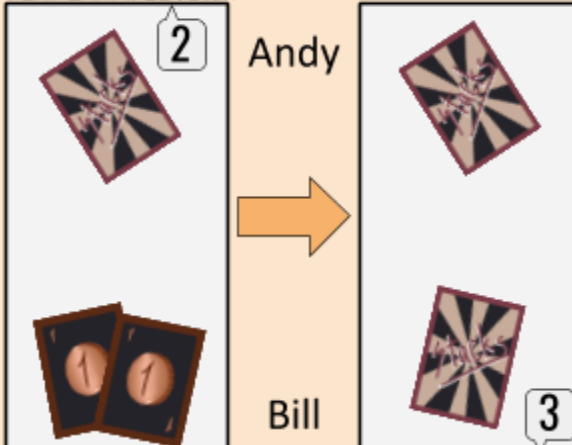
You are allowed to view your own Stack at any time, but not other player's Stacks.

**PLAY EXAMPLE : Truth**



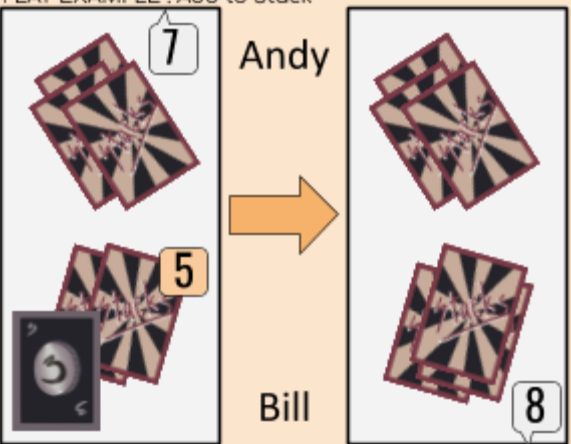
One of Bill's opponents, Andy, plays one card and bids 2. Bill has a 3 and 1 in his hand, so he plays both of his cards and bids 4, telling the truth.

**PLAY EXAMPLE : Bluff**



Andy, plays one card and bids 2. Bill plays a 1, and bluffs by saying it is a 3.

**PLAY EXAMPLE : Add to Stack**



Andy plays a card into his Stack and bids 7. Bill knows his own Stack is worth 5 right now, so he plays his 3 into it and bids 8. Bill is telling the truth.

## When you Fold:

Reveal all of the cards in your Hand and Stack. Keep them face up on the table for the rest of the round.

- You are out of the round.
- You no longer take turns, draw cards, or score points this round, and.
- You cannot Call, and also can't be Called.

## Call

Call lets you steal other player's Stacks, but only if they lied when raising the Bid.

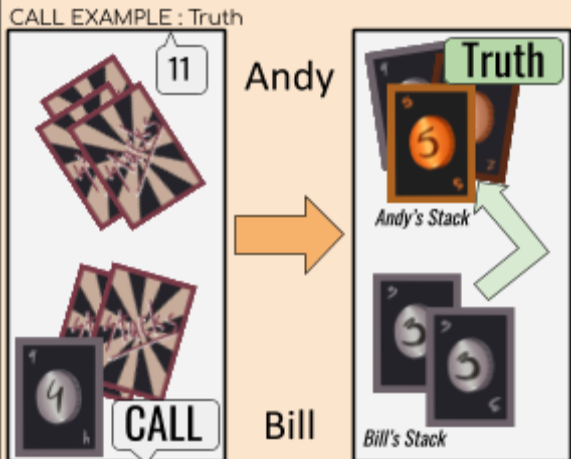
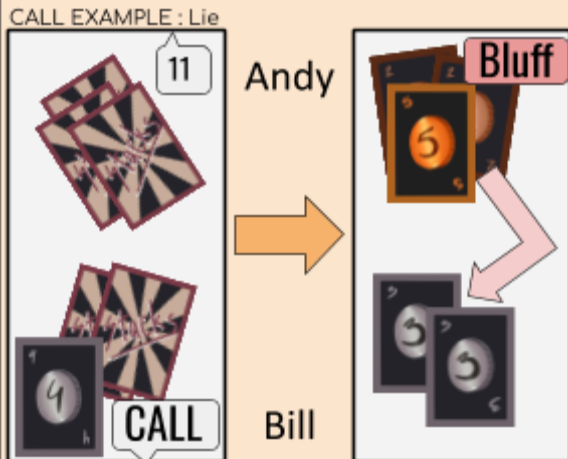
If you think **the player who most recently raised the Bid bluffed**, you can Call them to attempt to steal their Stack. **You can Call at any time, even if it is not your turn.**

When you Call, reveal the Stack of the most recent player to raise the Bid, and check if they bluffed on their Bid.

The accused has bluffed if the value of their Stack is not exactly their Bid. Otherwise, they told the truth.

- **BLUFF:** Take ALL of the cards in the liar's Stack and adds it to their Stack.
- **TRUTH:** The accused takes all of the cards in the Caller's Stack and adds it to their Stack, **excluding the -10 card.** *If the Caller has the -10 card in their Stack, they keep it.*

*Only one player can Call each round. Once a player Calls, the round ends.*

CALL EXAMPLE : Truth	CALL EXAMPLE : Lie
	
<p>Andy plays a card and bids 11. Bill Calls Andy. Andy truly had 11, so Andy takes Bill's Stack and adds it to his own. The round ends. Andy scores 17 points. Bill scores 0 points as his Stack was taken.</p>	<p>Andy plays a card and bids 11. Bill Calls Andy. Andy bluffed and actually had 9, so Bill steals Andy's Stack and adds it to his own. The round ends. Bill scores 15 points. Andy scores 0 points as his Stack was taken.</p>

*More examples on the next page...*

## Call Examples, continued.

**CALL EXAMPLE : -10 Card Lie**

Andy plays a card and bids 11. Bill doubts that Andy really has 11, and Calls Andy's play. Andy didn't have 11, so Bill steals Andy's entire Stack and adds it to his own. The round ends. Due to the -10 in Andy's Stack, Bill loses 2 points!

**CALL EXAMPLE : -10 Card Truth**

Andy plays a card and bids 4. Bill doubts that Andy really has 4, and Calls Andy's play. Andy did have 4, so Andy takes Bill's entire Stack except the -10 card and adds it to his Stack. The round ends. Andy earns 7 points. Bill loses a whole 10 points!

## End of the Round

The round ends IMMEDIATELY when:

- Any player Calls another player.
- The deck has 0 cards in it.
- Every player except one Folds.

**If a player Calls during another player's turn, the player's turn is cancelled.**

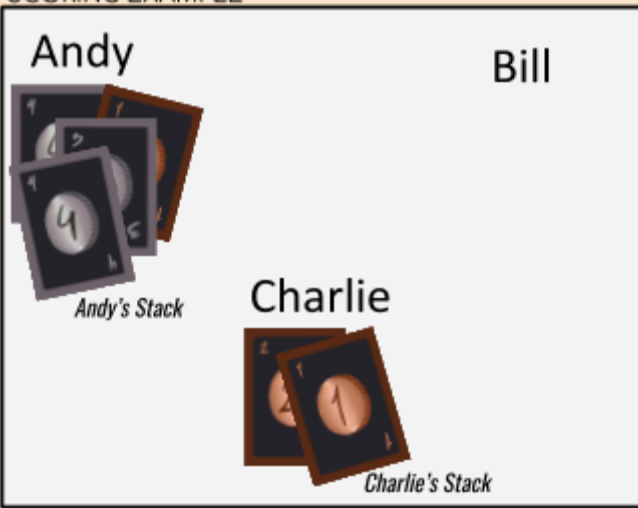
When the round ends:

1. All players set aside their hands and reveal their Stacks.
2. Any players who didn't Fold earn points equal to the value of their Stack.
  - Cards in hand are worthless and do not score points.

Due to the -10 Card, it is possible to lose points on a round. A player's score can become negative this way.

If nobody has won yet (40 points), shuffle all cards back into the deck and begin a new round.

SCORING EXAMPLE



The diagram shows a rectangular table with three players: Andy, Bill, and Charlie. Andy is on the left, Bill is on the right, and Charlie is at the bottom center. Andy's stack of cards is on the left, showing a 4, a 3, and a 1. Charlie's stack of cards is in the center, showing a 1 and a 1. Bill has no cards shown. The stacks are labeled 'Andy's Stack' and 'Charlie's Stack' respectively.

In this scenario, Andy scores 12 points, Bill scores 0 points, and Charlie scores 3 points.  
Note that nobody receives any points for the cards in their hand, so they are not shown here.

## Credits

Designer: Miller Hollinger

Artwork: Aanika Singh

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