

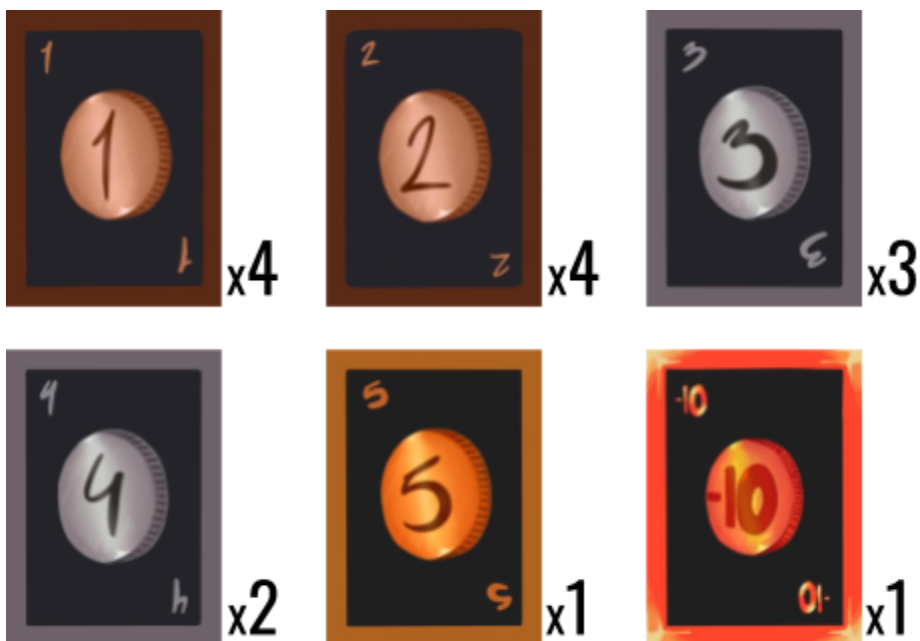


Welcome to Stacks!

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. During the game, note that score can be decreased 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

For your first round, the youngest player will take the first turn and then play will proceed clockwise.

Every round after the first round, the player in last place (the player with the lowest score) will take the first turn, followed by second-to-last, et cetera, with the player in first place always taking the last turn.

Whenever there is a tie, the younger player goes first.

Each round's turn order will repeat until the round ends.

As scores will change between rounds, always be sure to check for changes in turn order before beginning a new round.

TURN ORDER EXAMPLE

	<i>Andy</i>	<i>Bill</i>	<i>Charlie</i>
○	0	0	0
	3	5	1
	10	19	2
		12	11
		22	

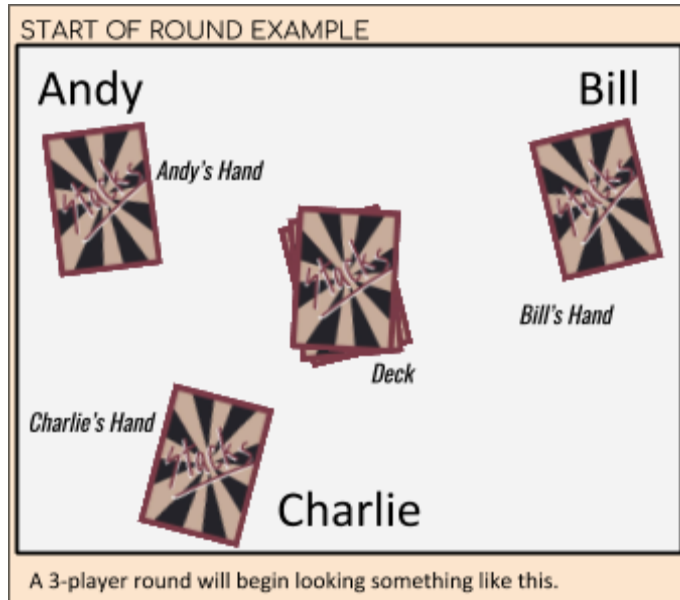
As Andy has the lowest score, he will take the first turn.

Charlie will go second, and Bill will go last.

Then, Andy will go again, then Charlie, then Bill, repeating the same order until the round ends.

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 face-down pile of cards they will build on the table, called their Stack.



Turns

The game proceeds in turns. 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 the turn order will take their turn (unless the round ends).

Play:

Place one or both of the cards in your hand face down on the table in a personal pile, called your Stack. After doing so, make a Bid, which is an assertion about the total value of your Stack (the sum of all the cards in your Stack). Each Bid must be an integer (no decimals allowed).

IMPORTANT:

- 1. Each consecutive Bid must be larger than, not equal to, the previous Bid.**
- 2. You do NOT have to tell the truth when you Bid, and you often will have to in order to Play cards.**

If you are the first player to Play on a round, Rule #1 above does not apply to you, and you may Bid anything.

Note that you are allowed to view your own Stack at any time, but you may never return cards from your Stack to your hand or deck.

You cannot Play if it is not your turn.

PLAY EXAMPLE : Truth

Andy

Bill

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

Bill

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

Bill

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.

- 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.
- Do not shuffle your Hand or Stack into the deck.

You cannot Fold if it is not your turn.

FOLD EXAMPLE

Andy

Bill

Bill's Hand and Stack, face up on the table.

FOLD

Andy plays a card and bids 11. Bill knows his own Stack is worth 5 right now, but doesn't want to have to lie. He Folds, revealing all of his cards and giving up for the round.

Call

If you think the last Play's Bid was a bluff, you can Call to attempt to steal their Stack to score extra points.

You can Call even if it is not your turn, but you cannot Call yourself.

Say 'Call' to indicate you are Calling.

You can only Call the last player to play a card. All other players are safe.

When you Call, reveal the Stack of the last player to play a card, 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:** The Caller takes 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.

If two or more players Call the same play, the first player's the the only Call that counts.

CALL EXAMPLE : Truth

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.

CALL EXAMPLE : Lie

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.

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 the round ends during a player's turn, that player's turn is cancelled.

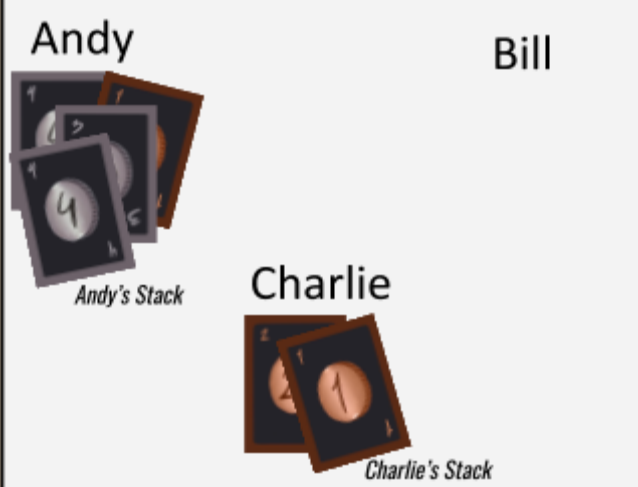
When the round ends:

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 game board with three players: Andy, Bill, and Charlie. Andy's stack is on the left, consisting of four cards with values 1, 2, 3, and 4. Charlie's stack is in the center, consisting of two cards with values 1 and 2. Bill's stack is on the right, consisting of one card with value 1. The cards are represented by small images with numbers on them.

Andy

Bill

Charlie

Andy's Stack

Charlie's Stack

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

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