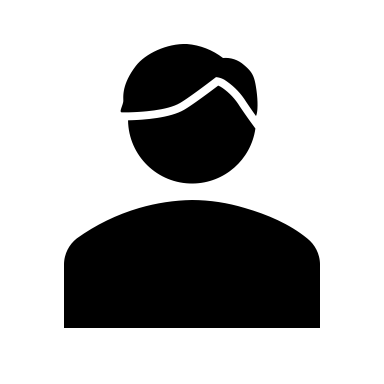
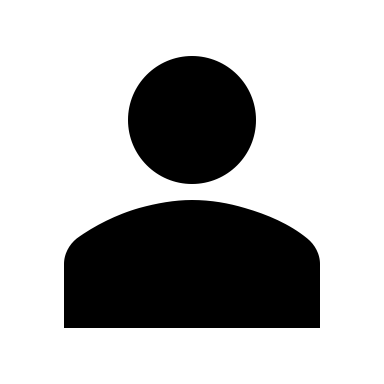
(I’m Not Your) Steppin’ Stone

1. This game is good clean fun. Simple to learn, no drinking, embellishments, or side games (unless you add them yourself). Just a twist on Blackjack that makes the game actually fun. There is no house to beat! The odds are in all and none of your favors.
2. Set Up
   1. Begin with a cleared off rectangle and finite surface area. (Table, floor, counter, etc.)
   2. You’ll want to use as many decks of cards as your have around to make card counting difficult. You can play with one, but since I am writing the guide and have some kind of neurological disorder, I can’t count and my husband can. Games should be fair in how they are set up so prowess over a game or another indicates skill in that game, not overall skill.
   3. Each player should have a set of tokens which are identifiable theirs, Game pieces from other games, pennies, lipsticks – does not matter what they are, only that they are small and you know which ones are yours no matter where they are.
3. Outline of Gameplay, in Specific then General Terms
   1. Starting the Game
      1. For each person, lay two cards on the table so they have short edges on the edge of the table and long edges close to each other.
         1. If you have more than maybe six, you could try to have everyone play one column only.



* 1. The First Round
     1. After the very first card has been set down with \*no one\* looking at it, each player draws one card, looks at it, and adds it to the end of any card line (short sides facing each other, like you are making a pathway of cards to the end of the table). Even though you may have two columns, you only get to move one at a time.
     2. After some period of play, you may suspect that your cards are at, above, or just under 21. You may use your turn to flip over your columns to see where they are. When this happens, everyone must flip over all of their cards of this round.
     3. Outcomes of the round are determined by column, not by player (i.e. a 21 in one column and a 24 in another means you get the benefits of 21 and the losses of > 21)
        1. If you scored under 21: you may place 1 game token/penny/whatever on \*any\* column except those that are over 21.
        2. If you scored exactly 21: you may place 1 game token on \*every\* column except those that are over 21.
        3. If you scored over 21:You must remove the first card of the round (the one no one saw) You may not place any pieces
  2. Every Round After the First
     1. Start the new round by again placing cards face down at the end of every column
     2. When it is your turn, you place the card on the table \*and\* move one of your tokens forward one card
     3. If you had a set over 21 last round, you may use your turn to place one card face down in the empty spot. You do not get to move a token forward
        1. When counting points, count all the cards except the spot-refiller card. If adding that card would bring you to over or 21, you must count it. If it would bring you to exactly 21, it does not count.
        2. If you go over 21 again in that column, you will responsible for replacing the first AND second card in that column, etc. for three overs in a row.
  3. How Do You Win?
     1. After the first several ((2\*players) – 1) columns have reached the end, the game is over. In other words, when the final card has been set onto the column which would be the last column needed to end the game, all play ends, including piece moving.
     2. This is a points scored game:
        1. Every piece you moved to the end: 5
        2. Every piece you have still on the board: 2
        3. Every column you completed: 2
        4. Every 21 you scored: 1
  4. Finally, the Outline in General Terms
     1. Each round is played sort of like jackblack. You begin with one face down card
     2. Every turn allows someone to place a card they can look at on any column
     3. If at least one round has been completed, placing a card anywhere except to fill an over 21 hole means you get to move your piece
     4. When n columns have been completed, the game is over
     5. Total your points