

Discard Rules

- All complete triads must be discarded.
- When discarding a triad, the face up card in its top position becomes the new face up card on the discard pile, with all other cards discarded beneath it.
- A powerset must be discarded as a whole, with its face up card becoming the new face up card on the discard pile and all other cards discarded beneath it.
- A power card or KAPOW! card, once discarded, no longer retains the value of its prior use.

Ending a Round

A round ends when all cards in a player's hand are either revealed or discarded. This is referred to as 'going out'.

A player may choose to go out while holding incomplete triads if they believe other players will be left with more points in their hands.

Each player then gets one final turn, as follows:

- First, a player reveals all hidden cards in their hand, keeping the cards in their respective positions.
- The player then chooses a card from either the discard or draw pile and plays it to their best advantage, as previously described.
- Any final KAPOW! card swaps may now be taken and complete triads, if any, are discarded.
- The player's score for the round is then calculated, and the player's round ends.

Scoring:

After a player's final turn, their score for the round is calculated as follows:

- Incomplete triads count as the sum of the cards and powersets in their various positions.
- Positions containing only a KAPOW! card count as +25 points.
- Positions containing a KAPOW! card used within a powerset count as the value of the powerset. For example, a position containing a KAPOW! card with power card(s) beneath it, count as the value shown on the power card(s).

After each player completes their final turn, their score is calculated and recorded.

The player who went out first must double a score greater than zero if any player has a lower score. Then the round ends.

The player who went out first starts the next round even if he did not have the lowest score.

After the 10th round, the player with the lowest score is the winner.

Strategy Considerations

Players compete to have the lowest point value. Strategies to accomplish this are as follows:

- Triads with high value cards should be completed and discarded early in a round.
- Construct triads with multiple paths to completion. For example, a triad with a 9 in its top and middle positions and an

11 in the bottom position may be completed by drawing a 9, 10,

KAPOW! card, or power cards with either a +1 or -2 modifier.

Place the odds in your favor.

- Incomplete triads may be reduced in value by replacing high value cards with lower value cards as they become available.
- Power cards may be used to build incomplete triads with a negative point value. These may be retained, not discarded.
- A player may choose to go out with incomplete triads in their hand if they believe all other players will have a higher score after their last turn.
- When a triad is discarded, its top card becomes available to the next player. Use this to your advantage both offensively and defensively.

Scan below to view our video tutorial.



https://youtu.be/xAY-B_tOT34

Enjoy KAPOW!



Kapow! Rules

Objective

Kapow! is a rummy style card game in which players compete to have the fewest points after 10 rounds of play. In each round, players start with a hand of face down cards. Through successive moves, cards are revealed and may be retained, discarded, or replaced. Kapow! provides players with many paths to success. Seizing opportunities and avoiding pitfalls are key to winning. So, put on your thinking cap and enjoy Kapow!

The Deck

The deck consists of 118 cards, as follows:

- 88 Fixed value cards: eight each with a value of 0 and 3 through 12
- 8 Fixed value cards: four each with the value one and two
- 8 Power cards: with face value of 1 or modifier values of -1 or +1
- 8 Power cards: with face value of 2 or modifier values of -2 or +2
- 6 Kapow! cards: wild cards that can be moved after placed

Setup

To start a round, each player is dealt a hand of face down cards, which are then arranged in a matrix of vertical columns, each with three cards. When 2-4 people are playing, each player is dealt 12 cards. When 5-8 people are playing, or for a shorter game, each player may be dealt 9 cards. The remainder of the deck is placed face down in the center of the table as a 'draw pile'. One card is then placed face up to initiate a 'discard pile'.

Definitions

- **Triad:** Each vertical column is a 'triad', which players seek to discard or reduce in point value throughout a round.
- **Positions:** The position at the top of a vertical column is the *top* position of a triad. The position at the bottom of vertical column is the *bottom* position of the triad. A single position may contain one, or more, cards as further described below.
- **Complete Triad:** A triad must be 'complete' before it can be discarded. A triad is complete when it contains an ascending or descending run of consecutive values, such as 6, 7, and 8. A triad is also complete when it contains a matched set of values in all three positions, such as three, three, and three.

- **Fixed Value Card:** Fixed value cards are used in triads according to the face value of the card.
- **Power Card:** Three values are displayed on a power card: a fixed value and two modifier values. When placed as the only card in a position, the position assumes the face value of the card. When placed beneath a card, or cards, in a position, the point value of that position is raised or lowered by the modifier amount that remains exposed alongside the card(s) above it. For example, a power card with a modifier value of -2, when placed beneath a fixed value card with a face value of 0, reduces the value of that position to -2. Power cards may be used, without limit, to further modify the value of a position.
- **Powerset:** The group of cards in a position containing a power card is referred to as a powerset. Cards within a powerset must be treated as whole; they cannot be individually discarded or replaced. They may, however, be replaced and discarded as a whole. A triad may contain multiple powersets.
- **KAPOW! Card:** A KAPOW! card may be used as a wild card with a value range of 0 through 12. KAPOW! cards count as +25 points in a player's hand until used within a triad or powerset at a specific value. The position of a KAPOW! card is free to swapped with any other card or powerset in a player's hand until it is used within a triad or powerset at a specific value, at which time its value and position must remain frozen.

Starting a Round

The player seated clockwise from the dealer goes first. A player's first turn starts by revealing any two cards in their hand, keeping them in position. The player then selects a card from either the draw or discard pile and continues as follows:

- The selected card may be discarded, ending the player's turn, or
- Any hidden or revealed card in the player's hand may be discarded and replaced by the selected card, ending the player's turn, or
- The selected card may be used to create a powerset. In this case, no discard is required and the player's turn ends.

If the discard pile is depleted, it is replenished from the draw pile before the next player's turn.

Playing A Round

After each player's opening move, their following turns start by selecting a card from either the draw or discard pile and then continues as follows:

- The selected card may be discarded, or
- Any hidden or revealed card or powerset in the player's hand may be discarded and replaced by the selected card, or
- The selected card may be placed on top of a face up power card to create a powerset.
- If the chosen card is a power card, it may be used as a fixed value card or placed beneath a fixed value card or powerset to raise or lower the value of the position.

If a triad is completed, it must be discarded.

A player may then swap the position of a free KAPOW! card with any fixed value card or powerset in their hand. If a triad is completed, it must be discarded. Then the player's turn ends, and play continues clockwise around the table.