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Stick 'Em

A piercingly good card game!



Players: 3-6 players **Age:** 10 years and up **Duration:** approx. 20 min.

From your hand of cards, you will choose a Pain Color, representing colors of cards you don't want to win. If you do win cards matching your Pain Color, they will be negative points equal to the number on the card! However, all other colors you win are worth one point each. Watch out for the other players as they will deceitfully stick you with cards matching your Pain Color! The player with the most points at the end of the game wins!

GAME SETUP

Create the deck using certain cards based on the number of players, shown below:

Three players: 0-8 in red, yellow, green, blue, and purple
Four players: 0-11 in red, yellow, green, blue, and purple
Five players: 0-14 in red, yellow, green, blue, and purple
Six players: 0-14 in red, yellow, green, blue, purple, and gray (all 90 cards)

Return any remaining cards to the box. Shuffle the cards and deal 15 to each player. This is the entire deck.

CHOOSING YOUR PAIN COLOR

At the beginning of each round, every player secretly chooses one of their 15 cards and places it face down in front of them. When all players are ready, simultaneously reveal them. This card is each player's Pain Color for this round. Multiple players may choose the same Pain Color.

Note: The card that each player chose to represent their Pain Color also counts as negative points at the end of the round equal to the number on the card.



***Jillian** chose the Yellow 2. Her Pain Color is Yellow. Andrew's Pain Color is Red. Sheri and Connor both chose Blue as their Pain Color. These cards remain face up in front of them the entire round.*

HOW TO PLAY

Stick 'Em is played over a number of rounds equal to the number of players. The youngest player begins by starting off the first trick. This player chooses a card from their hand and plays it face up to the middle of the table. The color played is the lead color of this trick. In clockwise order, each player takes a turn playing **a card** of their choice from their hand, placing it face up in the middle of the table.

Important: When playing a card, there are no strict rules to follow. You can play **any** color or number you want.

After everyone has played exactly one card, check to see who won the trick:

- If only cards of the same color as the lead color were played, the card with the highest number wins the trick.
- If **any other card** of a color other than the lead color was played, the card with the highest number that is **not the same color** as the lead color wins the trick. **Note:** If multiple cards of a color other than the lead color were played, and these cards share the same highest number, the first of these cards that was played wins the trick.

Very important: A zero can **never** win a trick! A zero, regardless of its color, is neutral and is not taken into consideration when determining which card has won the trick.

The winner of the trick collects the cards from the middle of the table and places them face down in a pile off to the side. The winner of the trick then begins the next trick by choosing a card from their hand and playing it to the middle of the table.



Jillian *leads the trick with a Blue 3 (the lead color). Andrew plays a Blue 10. Sheri plays a Yellow 0 and Connor lays down a Blue 7. Since the Yellow 0 is neutral and is not considered in the evaluation, only cards of the lead color are considered. Andrew's Blue 10 is the highest number. He wins the trick, picks up the 4 cards, and places them face down into his playing area.*



Andrew *leads the second trick with a Yellow 9 (the lead color). Sheri plays a Green 5, Connor a Red 6, and Jillian a Blue 4. Connor has the highest number of a color other than the lead color and therefore wins the trick. He takes the 4 cards and places them face down into his playing area.*



Connor *leads the third trick with a Green 11 (the lead color). Jillian plays a Red 5, Andrew a Yellow 5, and Sheri a Green 8. Jillian and Andrew both have the highest number of a color other than the lead color. Since Jillian played her Red 5 before Andrew played his Yellow 5, she wins the trick and places the 4 cards face down into her playing area.*

Special case: Although rare, if **all players play a zero card**, no one wins the trick. In this case, the cards are put to the side and the player who began the trick leads again for the next trick.

Play continues until all cards have been played from the players' hands. The round is over! Players add up their scores.

SCORING AND FURTHER ROUNDS

Each player counts up all their cards:

- Each card a player has that matches the Pain Color they chose at the beginning of the round is worth negative points equal to the number on the card. Remember to count the card you played before the round began.
- All other colors collected are worth one point each, regardless of their number.

Jillian



Jillian *selected the Yellow 2 at the beginning of the round as her Pain Color. She receives 11 negative points (2+5+4). For the other six cards, she receives one point each for a total of 6 positive points. Jillian's point total is -5.*

Andrew



Andrew *selected the Red 0 at the beginning of the round as his Pain Color. He receives 7 negative points (0+2+4+1). For the other nine cards, he receives one point each for a total of 9 positive points. Andrew's point total is +2.*

Record the score for each player on a sheet of paper. It is possible to have a negative score. Play the same number of rounds as there are players, so that each player has had a chance to be the lead player. After all rounds have been played, add up all the points from each round. The player with the most points wins! Ties are possible.

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