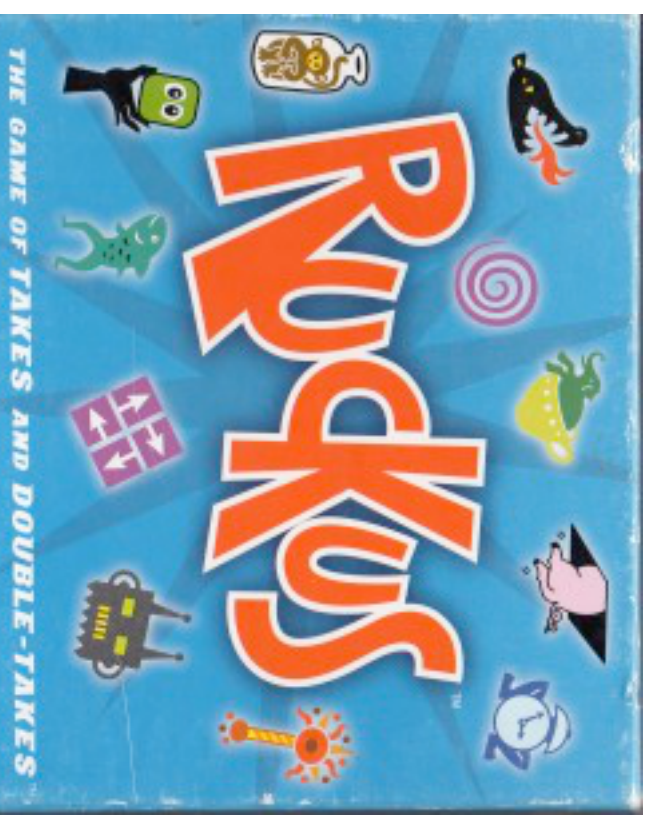


**Ruckus Card Game Instructions**  
**Players and Ages:** For two to four players ages seven and up.

Contents: A Rule-book and 72 Ruckus cards which breakdown in the following manner:

- 6x Monkey in a Bottle
- 6x Pig in the Attic
- 6x Elephant Tea
- 6x Fish Manifestations
- 6x Head Monster
- 6x Around the Block
- 6x Solar Power
- 6x Jump Time
- 6x Happy Robot
- 6x Outta This World
- 6x In the Zone
- 6x Eye Box



**Objective:** Score points by forming and stealing sets while emptying your hand. At the end of each round, any cards left in your hand count against you, while any cards played as sets score you points. The player to reach the point goal first (you decide the point goal) wins the game.

**Suggested Point Goals For a 20 Minute Game:**

- Two Players 100 points
- Three Players 75 Points
- Four Players 50 Points

**Set Up and Game-play:**

The oldest player will be both the score keeper and the first dealer. Shuffle the deck and deal each player seven cards (one at a time, face down). There are no turns. Players play simultaneously once the cards have been dealt.

Players look at their hands and immediately place sets of two or more face up on the table in front of them. You may never keep a set in your hand for later play, or only play part of a set (for instance, if you had three "Happy Robot" cards, you'd have to play all three—you can't save one for later).

Players search for sets to steal. To steal a set, you must have one card of that set in your hand. Place the matching card on top of the set, and move the set in front of you. The set is now yours. Sets may be stolen any number of times throughout the game (as long as a player holds a card of the set, they may steal it).

Once play has stopped (no one makes any more sets or steals), the dealer deals everyone an additional card face down, and play continues. Keep the pace fast. If activity stops, deal players another card immediately to pick it up again. You don't have to ask players, simply pay attention to the movement of the game.

Players use the new card to form new sets, make new steals, and steal back sets. You may also now use your hand to build on any of your sets already in play. For instance, if you had three "Pig in the Attic" cards in front of you and were dealt another, you could add it to your current set. Also, if you play a new set that matches one of your existing sets, simply add it to the pile of your existing set.

Deal a card again as you notice the need. Continue this process until a player goes out.

**Going Out:** When a player is down to a single card in their hand, they may place that card face down on the table and say, "OUT!" Play stops at this time, and any cards left in any other players' hands count against them. Players may also be allowed to go out on a steal or a set if they use their last card to perform the action. Decide before the game begins if you will allow going out in this manner or restrict it to the discard method. Play always stops on an "OUT!"

**Scoring:** Total the number of cards you have in sets. You earn one point per card in a set. You lose 1 point for each card left in your hand. You can't go negative (cumulatively or for a round). The player who ended the round gains their set total plus an additional five points for ending the round.

**Winning:** Keep a running total of the scores. The winner is the player who first reaches the point goal. If a player has not reached the point goal at the end of the round, play continues.

**Strategy:** Even though you can't hold onto sets for later play, you can hold on to single cards. Just because you can steal a set, doesn't mean you want to immediately. Play quickly, but also consider when it would be in your best interest to hold onto your stealing option.

**Final Note on Stealing:** You can never steal a Set with a Set. If two players draw a set of Monkey in a Bottle cards, they would play their own individual sets. They could not use their set to steal another players set. Only single cards can be used to steal sets.

**An Additional Final Note On Stealing:** You have all agreed to the rules—it isn't really stealing!