12GoC Game 6: Speed Game

Designed by Ellie Dix

2-6 players | 15 minutes | Age 8+

Components:

- 48 playing cards: 1-8 in six suits (colour/icon)

Set up:

- Shuffle the **playing cards** and deal 7 to each player.
- Place the remaining playing cards face down in a draw deck.

Aim:

Get rid of all of your cards to score the fewest points.

How to play:

This is a real-time speed game. There is no turn-taking.

- Reveal the top card of the deck and place it face up next to the deck, to form the start of the foundation pile. This signals that player may begin to play cards.
- Players aim to place cards from their hand on the foundation pile.
    - They may place a number that is one higher than the number on the card that is currently at the top of the foundation pile. Or
    - They may place a card that is the same number as the one on the top of the foundation pile. If they do so, the player must change the direction that the cards are being placed by shouting “Down” if the cards were going up, or “Up” if the cards were going down.
- At any time, players may take another single card into their hand from the draw deck. Players may not take more than one card at a time, though they may take one card and immediately go back for a second if they wish. The numbers circle round from high to low - i.e. When going up from a number 8, an 1 must be played.
- The round ends when one player gets rid of all their cards. Everyone else scores the number of cards they have left in hand.

End game:

The game ends when one player hits 20 points. The player with the lowest overall score is the winner.