

# Slapz

*Designed by Ellie Dix*

3-8 players | 20-30 minutes | Age 8+

## Aim:

Race your opponents to correctly slap 5 cards.

## Components:

- 54 double-sided cards (information on one side, categories on the back)

## Set up:

- Shuffle the deck.
- Place 7 cards (information side up) on the table

## How to play:

On the first round:

- When everyone is ready, quickly flip one card in the deck over and read the top category.
- All players race to slap the face-up card which meets the category. For example, if the category is “Longest Coastline”, the players would race to slap the face-up card with the longest coastline.
- When a player slaps a card, they must cover it with their whole hand and quickly bring it towards them on the table, still covered.
- When all players have slapped a card, all cards are revealed. The single player who slapped the correct card, wins that card. If nobody slaps the correct card, flip the next card to reveal a new category and slap again.
- The card that was used to determine the first category is placed at the bottom of the deck.

On subsequent rounds:

- Add a new card to the face-up cards on the table.
- The player who won the previous round (active player) chooses one of the two categories on the back of the card they just won.
- All the other players (not including the active player), then race to slap a card.
- If nobody slaps the correct card, the active player wins that card and becomes active player again next round.

- It is possible that one or more cards may have equal winning values. In this case, players that slap any correct card win that card, a new category is revealed at random for the next round and all players participate in that round.

### **End game:**

The game ends when at least one player has five cards. (You could make it more for a longer game). In the unlikely event that two players take their 5th card on the same turn, these two players have a head-to-head round to decide the winner.