Doom Scroll

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3-6 players | 5 minutes | Age 6+

You know you shouldn't keep scrolling, but you're going to anyway. Swipe through the feed, watch the cards pile up, and slap before someone snatches them.

Components:

- XX? cards
- Phone card holder

Set up:

- Shuffle the cards.
- Fill the phone with face down cards, so that the screen shows the back of the top card of the deck.
- Place the remaining cards in the centre of the table to form a draw pile.
- Randomly decide who will be the first active player.

How to play:

Players take turns to be the active player.

- The active player holds the phone.
- All other players take a card from the top of the deck and keep it in their hand. Players should keep their card secret from other players.
- The active player pushes the top card in the phone towards the top - using a swiping action. As the card comes out of the top of the phone, they flip it and place it on a swiped pile in front of them. They continue to swipe cards one at a time. They may swipe as quickly or as slowly as they want. Each new card should be placed face up on the top of the swipe pile.
- The turn ends when one player slaps the swipe pile.
    - If the active player slaps the swipe pile, they put all of the cards in the swipe pile and all the cards in other players hands face down in their score pile. The phone is passed clockwise to the next player.
    - If any other player slaps the swipe pile, all the cards in the swipe pile and the cards in players hands are revealed.
        - If there are three or more cards of any suit, the player who slapped the deck wins the cards and adds them to their score pile. The phone is passed clockwise to the next player.

- If no suit has three or more cards, the active player wins the cards and adds them to their score pile. In this case, the active player keeps the phone and has another turn.

Game end:

The game ends when there are no cards remaining in the phone or the draw deck. The active player scores all the cards in the swipe pile and all the cards in other players hands. Now count the cards in your score pile. The player with the most cards wins.