

Folds .....

Cut \_\_\_\_\_

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Rule sheet: 220 mm x 335 mm

front

# STACK NABBIT

ALL THAT GLITTERS IS UP FOR GRABS!



## DON'T READ THESE RULES!

This is a simple game that's hard to explain in writing. Instead, scan this QR code for the **HOW-TO-PLAY VIDEO!**



### Goal

Win by having the most points when the Draw Pile runs out. Your points are the face values of your cards, with a twist: the player with the most zeroes gets a bonus.

### Overview

Collect cards by **drawing cards** and **stealing matching cards** from opponents. **BUT:** until you bank them, your opponents can steal them back!

### Components:

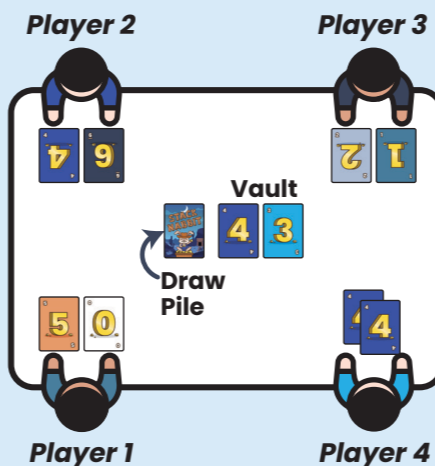
- 105 cards (15 of each number, 0-6)

### Setup

1. Shuffle the deck well and put it face down in the center of the table to form the **Draw Pile**.
2. Draw two cards and place them face up next to the Draw Pile. If they're the same number place them in a stack, but otherwise separate them. These form the **Vault**.

3. Next, each player draws two cards and places them face up in front of them. If a player draws two cards of the same number, they place them together in a stack.

Here's an example setup for four players:



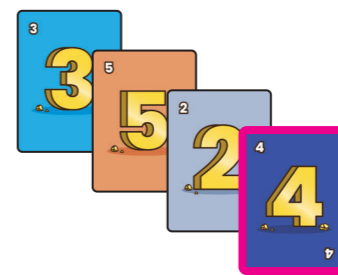
### Gameplay

Starting with the oldest player, take turns clockwise. A turn has 3 steps:

1. DRAW CARDS
2. STEAL MATCHING CARDS
3. BANK CARDS (IF YOU CAN)

### 1. DRAW CARDS

- A. Flip cards from the Draw Pile face up on the table, one at a time.
- B. After each draw, you may **stop** drawing and keep the most recently drawn card (and only that card) **OR** draw again. If you draw a 5th card, you **must** stop and keep it (step 2B will describe what to do with the others you drew).



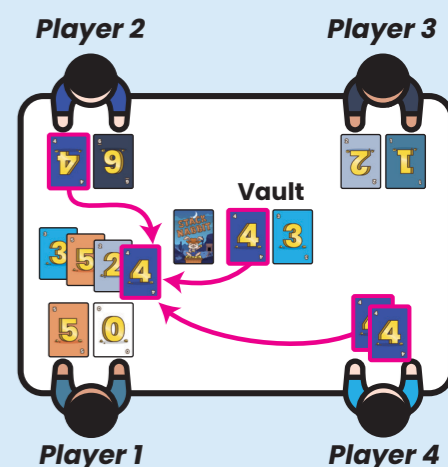
Example: You draw a 3, 5, 2, and finally a 4. You could draw one more, but you stop there and keep the 4.

Your goal is to keep a valuable card. One thing that can make it valuable: you get to **STEAL** opponents' cards and Vault cards that **match the card you keep**, as explained in the next step.

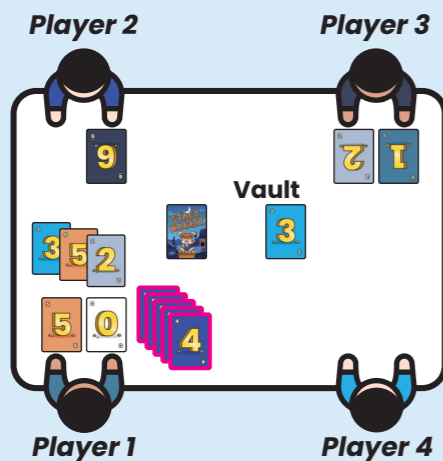
### 2. STEAL MATCHING CARDS

- A. Take all cards that match the card you kept from:
  - The face up cards of the player to your left
  - The face up cards of the player to your right
  - The Vault

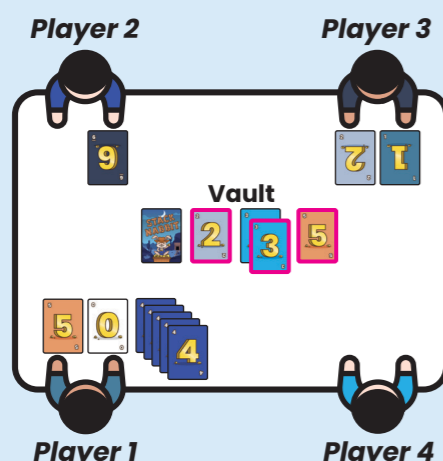
In the example below, the last card Player 1 drew was a 4. Her left opponent has a 4, her right opponent has two 4s, and the Vault has a 4. She steals all of them.



Then she places all the 4s she got this turn face up into a stack in front of her.



- B. After stealing, place all the cards you drew but **did not keep** from step 1 into the Vault, sorted into stacks by their number:



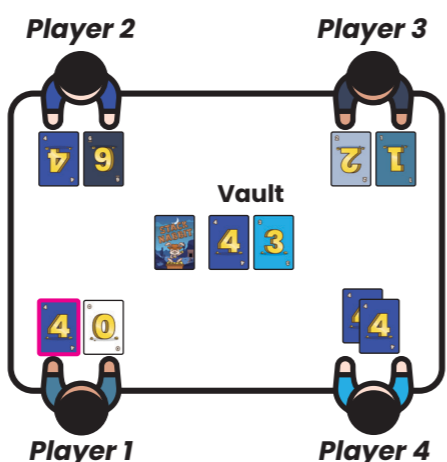
### 3. BANK CARDS (IF YOU CAN)

Banking your cards is crucial because it means no one else can steal them!

In the example above, the player stole cards but didn't bank any. Let's look at an example where she can bank cards.

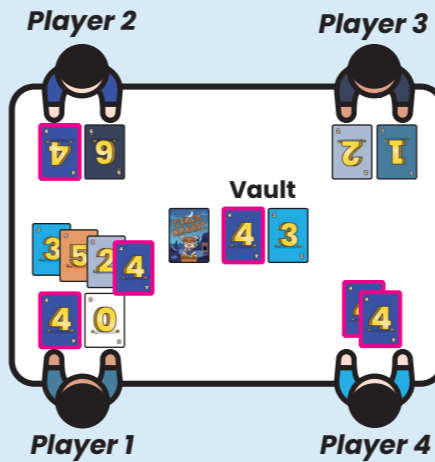
#### How to Bank Cards

You can only bank cards if the card you kept matches a card you **already had** face up in front of you. For example, let's say at the start of Player 1's turn, the table looks like this:

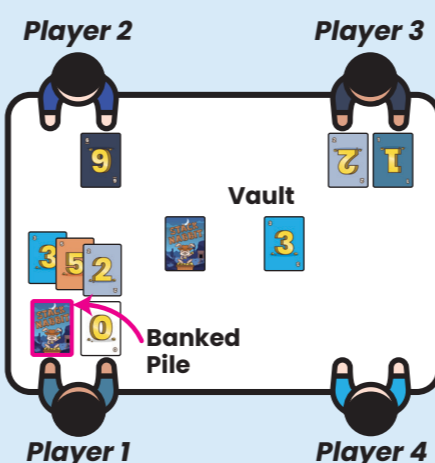


The only difference between this and the previous example is that Player 1 starts her turn with a 4 in front of her (highlighted in red).

Let's say she draws the same cards as before, so the last card she draws is a 4:



In this case, not only does she steal the 4s from her left and right opponents and the Vault, but she also takes ALL her 4s and turns them face down into a banked pile:



(Then she places all the cards she drew but didn't keep from step 1 into the Vault, as normal).

**Remember, until you bank your cards, they remain face up in front of you and other players can steal them from you. Once cards are banked, they can never be stolen!**

**Note:** you can bank cards whether you steal any or not on your turn; the only requirement for banking is that the last card you drew matches a face up card you already had.

After a player completes the steps above, it's the next player's turn.

### Game End

- When a player draws the last card from the Draw Pile, they finish their turn and the game ends.
- Players put all their face up cards into their score piles. The Vault is ignored for scoring.
- Each player's score is the sum of the face values of the cards in their score pile.
- The player with the most zero cards gets a **30-point bonus**. If there's a tie for the bonus, the tied players each get 30 points.
- Highest score wins! If there's a tie, the tied players share victory.

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