



OUT OF CONTROL

The Stay Cool Strategy Game!

Age 8 to adult • Up to 6 players

OBJECT: To get 10 cards of one color in numerical order (called a Succession).

GAME PLAY: Each player is dealt 7 cards and tries to group them into matching sets of 3. Using the special color coded die, players must roll before each turn and follow the directions indicated. Players either give or take cards from the main pile or each other until one player gets 10 of the same color cards in ascending order (1 through 10).

WINNER: The first player who completes an entire Succession (cards # 1 through 10 of the same color in ascending order)

MATERIALS: CARDS - There are 92 total playing cards which consists of 4 colors: Blue, Green, Red and Yellow, consisting of numbers one (1) through ten (10). There are two sets of each color ($10 \times 2 = 20$ cards per color) plus twelve (12) Wild cards and six (6) Die Instruction color reminder cards.

DIE - Game contains a special six-sided die which has 6 colors: Blue, Purple, Green, Red, Yellow and Orange.

SET UP:

1. Combine both decks, shuffle thoroughly and deal 7 cards to each player face down.
2. To select which player goes first, players cut the deck and the player with the highest card goes first.
3. Place the rest of the cards in the middle of the players in a pile face down.
4. Turn up the top card in the deck and place it next to the main deck in discard pile (face up).
5. Each player takes a turn in a clockwise manner (moving to the player's left).
6. Upon each player's turn, two things must happen:
 - A. Player must always roll the six-sided color die first, and...
 - B. Move playing cards in your hand as specified by the **Die Instruction Colors**.

DIE INSTRUCTION COLORS

Each player may roll the special six (6) sided die once per turn. Players must move playing cards according to directions below depending on which color is facing up after the player rolls the die.

BLUE OR PURPLE

TAKE a card from the top of the MAIN DECK or from the DISCARD PILE, and ADD the card to your HAND. When a player rolls a Blue or Purple, the instruction is the same.

GREEN

TAKE a card from your HAND, and PLACE it on the DISCARD PILE.

RED

TAKE a card from ANOTHER PLAYER and ADD it to your HAND. Take any card from another player's closed hand of cards (the cards that they are holding). You may not look at their closed hand of cards when making a selection. **Note:** Players who are having cards taken from their hands may not hide cards, double cards up, or slide them down in the palm of their hands.

YELLOW

Give a card to ANOTHER PLAYER. Give any card from your closed hand of cards (the card that you

are holding) to another player by slipping the card on the table so that no other players can see the card.

ORANGE

WILD - Choose any of the above options which works to your advantage.

GAME PLAY RULES

1. Creating a Succession

- A. **Complete Succession:** Each player must attempt to create and place on the table a Complete Succession (cards 1 through 10 of the same color in ascending numerical order).
- B. **Building Partial Succession:** A Partial Succession is a set of at least 3 Cards of the same color in Ascending Order.
 - Players must attempt to create and place on the table as many different sets of Partial Successions (of any Color) as possible throughout the game.
 - Player may add single cards to **their own existing** succession as long as they are on either end of the succession.
Example: If you have Red cards 5, 6 and 7 on the table, the next card added to the succession would be a Red 4 or a Red 8.
- C. Your Final Succession may change throughout the game. You may start with one color but may need to change if someone else is trying to establish the same Succession.
Example: If another player has a Red 5, 6, or 7 on the table you may not play a Red 4 or 8 from your hand on their cards.

2. Rules for Placing Cards or Partial Successions on the Table

- A. Player may only place a Succession on the table if three conditions are met: All cards are the same color, all cards are in ascending order and there are at least three cards together (example: Red 6, 7, 8)
- B. After initial set of 3 cards are placed on the table, player may add a Single card or Multiple cards at any time to any of his/her own Partial Successions as long as they are in ascending order and the same color.
- C. Players may put down all the cards in their hand at once if they are in ascending order and the same color.

- D. Once a Succession is down on the table, all cards in that Partial Succession must remain on the table and **cannot be taken by any other players at any time during the rest of the game (with one exception, Wild Card Substitution).**

E. Substitution - Any player who has a Partial Succession down on the table may, during his/her turn, Substitute a Wild card from his/her own hand for any card in their own or any other player's Partial Succession (since this substitution does not disturb the actual Succession). See Rules on Wild Cards for more detail.

3. Rules for Picking-Up from and Discarding to the Discard Pile

A. When can players pick-up and discard?

- Picking up cards or placing cards on a player's own Partial Successions must be done during the player's turn and before the die is passed to the next player.
- If a player accidentally picks up a card from the main pile without rolling the Die Instruction first, that player loses a turn.

B. How to discard

- Player must always discard face up, and place the discard on the top of the pile furthest away from the main playing deck.
- Players must spread out the discarded cards horizontally so that everyone can see at least part of each card in the discard pile at all times.
- The discarded cards must remain in the order that they were discarded in case a player chooses to pick up multiple cards from the discard pile.

C. Pick up from the Discard Pile - 3 conditions must be met:

- The Blue/Purple (take from a pile) or the Orange (Wild) Instruction die must be face up.
- Player must use the card that is selected from the pile immediately in a Partial Succession.
- When picking up from the discard pile, player may select any card in the pile, however player must also pick up every card that has been discarded from the chosen card forward.

Example: If the player across from you had a Red 6 on the table in their Partial Succession and you need that card for your Partial Succession, you may during your turn, put your WILD Card in the place of the Red 6 and use it for play or hold it in your hand.

- C. If a player has a NUMBER Card and uses it to substitute for a WILD Card in a Partial Succession, player may use that WILD card as any other number or color.

Example: If there is a Partial Succession of Blue 5, Wild Card, Blue 7 on the table and player has a Blue 6 in his/her hand, player may place the Blue 6 on the table as a substitution. Then player may take and use the Wild Card to his/her own advantage.

TEAM PLAY

Goal: Two players work together as a team and complete one Final Succession of 10 cards of one color by sharing cards.

Strategy: Team strategies include taking cards that help their teammates to get more Successions and giving cards that will make it harder for their opponents to get Successions. When teams play together, the game is played in the same basic way as the individual game initially. However, in team play, teammates may play single cards from their hands on their partners Partial Succession (this is different than regular play). Team members may perform any legal operation to help their own team and hinder the opposition.

Winning: The first team to complete a single Final Succession.

**Good luck, you are now ready to play
Out of Control™**

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