



The Crazy Quick Card Game of Color Coordination!™

CONTENTS: 120 Playing Cards: 68 Single Color (17 of each color: red, blue, green, yellow), 24 Bi-Color, 16 Tri-Color, 12 Action Cards (4 Stop 'N Go,™ 4 ZAP, 4 PASS)

OBJECT: Have the lowest score at the end of the game. The first player to go out (color match all of their cards) each round scores zero points; the rest are penalized one point for each card in their hand. The game ends when any score reaches 30 points.

SET UP: Player's **CAN NOT** look at their cards. The youngest player shuffles the entire deck and deals 15 cards, one at a time, face down to each player. The remaining cards are set aside for the rest of the round. Each player gathers their cards and holds them face down in their hand. NOTE: Dealer duties pass to the left after each round.

PLAY: To start each player flips the top card from their hand and places it **face up** in front of them to create a discard pile.* Now it's a race to place your cards! When all players are ready, the youngest player shouts: **"STOP AND GO!"** Players then flip the top card from their hand, look at it, and quickly try to lay it on **ANY** discard pile that has a

matching color. For example, a card that is solid red or partially red may be played on any discard pile where the top card is all or partially red. After each card is played players continue the color matching process one card at a time until they are out of cards. If a player's card has no color match they **must** wait until a discard pile has a color matching top card for them to play on. Player's can not skip cards in their hand.

**TWO PLAYER RULE: The dealer deals out 2 discard piles in front of each player. Thus, in the two-player game, there will be four discard piles.*

ACTION CARDS: There are three types of Action Cards in the game and they too can only be played on a matching color: **ZAP** on yellow, **Stop 'N Go™** on red OR green, **PASS** on blue. When played the round comes to a halt. Any card(s) played after an Action Card has been played must be picked up and returned to the bottom of the player's hand. Actions are as follows:



ZAP Card (ONLY PLAY ON YELLOW): The player who plays this card deals a two card penalty to every player. The cards are dealt face down and added to the bottom of their hand down. *(Deal penalty cards from set aside deck.)*



STOP 'N GO™ Card (PLAY ON RED -OR- GREEN): The player who plays this card stops all other players from laying down while they play three of their cards ALONE. The special turn ends if the player cannot play a card or plays another Action Card during their Stop 'N Go™ *(Players would follow the new Action Cards rule.)*



PASS Card (ONLY PLAY ON BLUE): The player who plays this card chooses a direction, to the left or right, ALL players must pass their remaining cards. *(Hand)*

NOTE: If multiple Action Cards are played at the same time; take each cards action in order starting left of the dealer until all the Action Cards have been played.

LACK OF CARDS: When playing with 5 or 6 players; there could be a time when a ZAP card is played and there is not enough cards to give to each opponent. If this happens, begin with the player left of the person who played the ZAP card giving two cards to each player until the cards are gone. If an additional ZAP card is played and no available cards for penalty then that ZAP card is ignored.

RESUMPTION OF PLAY: When ever play comes to a halt (because an Action Card was played, or because ALL players are stopped and unable to make a match, play resumes like the beginning of a round. (Youngest player says “STOP, AND, GO!”), and each player flips their top card and places it on top of their discard pile and normal play continues.) Action Cards that turn up on re-starts or are the first card in the beginning of a round have no action and only have color value.

GOING OUT: The first player to correctly color match all their cards goes out and wins the round. Players can go out using an Action Card as their last card played but it's action is not taken.

SCORING: When a player goes out they score zero points for that round. The other players are penalized one point for each card left in their hand which is added to their overall score.

CHALLENGE PLAY: Player's can challenge each other's lay down if they believe a card was incorrectly played (*i.e., the card played doesn't match the color of the discard pile card it was placed on.*)

- If the player played incorrectly: The misplayed card is returned to their hand. They are penalized one point for each card in their hand and must sit out the remainder of the round.
- If the player played correctly: The challenger is penalized one point for each card in their hand and must sit out the remainder of the round.

WINNING: When any score reaches 30 points or more, the game is over and the player with the lowest score is the winner!

PARENTS & EDUCATORS

FLASHCARDS: Stop 'N Go™ is not only a great card game it's also a great learning tool! Teach toddlers color recognition, matching, patterning, counting, sorting—all of which improve fine motor skills. Below are a few lesson suggestions to make learning colorful and fun for your little one! Expand or simplify your lessons as needed.

SET UP: Remove all Action Cards from deck before flashcard use.

COLOR RECOGNITION: Randomly place three cards face up and have toddler name and/or point to each color they see.

MATCHING: Place a solid red, blue, green and yellow card faceup. Give toddler ten random cards facedown. Flip the top card and have them color match their card to the proper faceup card OR match cards by the number of colors on a card.

PATTERNING: Give toddler two of each single color cards. (2-red, 2-blue, 2-green, 2-yellow) Place a tri-color or bi-color card face up and have them recreate the color sequence using their single color cards. NOTE: When expanding lesson make sure toddler has enough single color cards to complete the color sequence or pattern.

COUNTING: Place any number of cards faceup and have toddler count how many different colors they see OR how many of one particular color they see.

SORTING: Randomly place 20 cards faceup in a messy pile. (*not neatly stacked*) Ask toddler to sort by single color or by number of different colors on each card.

FINE MOTOR SKILLS: Place any number of cards face up. Direct toddler to touch, pinch or point to a particular color in front of them, i.e., have them place their right thumb on blue and flip over a red/green/yellow (tri-color) card with their left hand. Be creative and have fun!



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