



Rules

AGE

7+



Everyone

Contents

65 cards and score pad

Object of the game

Swap cards in and out of your hand trying to get the lowest set of cards. Player with the lowest score after six rounds wins.

Setting up the game

When starting the game, the youngest player will be the dealer first.

- 1 Write each player's name on the score pad.
- 2 Dealer shuffles the card deck and deals each player four cards face-down.

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- 3 The dealer places the remaining cards face-down in the center of the playing area. This is the draw pile. The top card on the deck is turned over face-up next to the deck. This is the discard pile.
- 4 The cards in front of each player must be positioned in a square - see below. The YOLO logo must be showing at all times during the game and each logo **must** be facing the same direction. This is the player's hand.



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Playing the game

When starting a round, each player looks at, and tries to remember the value of, any two cards in their hand. The two cards are then returned to their original position, face-down. The player to the left of the dealer begins play (clockwise).

Note: Players must remember the point value of each card they looked at, as the player is not allowed to LOOK at or TOUCH the cards in their hand at any other time during play, except when replacing a card with another. Remember, during the game you are trying to keep the low cards and get rid of the high cards!

Do one of the following on your turn

- 1 Draw a card from the draw pile and keep it by replacing one of the cards in your hand (discard the card from your hand face-up on the discard pile and place the drawn card face-down in your hand).
- 2 Swap the top card presently showing on the discard pile with a card from your hand.

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- 3 Draw a card from the draw pile and discard it to the discard pile face-up.

After you do one of the above, it is the next player's turn going clockwise.

Note: You can replace a card from your hand that you have looked at or, if you're feeling lucky, one you have not looked at.

Ending the round

- 1 When a player thinks they have a lower hand than the other players, then it's time to go for it! Why not? You only live once! When you're ready to go for it, shout "YOLO!" to end the round. When ending a round, you must shout "YOLO" *before* discarding a card to the discard pile.
- 2 After a player shouts "YOLO" each player is allowed to take one additional turn, except the player who shouted "YOLO".

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③ After each player has had their final turn, everyone turns their hand over.

④ The player shouting “YOLO” must have the lowest score or they will receive penalty points!

Scoring

① After the round is over, tally up the points in each player’s hand and write them on the score pad.

② If the player shouting “YOLO” does not have the lowest score, their total points for the round are doubled.

③ After scoring, all cards are reshuffled and a new round is started.

④ At the end of three rounds, each player’s score is subtotaled. For rounds 4, 5, and 6 see YOLO catch-up scoring.

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YOLO catch-up scoring

① During rounds 4, 5, and 6 if the player shouting “YOLO” has the lowest hand and their current score is 20 points or greater than the player with the lowest score they will draw the top card from the deck and deduct the value of the card from their hand score. The net points are recorded on the score pad (negative points are allowed).

② Once a player is within 20 points of the lowest score, they are no longer eligible for YOLO catch-up scoring.

Ending the game

- The player with the lowest score after six rounds wins!

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Other stuff

- If a player shouts “YOLO” and ties with another player, then the player shouting “YOLO” is considered the loser.
- If there is a tie score at the end of the game then draw cards to determine the winner (lowest card wins!).
- If all cards from the deck are used then the round is over and all players score double points!

Game variations

Play YOLO the original way or add one or both of the following variations!

- **YOLO Headache!** - Play with six cards instead of four! Line up the cards in your hand in two rows of three and look at three cards at the start of the round.

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- **YOLO Challenge!** - After all players have looked at their first two cards and before the game starts, the dealer will ask if anyone wants to shout “YOLO”. If a player shouts “YOLO” then all players will take one turn (including the player shouting “YOLO”). If the player shouting “YOLO” has the lowest score then their points are recorded at face value while all other players’ points are doubled! If the player shouting “YOLO” doesn’t have the lowest score then their points are doubled while the other players’ points are recorded at face value.



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