

- The wood dice determines from which body part the slap needs to originate from (ear, neck, etc.). If a Rat is rolled then the player who last played determines from where the slap needs to originate (this can include any part of the body regardless of whether it is featured on the die).

For example, if the red dice rolled is an (R) and the wood dice is an EAR, then the slap needs to be the right hand originating from either ear in order to count and win the cards.



Joker and the Black Die

- The black die is not rolled, rather it is earned and held by the player who flips a Joker.
- Holding the black die allows the player to avoid any of the slap rules previously determined by the roll of the red and wood dice.
- The player holding the black die changes as Jokers are flipped during play. The black die always rests with the player who last flipped the Joker.

Other Important Rules

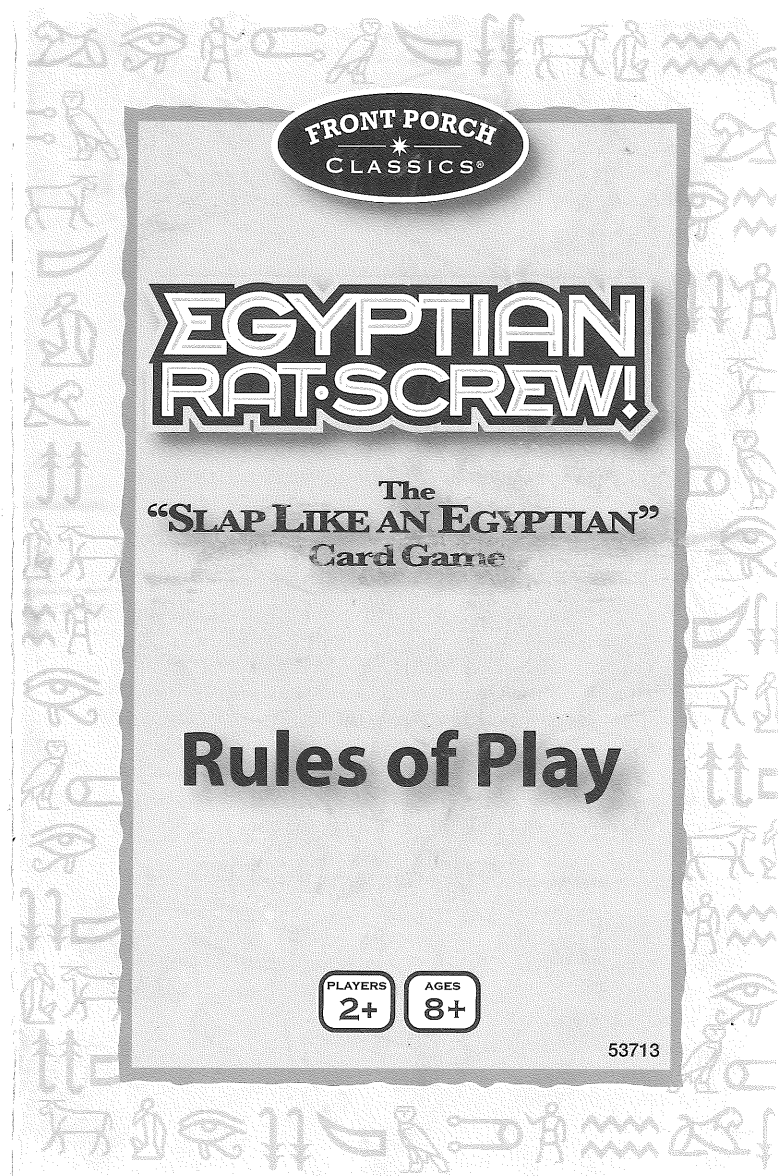
- Players with no cards left are eliminated. However, players can reenter the game by winning a slap and collecting the center pile cards.
- If a player slaps by mistake he/she must throw 3 cards from the top of his/her pile into the center pile. If a player previously eliminated slaps by mistake or incorrectly, then he/she is not allowed to reenter the game via "slap" at all.
- It is not fair for a player's hand to hover over the pile while cards are being flipped. Players need to police this on their own so that it is fair for all players.

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MADE IN CHINA. B010395 07/15



PLAYERS
2+

AGES
8+

53713

Contents

- 2 Decks of 52 playing cards
- 3 Wood game dice

Object of the Game

The winner is the player who collects every card in the deck.

Set Up

Egyptian Rat Screw is the most fun when played by 3 or more players and can be played with one or more decks of cards. It is recommended to use 1 deck of cards when played by 2-4 players and 2 decks of cards when played by 5 or more players. Prior to play, shuffle the cards and deal all of them to all players. It does not matter if some players end up with more cards than others.

Playing the Game

Egyptian Rat Screw is similar to the card games *Slapjack* and *Beggar-My-Neighbor* (a popular British card game). This Front Porch Classics version has some unique twists which make the game even more hilarious and fun for the entire family to play together.

- After all of the cards are dealt, players stack them face down in a single pile in front of them. No reordering or shuffling of the cards after dealing is allowed.
- The player to the left of the dealer goes first and flips the card from the top of his/her deck face up and places it in a pile in the middle of all players. The card should be flipped quickly. Play proceeds clockwise around the table with each player flipping 1 card from the top of his/her deck.
- If a number card (cards 2 through 10) is flipped, then play continues around the table.

There are three ways a player can collect cards from the center pile:

1. Face or Ace

When a face card (Jack-Queen-King) or Ace is flipped up, the next player has the following amount of card flips (one at a time) to turn over a face card or Ace from his/her pile:

- Ace: up to 4 cards
- King: up to 3 cards
- Queen: up to 2 cards
- Jack: 1 card

If the player does NOT flip a face card or an Ace, then the preceding player wins ALL the cards in the center pile and adds them to the bottom of his/her deck.

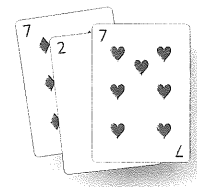
Example:

- Player A flips a King.
- Player B has up to 3 chances to flip either a card or an Ace. In this example, Player B ends up flipping a 2-8-Queen.
- Player C then has 2 chances to flip a face card or Ace (since Player B flipped a Queen). In this Example, Player C ends up flipping a 7-9.
- The result is that Player B picks up the center pile of cards and adds them to the bottom of his/her deck.
- Player C then starts the next sequence by flipping his/her top card and play passes to the next player.

2. Slapping

If cards appear in any of the following sequences, the first player to slap the pile takes the center pile of cards:

- Double: 2 cards of the same number appearing one after the other (example: 8-8).
- Sandwich: 2 cards of the same number appearing before and after a card with a different number (example: 7-2-7).
- Run: 3 or more cards in consecutive ascending or descending order (example: 9-10-J or 6-5-4 but NOT 8-6-7).



3. Slap-A-Roonie!

This adds a funny dimension to the game. Players may determine before the game starts whether to incorporate the Slap-A-Roonie rules.

- Roll the red and wood dice after every slap occurs.
- The red die determines which hand should slap: the right (R), left (L) or either hand (LR). If a Rat is rolled, then the player who last played determines what hand or finger part should be used to slap (this can include parts of the hand like a specific finger or knuckle, whatever he/she chooses).