



2 Players
Ages 8+
Avg. Game 10 min.

The World's fastest card game!

You've got 59 seconds to get rid of your cards. Can you do it before your opponent?

Game Rules

Box Contents:

(54) Lightning-Fast Cards • (1) 59-Second Sand Timer

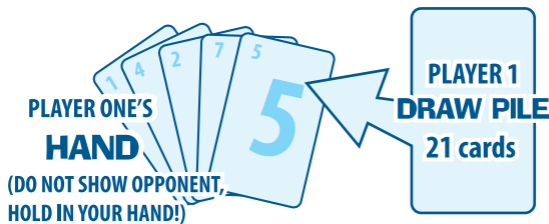
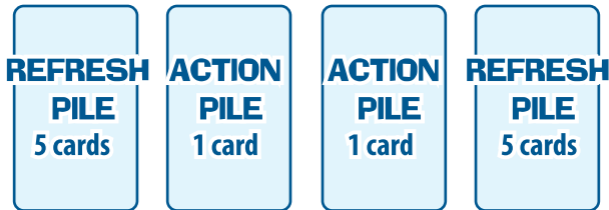
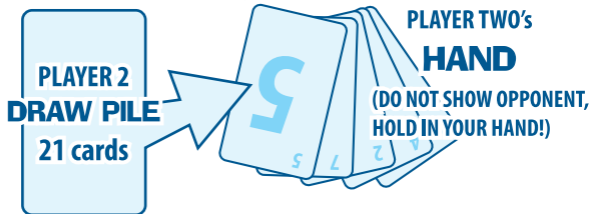
Object

The first player to get rid of all their cards (from their **HAND** and **DRAW PILE**) wins the round. If done in less than 59 seconds, the player gets 10 points; if done in over 59 seconds, the player gets 5 points. The first player to reach 50 points wins the game.

Setup

- ★ The game is best played with both players facing each other.
- 1 Grab a piece of paper and a pencil and write down both players' names. Use this to keep score.
- 2 Both players draw a card; player with the highest card value is the dealer. If a player draws a wild card, draw again.
- 3 Dealer shuffles the deck and deals four piles face down, side by side: five cards first (**REFRESH PILE**), then one card (**ACTION PILE**), then one card again (**ACTION PILE**), then five cards (**REFRESH PILE**).
- 4 Both players are then dealt a 21-card **DRAW PILE** face down.
- 5 Players take the top five cards from their **DRAW PILES**; this is now their **HAND**. (Note: a player may have no more than five cards at one time in their **HAND**.)

SETUP DIAGRAM:



Game Play

- ★ Get ready, this is a **FAST** game!
- 1** Dealer flips the 59-second timer.
- 2** As soon as the dealer flips the timer, both players **QUICKLY** and **SIMULTANEOUSLY** flip the **ACTION PILE** cards, each one flipping the card to their right.
- 3** As fast as they can, players get rid of cards from their **HAND** by adding them to **EITHER ACTION PILE**, placing cards either one number higher or one number lower in value on the top **ACTION PILE** cards.
- 4** As you play cards from your **HAND**, take new cards from **YOUR DRAW PILE**. Never exceed five cards in your hand at any time.
- 5** When **NEITHER** player can make a move, both players **SIMULTANEOUSLY** flip the top cards from the **REFRESH PILES** to the top of the **ACTION PILES**, flipping the card from the pile to their right.
- 6** Play resumes and continues until a player has no cards left.
- 7** As soon as a player gets rid of **all** their cards (from their **HAND** and **DRAW PILE**) they must quickly announce that they are "out." Both players check the 59-second timer to determine if the winning player has finished before the sand has run out. Score accordingly (see below).
- 8** Loser deals next round.

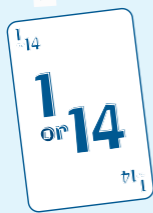
Scoring

- ★ If the winning player gets rid of their cards in less than 59 seconds:
10 points.
- ★ If the winning player gets rid of their cards in over 59 seconds:
5 points.

Winning

- ★ After each round, add the appropriate number of points to the winning player's score tally.
- ★ The first player to reach 50 points wins the game!

Special Cards



'1 or 14' Card

The '1 or 14' card may be used as a one or as a 14, and it may be played on top of itself.



Wild Card

The wild card may be used at any time, for any value. When using it, players must call its value aloud.



Wicked Good Games

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