



# DEER IN THE HEADLIGHTS™

Played By Wild  
Game Everywhere

## Instructions

**WARNING:**  
CHOKING HAZARD—Small parts.  
Not for children under 3 years.

PLAYERS **2+** AGES **5+**

53720

### Dice Rolls and Corresponding 'Card Plays'

Dice Roll	Discard - By Rolling Player	Where Discard
(3) Numbers  	All cards that correspond to the numbers rolled. Example: If 2-6-Q are rolled, "rolling" player may discard all of such cards from their hand. If "rolling" player cannot play any cards, then other "non-rolling" players may transfer to "rolling" player all such cards from their hand(s).	Center Pile
(2) Numbers + (1) Deer in Headlights	All cards from only one of the two numbers rolled.	Center Pile
(2) Numbers + (1) Car	All cards that correspond to the numbers rolled.	Pass to any other player(s)
(2) Numbers + (1) Running Deer	All cards from the numbers "rolled" PLUS all of any other card from hand.	Center Pile
(1) Number + (1) Deer in Headlights + (1) Car	All cards matching the "number" rolled PLUS any cards which add up to the number rolled. Example: If the number appearing on this roll is 8, then "rolling" player may transfer all 8's from his or her hand and any cards adding up to 8 (6+2, 7+1). "rolling" player may transfer these cards to any one or multiple players.	Pass to any other player(s)
(1) Number + (1) Deer in Headlights + (1) Running Deer 	All "odd" or "even" cards based on the value of the "number" dice rolled. Example: If the number appearing on this roll is 7, the "rolling" player may discard all "odd" cards from their hand. J-Q-K cannot be played during this roll.	Center Pile
(2) Deer in Headlights + (1) Number	Lose a turn.	
(2) Deer in Headlights + (1) Car	Assign a "Lose Your Turn" to any other player and roll again.	
(2) Deer in Headlights + (1) Running Deer	All of any two cards from their hand.	Center Pile
(3) Deer in Headlights	"Rolling" player is "frozen" and picks up all cards in center pile. On next roll they must roll a "Deer in Headlights" in order to re-enter the game, and will play that roll according to the rules.	

## Deer in the Headlights™ - Instructions

### Objective:

To be the first player to discard all of his or her cards in each round.

**When does the game end?** When the first player reaches 150 points

**Who is the winner?** The player with the lowest score when the game ends

### Set Up:

1. Shuffle the cards and deal all of the cards to the players face down.
2. Place the dice in the center of the group with easy access to all players.
3. Fill out the score pad with each player's name

### Playing the Game:

After dealing the cards, the dealer starts by rolling all three dice and discarding the appropriate cards from his or her hand as indicated on the chart on the back of these instructions. Note that some cards are to be discarded into a center pile while others may be passed to opposing players (and as indicated by the far right column on the chart on the back of these instructions).

Please note these special "rolls" when playing the game:



The "winner" of each round is the first player to have no cards left in his or her hand.

### Scoring:

The winner of the round does not score any points. All other players add up their scores for the round and enter on the score pad. Jacks, Queens and Kings count as 10 points for scoring. Aces always count as 1 point.

At the end of each round, players add up the numbers on the remaining cards in their hand and enter that number in the upper box of the scorecard. Then, a cumulative score is kept in the lower box (similar to keeping score in bowling).

DEER IN THE HEADLIGHTS		DEER IN THE HEADLIGHTS SCORE SHEET										FRONT PORCH CLASSICS
Player	1	2	3	4	5	6	7	8	9	10	Total	
Steve P.	22 22	6 28	17 45	12 57								
Nathan K.	4 4	40 44	25 69	30 99								
Jay	— 0	12 12	— 12	41 53								
Kathryn T.	34 34	14 48	31 79	— 79								

Once all players have entered their score, the cards are re-shuffled and the player to the left becomes the new dealer.

The game ends when the first player reaches 150 pts. The winner is the player with the lowest score when the game ends.



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