

(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.

8 4 1

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.

All cards matching the "number" rolled PLUS any cards which add up to the number rolled.

All cards from the numbers "rolled" PLUS all of any other card from hand.

Center Pile

Pass to any other player(s)

Pass to any other player(s)

Center Pile

All cards from only **one** of the two numbers rolled.

All cards that correspond to the numbers rolled.

(2) Numbers + (1) Car(2) Numbers + (1) Running Deer(1) Number + (1) Deer in Headlights + (1) Car

(2) Numbers + (1) Deer in Headlights

(5)

If "rolling" player cannot play any cards, then other "non-rolling" players may transfer to "rolling" player all such cards from their hand(s).

Example: If 2-6-Q are rolled, "rolling" player may discard all of such cards from their hand.

Discard - By Rolling Player

Where Discard

All cards that correspond to the numbers rolled.

(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.

All of any two cards from their hand

Assign a "Lose Your Turn" to any other player and roll again.

(2) Deer in Headlights + (1) Number
(2) Deer in Headlights + (1) Car
(2) Deer in Headlights + (1 Running Deer)

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 <u>lowest</u> 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).

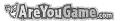
SCORE SHEET											
Player	1	2	3	4	5	ő	7	8	9	10	Total
Store P.	22 22	28	17 45	12 57							
Steve P. Nathan K.	4	40	25 69	30 99					1		
Jay	=		12	41			Ē				
Tay Kathryn T.	34	14	31	<u>-</u>			L				
		10									

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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