

Do Over!

The Game of Second Chances!



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Springfield, MA USA
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MADE IN CHINA

Box Contents

54 Do Over! Cards
(44 Pink Numbered Cards, 4 Black Bomb Cards, 4 Green Do Over! Cards, 2 Blue Reverse Cards)

Object

Do Over! is a game of high and low. Players strive to be the first to get rid of all their cards by discarding cards either equal to or greater than the top card of the Discard Pile. The first player to get rid of all their cards wins the game.

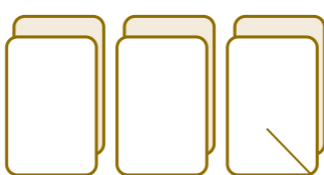
Setup

1. Choose a dealer.
2. The dealer shuffles and deals to each player a row of three cards, face down.
3. The dealer then deals to each player three more cards, placing them face up on top of the cards that were dealt face down. Now each player has in front of them three piles of cards, with each pile consisting of one card face down and a face-up card on top of it. This is their Reserve.
4. The dealer then deals to each player three cards face down. This is their Hand.
5. At this time, and at this time ONLY, players may swap one or all of the three cards in their Hand with one or all of the three face-up cards in their Reserve. For example, if one of their face-up cards is a Special Card (see below), they may choose to put it in their Hand, replacing it with one already in their Hand.
6. The remaining cards are placed in the center. This is the Draw Pile.
7. The player to the left of the dealer goes first and play continues in a clockwise direction.

Player 1



Draw Pile



Player 2

Each player is dealt 3 cards face down, then 3 cards face up on top of the face down cards then a 3 card hand.

Game Play

- ▶ 1. The first player starts the Discard Pile by choosing a card FROM THEIR HAND and discarding it face up next to the Draw Pile. They then take a card from the Draw Pile and add it to their Hand.

NOTE: A player may decide to discard their lowest card or, for strategic purposes, they may opt for a higher card that would be harder for their opponents to top.

Players may NOT discard any of the cards from their Reserve until they have gotten rid of all the cards in their Hand (see below).

Players must have a minimum of three cards in their Hand, at least up until the point when the game is nearing the end and either there are no cards left in the Draw Pile or the Player has used up their Hand (see below).

- ▶ 2. The next player must discard a card of equal or greater value than the top card of the Discard Pile. Again, players may choose to discard the lowest card in their Hand that is of equal or greater value, or they may decide to discard a higher card that might be harder for their opponents to beat.

NOTE: If a player has a card in their Hand that they do not want to play right away, they may choose to keep it for future use. Players do NOT have to discard just because they can.

- ▶ 3. If a player does not have a card of equal or greater value in their Hand, they must pick up the entire Discard Pile and add it to their Hand. This ends their turn; they do NOT discard.

NOTE: When a player has picked up the Discard Pile and winds up with more than three cards in their Hand, on future turns they do NOT have to draw a card after discarding one. When their Hand is back down to three cards, they again must draw a card after discarding one.

- ▶ 4. Game play continues in this manner until there are no cards left in the Draw Pile.
- ▶ 5. When the Draw Pile is depleted, players continue playing the cards in their Hand without having to draw after discarding.
- ▶ 6. When a player has no cards left in their Hand, they begin to play from their Reserve piles.

NOTE: The face-up cards are played first. They do not have to be played in any specific order.

When a player discards a face-up card, they do NOT flip the face-down card beneath it.

If a player is playing from their face-up Reserve cards and they do not have one that is equal to or greater than the top card of the Discard Pile, they must pick up the Discard Pile. They are now playing from a Hand again. When they have discarded all cards in their Hand, they can go back to playing from their Reserve.

When a player has gotten rid of all of the face-up cards in their Reserve and is left with just three face-down cards, they begin playing from the face-down cards. On their next turn, they randomly choose one of the face-down cards to flip and immediately place on top of the Discard Pile. If this card is equal to or greater than the top card, then their turn is over. If this card is NOT equal to or greater than the top card, they must pick up the Discard Pile and, once again, they are playing from a Hand. They do not resume playing their face-down cards until they have gotten rid of all the cards in their Hand.

- ▶ 7. The first player to get rid of all their cards, first from their Hand and then from their Reserve, wins the game.

Special Cards



- ▶ **Do Over! Card** - The Do Over! Card resets the Discard Pile to zero. For example, if the Do Over! Card is played on top of a nine, the next player does not have to meet or beat a nine; they may play any card, no matter how low.



- ▶ **Reverse Card** - The Reverse Card reverses the order of play. When it is played, the player going next still must discard a card that is equal to or greater than the card beneath the Reverse Card.

**If there are only two players, the Reverse Card acts as a freebie -- game play does not change in any way.



- ▶ **Bomb Card** - The Bomb Card obliterates the Discard Pile. When it is played, the entire Discard Pile, including the Bomb Card, is removed and placed to the side, out of play. The next player starts a new Discard Pile, playing any card they choose.

NOTE: Though the eleven card has a crown on it, it is NOT a special card and is played strictly at face value. The crown merely indicates that the eleven is the highest card in the deck.