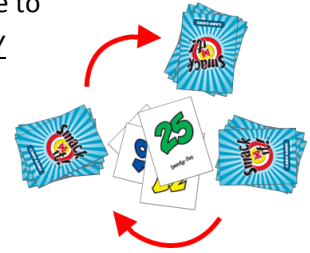


Smack it!™ Card Game Rules

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How to Win: The last player with any remaining cards wins.

How to Play: Shuffle deck THOROUGHLY. Deal all cards face-down and as equally as possible to each player, creating individual piles. The player on the dealer's left starts the game by QUICKLY flipping the top card of his pile AWAY from him to create a central pile of face-up cards within easy reach of all players. (*FASTER play is the MOST fun*). Players must NEVER look at their cards or crowd the central pile with their hands. Play continues clockwise with each player, in



Lightning fast gameplay creates excitement.

Challenge! Round



The highest number wins the pile.

turn, QUICKLY flipping a single top card until a **Challenge!** or **Smack it!™ card** is placed on top of the central pile. When a **Challenge! card** is played, all players flip ONE card, in turn, and place it on the central pile. The player with the highest-numbered card wins the pile and ends the challenge round. If, during a challenge round, a player places another **Challenge! card** on the pile, the challenge round immediately starts over. ANYTIME a **Smack it!™ card** is placed on top of the pile (including challenge rounds), the first player to smack the card wins the pile. (Smacking MUST be done gently to avoid injury to yourself and other players.) In the event of a tie, the player whose hand is closest to the bulls-eye center dot wins. When a player wins the central pile, those cards are added face down to his own pile (shuffling is optional) and he restarts play. The game continues until only one player has any cards left.

False Smack & Cheating: A player smacking any card but the **Smack it!™ card** (a “false smack”) or caught cheating must forfeit one card and place it face-up at the bottom of the central pile.

Out of Cards: Players with no cards have lost the game. However, they can still harass remaining players by smacking the **Smack it!™ card** and, if successfully won, REMOVES this pile of cards from play. The player to the smacker's left restarts play. If a player with no cards “false smacks,” he is permanently out of the game.