

GAME PLAY INSTRUCTIONS



1. Shuffle one deck.
For two players, deal six (6) cards to each player.
For three players, deal four (4) cards to each player.
2. Players arrange their cards in front of them, so that their partner can also see them.
3. Place the remaining cards in the middle, face down, as the draw pile.
4. Turn over the first card of the draw pile. This card is now the first card in the roller coaster stack.
5. Players must work together to play their cards on the roller coaster. They may only play cards that show ONE multiple below or ONE multiple above the current card on the roller coaster. Talking to each other and making a plan ahead of time is key.

For example, if the 3s deck is being used and a 12 is on the roller coaster, the only cards that can be played are a 9 (one multiple below 12) or a 15 (one multiple above 12).

Players do not take turns; rather, they are encouraged to have ongoing conversation and be strategic to play as many of their cards as they can in a row before running out of options.

6. When no more cards can be played, the roller coaster is stalled. Players turn over the next card from the draw pile to see if the roller coaster can start again.

TO WIN: Both players must each run out of their original 6 cards before the deck runs out of draw cards. If the players are able to play all of their multiples with any cards left in the draw pile, they win! If the draw pile runs out of cards before the players have used all their multiples, the deck wins.

TO INCREASE DIFFICULTY: Deal seven (7) cards to each player (if partners), or five (5) to each if playing with a group of three.

