



**2-6 players**  
**Ages 7 and up**

**Contains:** 112 cards (100 number cards, 6 “Go For It” cards, 6 “Knockout” cards)

**Object**

The object of the game is to be the first player to get rid of all your cards.

**Set-Up**

Select a dealer. Have the dealer shuffle the entire deck and deal out all the cards, face-down, in equal number among all players.

**Play**

The dealer plays first by flipping the top card of his card pile face up into the center of the table (forming the beginning of the play pile). At the same time as the “flip,” the dealer begins the “count” by saying the number “One” out loud.

**NO MATCH** (continue play)

If the dealer’s card does not match the number announced, play passes to his left. This player calls out the next number in the count (“Two”) while flipping his top card onto the play pile. Players continue taking turns, each flipping a card onto the play pile while shouting out the next number in the count (“Three”... “Four”... “Five”...).

- After “Ten”, begin the count again at “One.”

**MATCH** (player is knocked out)

If the number on a card matches the number announced, this player is “Knocked Out” and must take all the cards in the play pile and add them to the bottom of his deck.

For example, if you announce “Six” and you discard a number Six card; you must take the entire pile. Play then passes to the left as usual. BUT, if the next player lays a card on your match before you can pick up the pile, that player has “jumped the gun” and must take the entire pile.

For example, its your turn and you announce the next number in the count—“Five”. The card you flip

is also a Five. But before you take the pile, the player on your left lays down a card and says “Six”. That player has “jumped the gun” and must take the pile (a big break for you).

**Note:** Once you’ve played the game once or twice you’ll see how much fun it is to play really fast, and how likely it is to “jump the gun”!

### **KNOCKOUT CARDS**

A player who flips over a Knockout card, causes the game to temporarily stop while he decides which of his opponent is “knocked out” and must take all the cards in the play pile (his choice!). After the pile is “awarded” to this unlucky player, that player places them on the bottom of his deck and takes the next turn, beginning the count at “One.”

Once again, haste can foul things up. If the player on the left lays down a card before the player decides who is knocked out, that player must take the entire pile!

### **GO FOR IT CARDS**

A player who flips over a Go For It card gets to continue defying the count by taking turns for as long as he dares. This player flips over card after card, calling out the next number in the count as each is turned over. His turn ends when he decides to call it quits OR if he makes a match and gets knocked out. Should this happen, he must take the entire pile, as usual, and play then passes to his left.

**Note:** During a “Go For It” flurry, any other Go For It card flipped is treated as a non-matching number card. If a Knockout card is flipped, the player has the choice of either ending his turn and awarding the pile to any opponent, as usual, OR treating the Knockout card as a non-matching card and continuing his turn, at his own risk.

### **WINNING**

Be the first player to get rid of all your cards and you win the match!

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