

3 to 5 players

AGES 8 and up



OBJECT OF THE GAME

Your goal is to be the first to play all the cards in your hand. You'll score big if you do. There are no taking turns (unlike other card games). Whoever has the next card in sequence plays it (next higher number of the same color). 50 points wins the game. This usually takes a few rounds of play.

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Deck of 54 cards, including five colorful suits each with cards numbered 1 through 10, and 4 special "Stop It" cards. There is also a pad of scoresheets.

SETUP

Separate the Stop It cards from the deck, place them face up in a stack in the center of the table. Play with one less Stop It card than there are players in the game. If five are playing, you'll use all four; if four are playing remove one and place it out of play; if three are playing remove two of these cards and place them out of play.



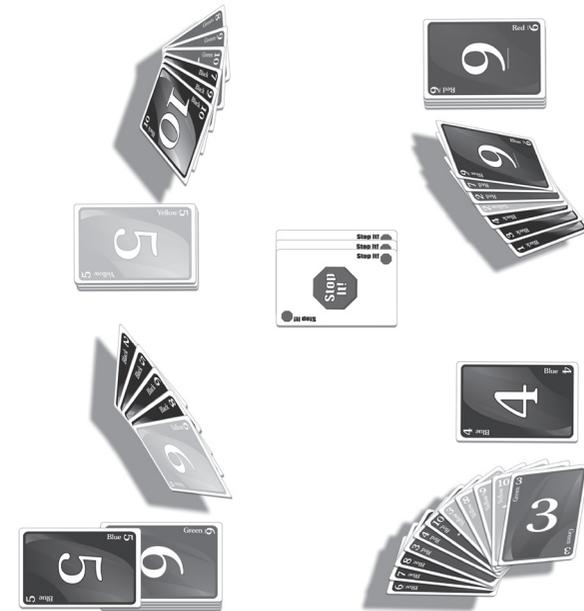
Shuffle the remaining 50 cards and deal them all out; players hold their cards in hand. Some hands may have 1 more card than others. Note: When three people play, remove the Black suit before shuffling.

HOW TO PLAY

The Player to the left of the dealer begins by placing, in front of himself, any card from his hand and announcing its suit and value, like "Blue 4." **There is no fixed playing order!** The player having the next card of *this color in sequence* calls it out and places it face up in front of **himself**, beginning his "play pile."

For example, if Blue 4 was played, the next card in sequence is Blue 5. Whoever has it, calls it out ("Blue 5") and plays it.

Play continues in this manner, with the next card in sequence called out and placed on the player's own pile (the player playing it becomes the "lead" player.)



Sooner or later no card can be played in sequence. It becomes a "stop" card. A "10" is always a stop card because there is no "11". But any card can stop a sequence if the next card has been previously played. For example, if Blue 4 was played at the

start of a prior sequence, Blue 3 becomes a stop when it is played. When the lead player causes a stop, he continues by playing ANY other card from his hand. Play continues in sequence from this card. For example, let's suppose Blue 4 was played earlier. Bob plays Blue 3 and creates a stop. As lead player, Bob decides to next play Red 8. Red 9 will be the next card in sequence.

CLAIMING A STOP IT CARD TO TAKE THE LEAD ONCE PER ROUND

At any time you can call out "Stop it!" and slap the Stop It pile. Play stops. Take a STOP IT! card and place it face up next to your play pile (it is important it be seen for the remainder of the round). You become the lead player and continue by playing any card from your hand.

Note: In the event two or more players call "Stop It" at the same time, whosever hand is directly on the Stop It pile prevails. (First come, first serve.)

Should another player be in the process of playing the next card in sequence (the card is out of his hand and on its way to his play pile or on it), he may finish doing so. If it is not yet out of hand, he must put it back.

ENDING THE ROUND—SCORING

The round ends when one player plays his last card and announces: "I'm out."

Keep track of scoring on a scoresheet.

- The player going out scores 10 points, plus 1 point for *each* card left in the opponents' hands.
- "Fives" are bonus cards. Each player with a Five in his play pile scores 5 points. (It's a good idea to turn Fives sideways in your pile so they can be easily seen and counted at round's end.)

If any Fives remain unplayed at round's end, the player *going out* scores their value (instead of the usual 1 point for a card in an opponent's hand). For example, Bob goes out

and Mary has two Fives left in her hand. Bob scores 10 points for these cards.

- There is a consolation "prize." The player who has the fewest cards left in hand earns 5 points. (If two or more players tie for second, none score this "prize.")

STARTING THE NEXT ROUND

Collect the Stop It cards and put them in a stack in

the center of the table. The player to the left of the prior dealer becomes the new dealer. He collects all 50 playing cards, shuffles them, and deals out the new hands.

WINNING

Continue playing rounds until one player reaches or surpasses 50 points. High score wins the game. For a longer game, play to 75 or 100 points.

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