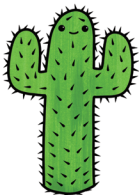
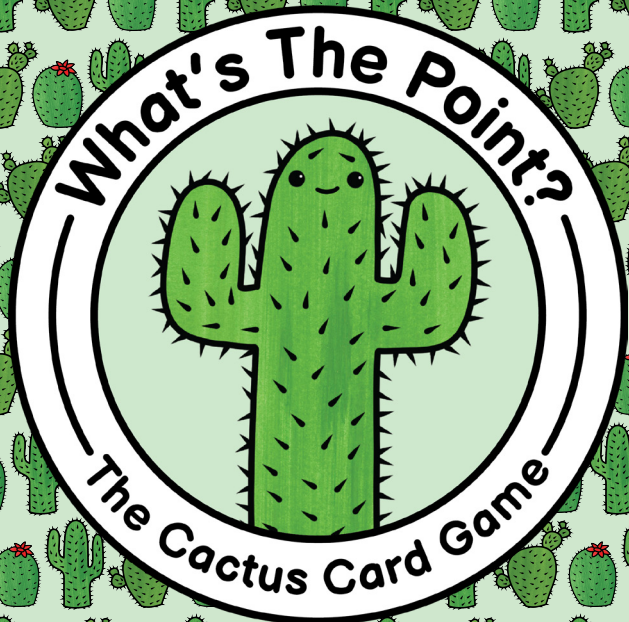


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www.thecactuscardgame.com



Game designed by:

Ryan Wallace

Thank you for supporting my game!

WATCH A VIDEO

Don't want to read? Neither do I. Watch this short online video teaching you how to play.

www.thecactuscardgame.com/rules

HOW TO WIN

The first player to reach the point goal wins the game!

Number of Players	Points to Win
2 - 3	10
4 - 5	6
6	5

When you earn a point, draw a point card from the point pile and place it in front of you. Make sure you lay them out neatly so others can clearly see how many you have.



Leave room for more!

SETUP

1. To start, remove all the POINT CARDS (30) from the deck and set them a side to form a point pile.



(PLAYING CARDS)

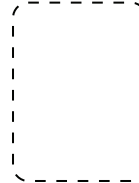


(POINT CARDS)

2. Shuffle the PLAYING CARDS and deal 5 cards face down to each player.
3. Place the remaining PLAYING CARDS face down to form a draw pile. You should now have two piles. A point pile and a draw pile.



Draw Pile



(Leave room for a discard pile)



Point Pile

4. Pick a player to go first.
(Example criteria: whoever is wearing the most green, the youngest player, whoever owns the most cacti, etc.)
Continue to play in a clockwise rotation.

DURING YOUR TURN

During your turn you can play as many ACTION CARDS as you want, there is no limit. **You may also choose to not play any cards.**

ACTION CARDS

Play an ACTION CARD by placing it face up on top of the discard pile and follow the instructions on the bottom of the card.

All ACTION CARDS have an icon in the top left corner.



After you follow the instructions on the ACTION CARD, you can play more cards.

Side Note: Some ACTION CARDS end your turn immediately after they are played. Those cards are: **FREE POINT, STEAL A POINT, DRAW 3.**

ENDING YOUR TURN

This is important so pay attention!

There are two ways you can end your turn:

Any time you **earn a point** OR you **draw a new card**.

EARN A POINT

Your turn **automatically** ends any time you earn a point. There are several ways to earn points. Some ACTION CARDS let you earn / steal a point OR you can match and play 3 CHARACTER CARDS.



(Learn more about CHARACTER CARDS on the next page.)

You **DO NOT** get to draw a new card from the draw pile or play any more cards, after earning a point.

OR

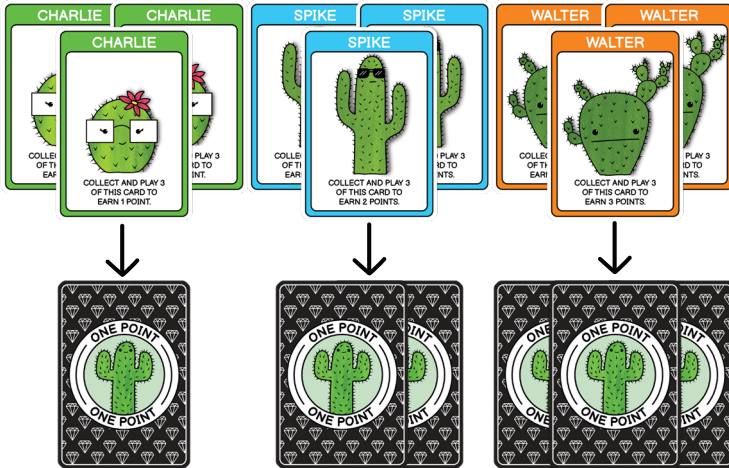
DRAW A NEW CARD

If you don't want to play any more ACTION CARDS and you didn't earn any points, you must draw a new card from the draw pile to end your turn.

Take the newly drawn card and place it into your hand. You must wait until your next turn to play that amazing new card you just drew.

CHARACTER CARDS

CHARACTER CARDS are played by laying a completed set face up in the discard pile and then collecting the number of points earned. A complete set consists of 3 CHARLIES, 3 SPIKES, or 3 WALTERS.



3 CHARLIES are worth 1 POINT.
3 SPIKES are worth 2 POINTS.
3 WALTERS are worth 3 POINTS.

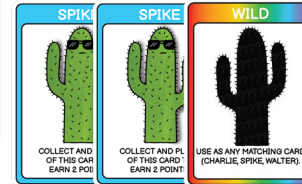
Reminder: Earning points from playing a set of CHARACTER CARDS will end your turn.

WILD CARDS

WILD



This WILD card can be used as a replacement for any of the CHARACTER CARDS. (CHARLIE, SPIKE, or WALTER).



= 2 Points!
 (Because SPIKE is worth 2 Points)

Bonus: Playing 3 WILD cards together as a set will earn you 3 points.

STOP CARDS

STOP



Stop the action of any players ACTION CARD. You **CAN NOT** stop a set of CHARACTER CARDS.

STOP cards can be played at any time throughout the game by any player however, they must be played within a reasonable timeframe of the ACTION CARD you are trying to stop.

A **STOP** card can also be played on another **STOP** card to negate it, and so on.

For example, let's say another player uses a STEAL A POINT to steal a precious point from you. You could then play a **STOP** card to prevent that player from using that ACTION CARD.

For more examples check out the next page.

ACTION CARDS

FREE POINT



Playing this card will earn you 1 free point from the point pile and ends your turn.

If this card is **STOPPED** you will **NOT** earn a point and it will still be your turn.

This card ends your turn when you earn the point.

STEAL A POINT



Steal 1 point from another player. That point is now yours.

If a **STOP** card is played you must return the stolen point **AND** it is still your turn because, you did not earn a point.

This card ends your turn when you earn the point.

SWAP HANDS



Force any two players to swap their hands. Once the two players have swapped hands it is still your turn.

This can be **ANY** two players playing (so yes, this could include you).

This card can **NOT** be **STOPPED** after the hands have been swapped.

ACTION CARDS

SEE AND STEAL



Privately look at another player's hand and take 1 card of your choice.

To prevent other players from viewing the cards you can pass them under the table, behind players backs, or hand the cards over face down.

This card can **NOT** be **STOPPED** after the player's hand has been privately looked at.

STEAL A CARD



Have another player privately fan out their cards. Choose a random card to "steal", and add it to your hand.

Players are allowed to shuffle their hand before a card is stolen.

This card can only be **STOPPED** before any cards have been taken.

REQUEST A CARD



Choose any player and request **ANY** card from them.

If they have the card you requested they are required to give it to you. Use the Honor System!

If they do not have the card you requested then you are out of luck. You do not get to keep requesting cards. That action is over.

This card can **NOT** be **STOPPED** after the requested card has been given to that player.

ACTION CARDS

DRAW 3

Draw 3 new cards from the draw pile.



This card can only be **STOPPED** before any cards have been drawn.

Your turn ends once you have drawn all three cards.

OTHER RULES

When a player is **STARTING** their turn with **ZERO** cards in their hand they are required to draw 3 new cards and immediately end their turn.

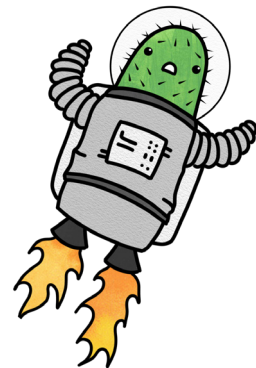
Should you run out of cards from the draw pile, the person with the most points will shuffle the discard pile and place the cards facedown forming a new draw pile.

You can't hide points. Your points must be clearly visible to every player at all times.

CONTENTS

The game contains 120 cards, including:

- 30 POINT CARDS
- 16 CHARLIES
- 12 SPIKES
- 5 WALTERS
- 3 WILDS
- 3 FREE POINTS
- 3 SWAP HANDS
- 6 SEE AND STEALS
- 6 DRAW 3'S
- 6 STEAL A POINTS
- 10 REQUEST A CARDS
- 10 STEAL A CARDS
- 10 STOPS



Other content:

- + Game box and plastic tray insert.
- + This wonderful instruction booklet you are reading.



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