

INSTRUCTIONS

Setup:

Shuffle and deal out the picture cards (with 'Run The Gamut' on the back) to each player according to the amounts below:

***3-4 Players - 13 Cards each**

***5-6 Players - 11 Cards each**

***7-8 Players - 9 Cards each**

Deal out the Challenge Cards, 2 each for 4 or less players, 1 each for 5 or more players. Shuffle the Gamut card deck (featuring scales like Smallest to Biggest), determine player order and begin the game!

How to Play:

The first player takes their turn by drawing a Gamut card from the top of the pile and chooses one of the 4 scales listed. Once chosen, that player then plays a card from their

hand that applies to that scale. For example, if 'Dangerous to Safe' was chosen, they'd try to play something the most dangerous from their hand, then the next player continues that scale to the left, going from most to least dangerous. When starting a new run, only one card may be played, but afterward players may play up to 3 cards per turn - one *BEFORE* the *FIRST CARD* played, one *BEFORE* the *LAST CARD* played, and one *AFTER* the *LAST CARD* played, still fitting within the scale from left to right. Play goes clockwise, each player taking or passing on their turns, repeating until all players consecutively pass. A player may pass and then play again later. Once all pass, the player that played the last card sweeps all played cards aside and chooses a new Gamut card to start a new run.

Challenging a Card:

At any point, any player can spend one of their Challenge Cards to challenge the last card played. Generally a player challenges when they feel one of the cards played by the last player doesn't fit within the scale from left to right. The challenger and the defendant both state their cases and then ALL players vote, ties going to the defendant. If the challenger loses, they discard the Challenge card spent, and if they win they keep it. If the defendant loses, they take back the card in question (1 challenge per card) into their hand, and draw an additional picture card from the deck into their hand, and the next player takes their turn. If they win, the card in question remains.

The first card played in a Gamut cannot be challenged.

How to Win:

The first player to play all their cards wins! They may not declare their win until the next player lays a card from their hand. Players do not need to let other players know how many cards are in their hands. If all Challenge cards are played, the player with the least cards wins!

Below is an example of a run of cards:

