

SPITE & MALICE

OVERVIEW

Be the first player to play all of the cards from your stack while dishing out some spite and malice!

SETUP

Place any pre-dealt stacks back on the draw pile for empty player spots. Shuffle the deck, and deal **four** cards to each player.

Each player should flip over the top card from their stack to the UP card spot. Player with the highest value UP card goes first.

HOW TO PLAY

On your turn, do the following:

1. Draw your hand up to **five** cards. If the draw pile runs out, shuffle the discards, and create a new draw pile.
2. Play any **1** cards from your hand or UP space to any empty space in the middle of the table.
3. Play any **2** cards from your hand if possible.
4. Play as many cards as you like from your hand, store piles, and UP space as you wish. Cards must be played to build piles in numerical order. If you play your UP card, immediately replace it with another card

from your stack. If you play all cards from your hand during a turn, you may draw five more and continue.

Special cards:

1 card: You must never end your turn with one of these cards in your hand. It must be played, and cannot be stored.

2 card: If there is a 1 card on the table (build space) then you must play this card. This card cannot be placed in a store pile.

13 card (Malice): This card is used to finish a build pile. When playing this card, you must decide on another player to take a card from the draw pile, and without looking at it, place it at the bottom of their stack. The build pile should then be discarded.

Wild/Spite: This card can be played in place of a numbered card on a build pile (*excluding exceptions noted on the card*), but never on top of another wild, and must always be covered during the turn it was played by a numbered card. This card cannot be placed on a store pile.

Alternatively, it may be used in a spiteful fashion as depicted on the card. Used in this manner, it can be played at **any** time to the discard pile, and takes effect immediately.

5. End your turn by placing a card face up on one of your store piles. If you only have cards left in your hand which cannot be placed in a store pile, then simply end your turn. Play then proceeds clockwise.

Note: *It may rarely occur that you can neither play nor store cards from your hand. In this event, discard your hand, and end your turn.*

WINNING

You win when you play the last card from your stack to a build pile!